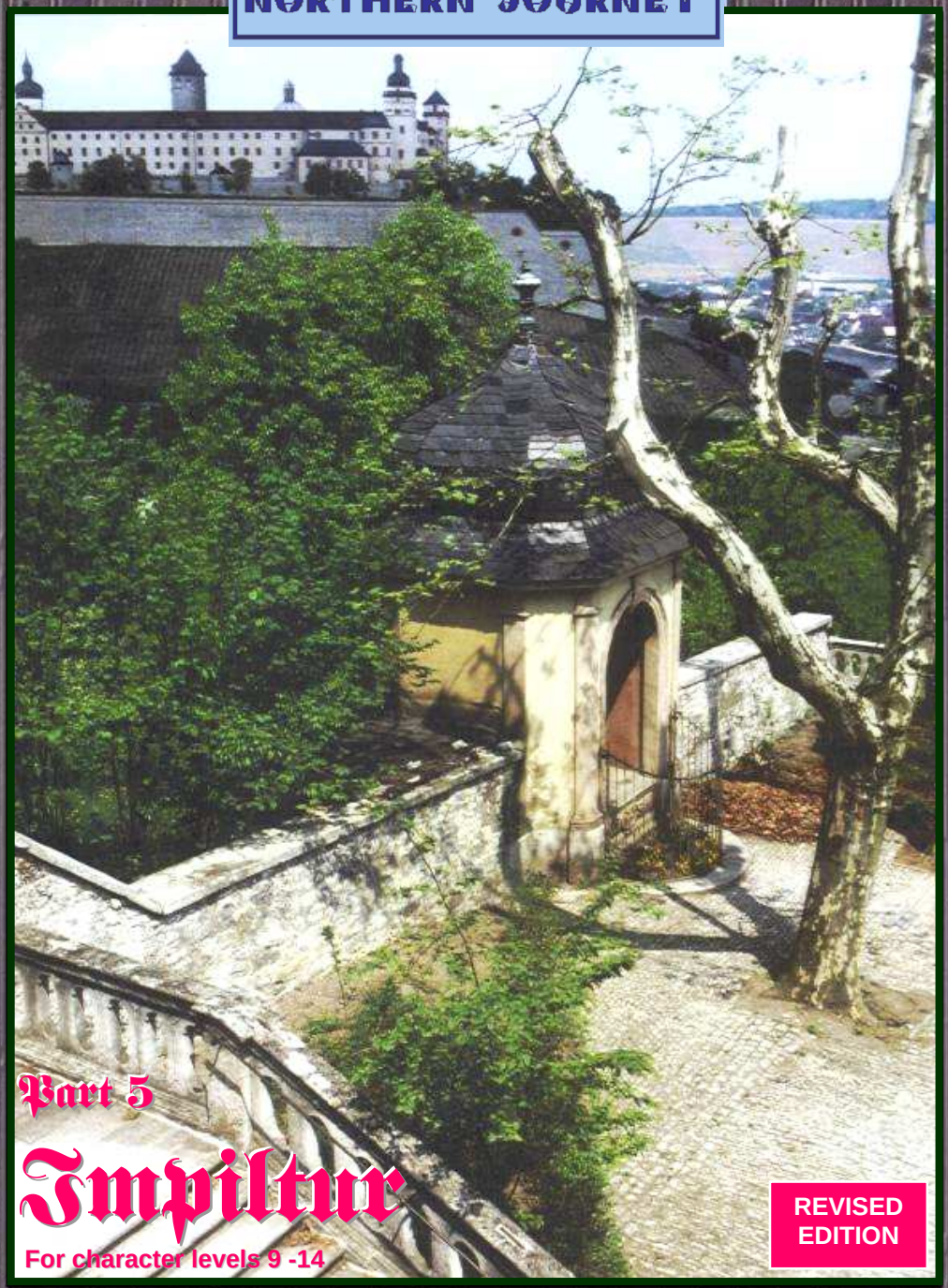
FORGOTTEN REALMS®
Fan Written Adventures

NORTHERN JOURNEY™



Part 5

Impiltur

For character levels 9 -14

REVISED EDITION

Derivative material: Copyright © 1993-2005, Steigerwald EDV™ - the Vintyri™ Project. Original material: Copyright © 1974-2005, Wizards of the Coast® Inc., all rights reserved. This product may not be sold or otherwise commercially used.

An unofficial Adventure in the Forgotten Realms®

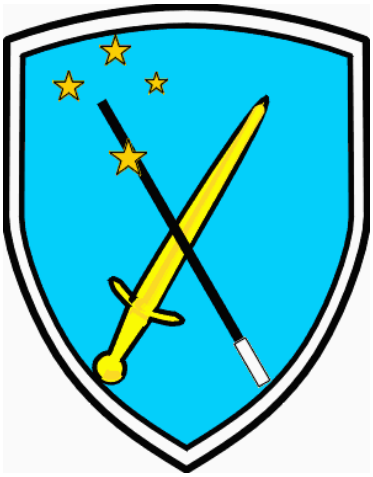
FORGOTTEN REALMS®
Fan Written Adventures

NORTHERN JOURNEY™

Part 5, Impiltur

Version 4.0

For Adventuring Groups of Levels 9-14



An unofficial Adventure in the FORGOTTEN REALMS®.

NORTHERN JOURNEY

Part 5, Impiltur

Version 4.0 – Revised Edition

The Vintyri Project™
Project Leader: Trevor Cooke, Scotland.
Co-Author and Online Coordinator: Carl Nielsen, U.S.A.
Co-Author and Webmaster: Mark Oliva, Germany
Editors: Mark Oliva, Germany, and Simon Gibbs, Australia

Co-Authors of the former *Project Group 1370*:

Stan Allard, USA
Bill Farge, USA

Founders of the *Northern Journey Campaign*:

Marv Olson, USA
Greg Waters, USA

This book also makes use of work from the following independent authors:

A. Jason Anatokas
Dr. Jeffrey David Bray
Erskine Fincher
Paul Hoyak
George Krashos
David Olson (a.k.a. Khamsin)
Phillip Wallace (a.k.a. Sleyvas)

The Vintyri Project especially wishes to thank:

Eric L. Boyd
Don Caughey
Fernando Puertas Figallo
Ed Greenwood
Bob Hall
Brian Lindenlaub
Sean Mahoney
J.A. Jones Tyler III

Special thanks too for contributions, ideas, suggestions, illuminating online postings, RPG software, CC2 Symbols and other direct and indirect help from the following members of various Internet mailing lists and contributors to ProFantasy's home page. Your regular postings have made the Realms a better place and *Northern Journey* a better adventure:

Charles Jason Albitz, Erol K. Baybert, Jimbo Bean, Fredrik Blom, William Bossier, Allyn Bowker, Jamis Buck, Sam Carter, John Casky, Brad Whitted Chales, Justin J. Chupp, Eric Comtois, Chris Conboy, Rob Cooper, Jay Cox, Kyle Cretsinger, John Csaky, Dr. Thomas Cullen, Michael Dallaire, Steve Davies, Clay Derochie, Anna M. Dobritt, Paul George Dooley, Dave Eadie, Lonny Eckart, Jonas Eckerman, Andrew Ellem, Anthony Farrell, Gil Fleming, Jürgen Geppert, Ed Greaves, Steve Grogan, Gordon *Druzzil* Gurray, Troy Gustavel, Andrew Hackard, Michael Hahn, Timothy Haney, Lisa *Beren* Hartjes, Shaun Hately, Jason Hatter, Chris Heismann, Antje Helfrich, Peter Helfrich, Rick Herron, Teresa Hickam, J.K. Hoffman, Bill Howard, David E. Howerton, Frank Hübner, John *Hube* Huebner II, Stuart Hunter, Jonathon Jacobs, Brad Johnston, Alan Jones, Colin Keizer, Linda Kekumu, Kevan, Matthew Klinger, Ben Krauskopf, Paul J. Lareau, T. Lenti, Mathew Lynn, Ian R. Malcomson, Pat Malone, Tony Marker, Christopher Mathieu, John *Draugdur* McCaffery, Brian McCallister, Kevin McNeese, Brian McRoberts, Toby Mekelburg, Robert Merkstallinger, Robert Miller, James Milton, Vic Morales, Steve Mulhern, Scott Murray, Bobby Nichols (a.k.a. the Cat.Dragon), Roger Nicholls, Lisanne Norman, Alistair Lowe-Norris, Erik Oscarson, Morgen Olden, A. Maarit Pelletier, Jim M. Pierce, Paul Pishnak, Dee Dee Rand, Rick Ricci, Phil Rhodes, Caroline Ridyard, *Notty* Ried, Jan-Yves Ruzicka, Rick Saada, David Salvas, Mary Kay Salvas, L. Lee Saunders, Ralf Schemmann, David Shepheard, Paul Schief, Nancy Schultz, Craig Sefton, Matt *Scantronb* Selter, Thomas Sevaldrud, Cody Sibley, Clay Van Sickle, Gregory Simkins, John Simpson, Joe Slayton, Dr. Erin D. Smale, B. (Varl) Smith, Frank F. Smith, Pat Smith, Stephen R. Smith, Ken Snellings, Geoff Spakes, Ken St-Cyr, Mike Stewart, Pete Storm, Leo Sutherland, ThatOtherGuy, Ed Thomas, Louis Timmer, Colin Tod, Chip Towle, Gary Urvoas, Maurizio Vaggi, Michael Vaillancourt, Peter Vernon, Wailhorn, Kevin Walker, Waterdeep0 a.k.a. John Smithey, Alex Weinrich, Paul Westermayer, John Whatmough, Frank Whited, Gary Williams, William Wire, John G. Wood and Melody Yoon.

All maps in the *Northern Journey* adventure are produced with *Campaign Cartographer 2™Pro, Dungeon Designer 2™ and City Designer 2™* from ProFantasy Ltd. in London. For more information, visit the following Internet site: http://www.profantasy.com/

The Internet address for *Northern Journey* (use no capital letters)*:* http://www.vintyri.com

***Northern Journey* News Reports: When the project group has something new to report, information is posted on our website (see above) and to the following mailing lists: *FRGame Mastering and NJDiscussion at YahooGroups.com, REALMS-L on the WotC server* and *ADND-L at the University of Texas*. For more information, contact our webmaster at: info@vintyri.com .**

Front Cover: Lyrabar (source photo: Würzburg, Germany). Back cover: The castle of Filur (source photo: Rabeneck Castle, Swiss Franconia in Northern Bavaria, Germany). Photos Copyright © 2005, The Vintyri Project, all rights reserved.

Bloodstone
OUR OPEN LICENSE

COPYRIGHT NOTICE:

Impiltur is a derivative work that is based upon the games *Dungeons & Dragons®* and *Advanced Dungeons & Dragons®* and the gaming setting *Forgotten Realms®,* all of which are subject to the copyright restrictions of Wizards of the Coast Inc., Renton, Washington, U.S.A. The use of this material in *Impiltur* does not constitute a challenge to those trademarks. *Dungeons & Dragons, Advanced Dungeons & Dragons, Forgotten Realms* and *Wizards of the Coast* are registered trademarks of Wizards of the Coast. This adventure is offered under the Wizards of the Coast online policy for distribution of free, non-commercial gaming material in the Internet. The policy is available on the company's home page in Internet: http://www.wizards.com.

Original material offered in *Impiltur* is a non-commercial product of the Vintyri Project™, solely owned by Steigerwald EDV™ USA, Copyright © 1993-2005, Steigerwald EDV USA. The license for the use of this material for free and non-commercial distribution follows. Vintyri™, Vintyri Project™, Northern Journey™ and Steigerwald EDV™ are trademarks of Steigerwald EDV USA.

LICENSE PROVISIONS:

1. Any of use of this material that violates the online policy or any future policies, rules, restrictions, licenses or similar definitions by Wizards of the Coast explicitly constitutes a violation of this license.

2. You must attach this notice to any content in which you copy, modify or distribute elements derived from *Impiltur*. No terms may be added to or subtracted from this license except as described herein. The use of derivative material produced under the terms of this license may not be further restricted beyond the terms of this license in this form.

3. By copying, modifying or distributing the content of *Impiltur* including the creation of a derivative work based upon *Impiltur*, you indicate your acceptance of the terms of this license.

4. In consideration for agreeing to use this license, Steigerwald EDV USA and the Vintyri Project grant you a permanent, world-wide, royalty-free, non-exclusive copyright and trademark sublicense with the exact terms of this license to copy, modify and distribute *Impiltur.*

5. If you are contributing original material under this license, you guarantee that your contributions are your original creations and/or that you have full rights to grant to third parties the rights assigned by this license.

6. You must update the copyright notice portion of this license to include the exact text of the copyright notice of all texts that you are copying, modifying or distributing, and you must add the title, the copyright date, and the copyright holder's name to the copyright notice.

7. The use of any trademark in this or derivative products does not constitute a challenge to the ownership of that trademark.

8. You must include a copy of this license with every copy of the derivative content you distribute.

9. The right to use graphic material other than maps and dungeon plans from *Impiltur* is limited exclusively to private usage and to the distribution of *Impiltur* in its original, unmodified form. Other usage of the graphic material in *Impiltur* is allowed only with the express written consent of the Vintyri Project. Maps and dungeon plans are excepted from this provision and fall under the provisions of Paragraph 4 above.

10. This license will terminate automatically if you fail to comply with all terms herein and fail to end any and all breaches of this license within 30 days of becoming aware of the breach(es). All sublicenses shall remain valid after the termination of this license.

Table of Contents

Game Master's and Players' Maps of Impiltur 10-11
A Change in Style 12
The Revision – Ed Greenwood's Vision 12
Supporting Materials.....14
What Kind of Characters are Allowed?.....14
D&D 3E NPC Classes in AD&D 2E 14
For NJ Game Masters only – the Sigylls Turn 14
Resisting the Sigylls and Coins in Impiltur.....16
Experience Point and Levels 16
Game Master's Notes from the Projects Group.....17
Adventure Hooks for Non-NJ Game Masters 21
Getting Started – Non-NJ Campaigns 22
Getting Started – NJ Campaigns.....22

A. A Regional History and the State of Events 24

B. The Northwest and the Badlands.....54
Laviguer... 62
Laviguer Map... 67
Laviguer Road – Laviguer to Wye 70
Wye 71
Wye Map 73
Mal 74
Mal Map... 77
Leather Maiden Dungeon Plans 78-80
House of Many Tomes 86
Outentown..... 87
Outentown Map 89
Northford 93
Northford Map 95
Fort Dambrar ... .97
Fort Dambrar Map 98
Nornburg 99
Nornburg Map 101
Fort Tilraun..... 102
Fort Tilraun Map 103
Castle Suhmar. 104
Castle Suhmar Map.....106
Larmhold 107
Larmhold Map 109
Fort Talan 110

Fort Talan Map 111
Waldburg 112
Waldburg Map . 113
Grollburg. 114
Grollburg Map.. 117
Lyon's Oak..... 119

C. The Northern Mountain Lands.....120
Dunfee.... 122
Dunfee Map..... 126

D. The Swamplands.....129
Bay Town 136
Bay Town Map. 137
Netherteth..... 143
Mosquito Point. 145
Huddl's Landing.....146
Huddl's Landing Map.....148
Eastreeds 150
Eastreeds Map 155
Eastfen ... .157
Eel Bayou 159
Eel Bayou Map 165
Eel Bayou Cave, Tunnel and Dead Magic Area Maps.....165
Buzzard Beak Harbor 169
Black Adder 172
Garyl's Cove Ruins.....174
Garyl's Cove Maps 180

E. The Golden Coast.....182
Keelbest.. 187
Keelbest Map... 192
Sarshel ... .193
Sarshel Map 211
Filur 212
Filur Map. 219
Pick 'n' Axe 220
Pick 'n' Axe Map 224
Dilpur 225
Dilpur Map 238
Torg mac Cei Coal Mine.....239
Hlammach 241
Hlammach Maps.....259
Hill of Tombs.... 264
Lyrabar ... .266
Lyrabar Maps... 288

F. In the Kingdom, Out of Impiltur 293
Ilmwatch 295
Ilmwatch Map 303
On the Heralds Road 304
Cairnpur 308
Cairnpur Map 309
Maracrath 312
Maracrath Map 314
Guidodale 315
Guidodale Map 318
Mulltown 319
Mulltown Map 323
Lenchford 324
Lenchford Map 332

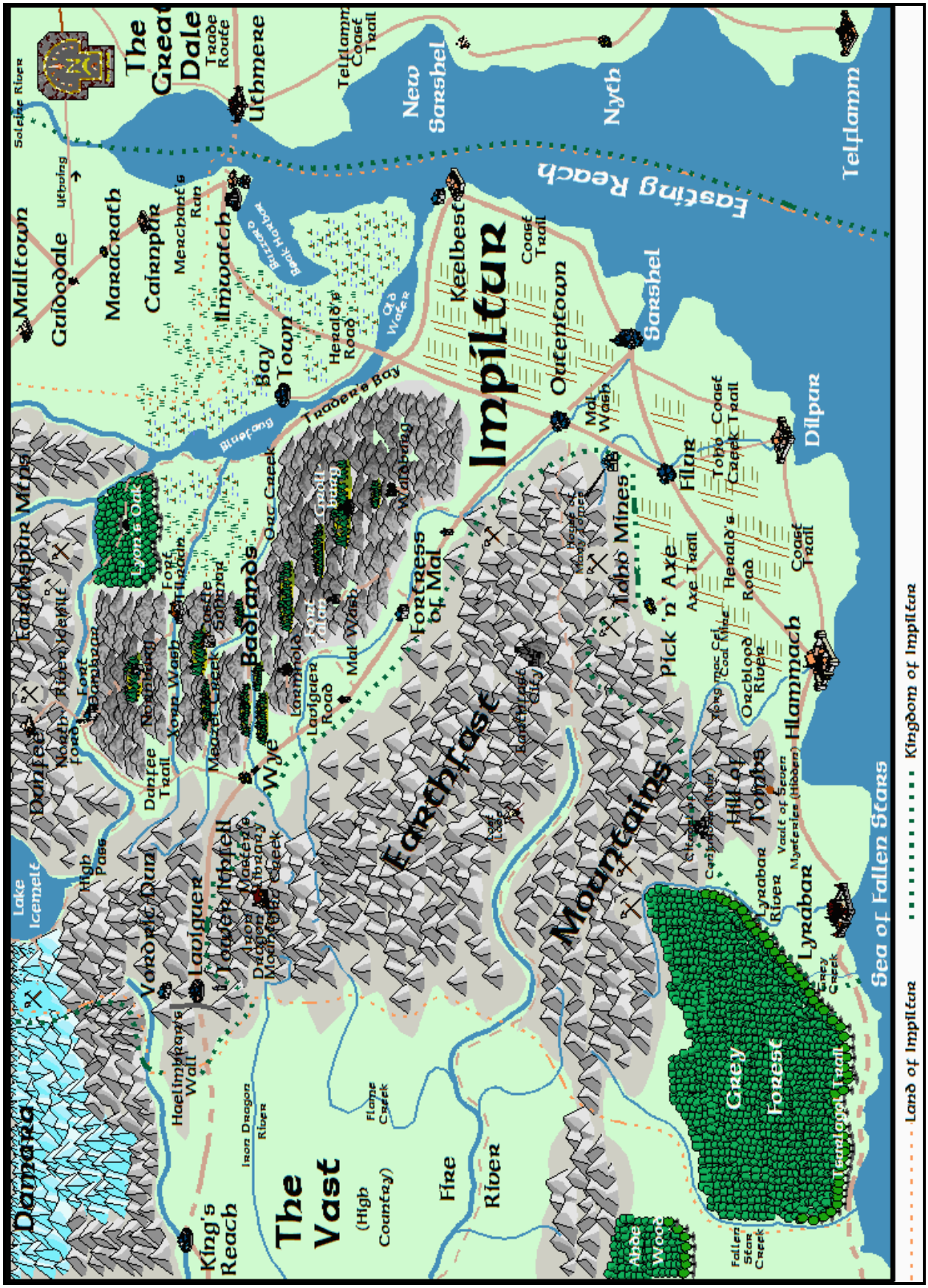
G. In Impiltur, Out of the Kingdom 333
The Grey Forest 333
The Dwarven Holds 334
Dragon Fang Mountain 339

H. Out of Impiltur, Out of the Kingdom 340
Former Impilturian Areas 340
The Giantspires Outposts 341

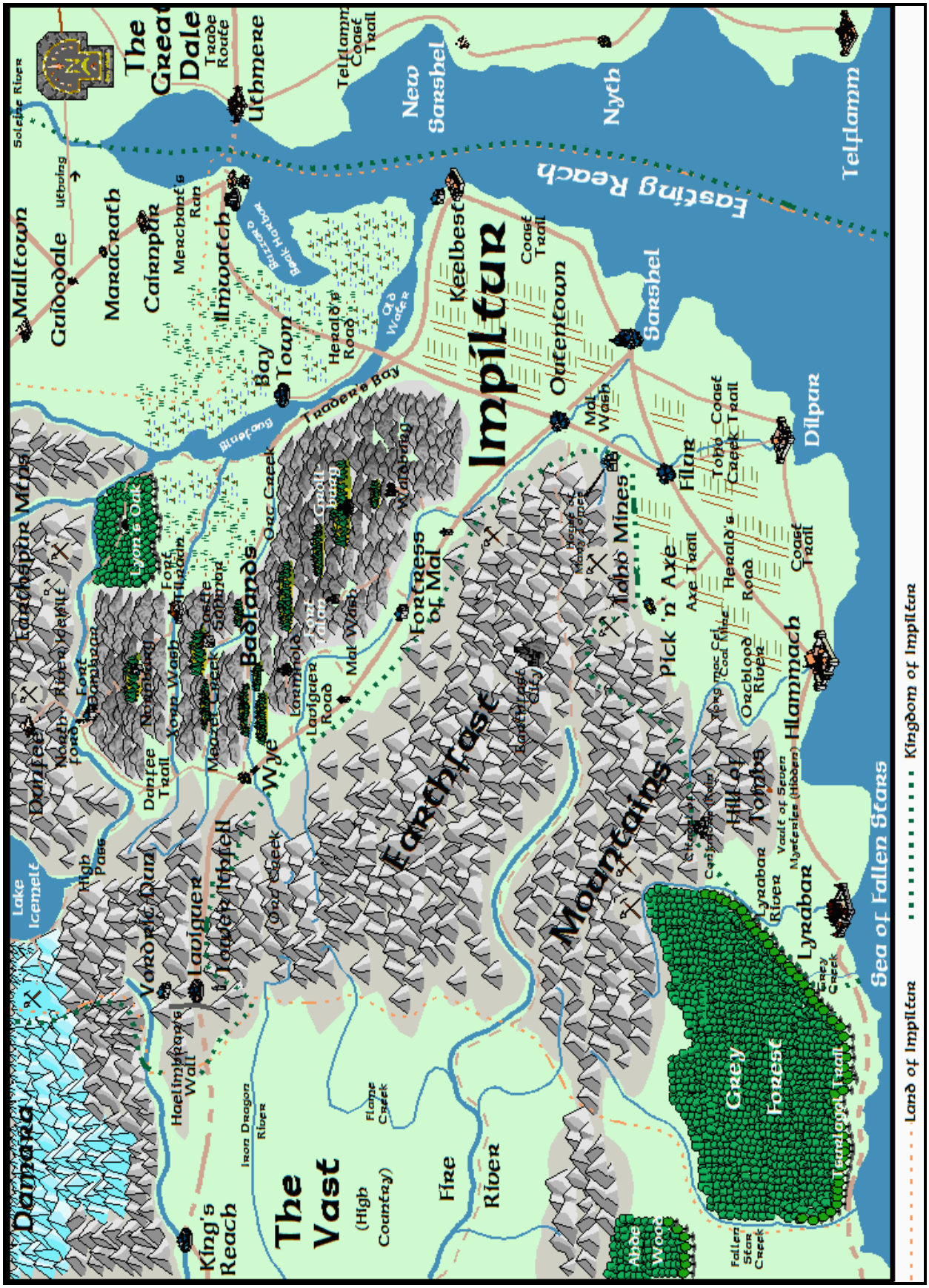
I. Organizations in Impiltur 342
Lords of Imphras II 342
Order of the Golden Cup 342
Heralds of Imphras II 342
Sword of Impiltur 342
Wand of Impiltur 344
War Priests of Impiltur 348
Rocktappers of the Earthfasts 348
Iron Throne 348
Zhentarim 349
Cult of the Dragon 349
Harpers 349
High Heralds 350
Red Wizards of Thay 350

J. The Once and Futureless Queen? 351
The Royal Succession 352
Dynasty of Impiltur (Eric L. Boyd) 353

K. Beneath the Surface 354
Tiamat 354
Grafvitnir 355
Iyachtu Xvim 355
Cyric 355



Impiltur – Game Master's map



Impiltur – Players' map

A Change in Style

If your campaign is coming to Impiltur from adventures involving Parts 1-4 of *Northern Journey*, you'll be finding an abrupt change in style in the is volume and in Parts 6 and 7, *The Great Dale* and *Bloodstone*, that follow. In the first four segments of *Northern Journey*, the PCs to a great extent are drawn on a path by two sets of opponents:

- Kargmelchina and Sammaster, who are using the *Sigylls of Contagion* to draw the PCs to the targets of Kargmelchina and Sammaster, to destroy those opponents.

- The spirit of Grafvitnir, which is using the magic of the *Coins of Binding* to lead the PCs in a similar direction, at least for the present, but with the goal of having the adventurers eventually destroy Kargmelchina and Sammaster.

By the time they reach Impiltur, the PCs should have high enough levels to succeed at times in resisting the sigylls.

In *Impiltur* and also in Parts 6 and 7 of *NJ* the goal is to reach the next target toward which the Sigylls are drawing the PCs. In the case of *Impiltur*, the PCs' goal is to reach the lich Harbet Gall in the eastern end of the Great Dale. At the beginning, Impiltur, in their eyes, will be little more than a land they need to cross to reach the Great Dale.

From this point on in *Northern Journey,* there are no more boxed texts for game masters to read to the players. We have no idea how your players will travel across Impiltur to the Great Dale, and if you're the game master, you probably have little more idea than we do.

As a result there is no fixed path upon which we can navigate and inform you and your players. Your PCs will choose their own route to their goal. Whichever way they choose to go, this accessory has all the details and adventure hooks the game master should need to flesh out every stop on their way.

You'll find more detail on this issue a bit deeper inside this work, in the section called *Getting started.*

The Revision

Ed Greenwood's Vision

Official TSR and WotC literature before publication of the *Forgotten Realms* 3rd Edition hardcover in 2001 offered little information on this large expanse of Impiltur, enclosed by the Earthfasts in the West, the River Icehilt and the Earthspurs in the North, the Great Imphras, Traders Bay and the Heralds Road in the East and Outentown in the South. One of the few officially defined sites within this area is the Lyon's Oak druidic forest, introduced under the entry for Silvanus in *Faiths & Avatars* (TSR - 1996), by Julia Martin with Eric Boyd.

The *Northern Journey* and official versions of Impiltur differ in a number of ways from the original vision Realms inventor Ed Greenwood had for this area. His concepts included the Great Glacier reaching into the Earthspurs and to the Impilturian border. At the time he made his design, Ed could not take into account the melting of the southern Great Glacier that the old TSR would later implement after buying rights to the Realms.

In his original Realms, where no Damara or Vaasa existed, the part of Impiltur south of the River Icehilt, northeast of the Laviguer Road and southwest of the Great Imphras with Blue Fang and the Old Water was, according to Ed, *"huge evergreen forests that rose up to the mountain ranges ... monster-roamed, endless forests with a few treacherous little ravines/gorges here and there, but the rest being very shallow soil...so when forest fires, orc* 'flush out the food' *fires and human logging wiped out the canopy of vegetation, what was left was largely bare rock, somewhat like the Canadian Shield.*

"In other words, scrub pines and brambles, little pockets of shallow topsoil here and there, but mainly rock, rock, and more rock...darned hard to build on, nowhere to grow crops, not enough water that isn't fiercely competed for by local unfriendly wildlife, and ... something unfriendly below the ground that discourages mining forays.

"In the original Realms, 'under Impiltur' *is where I put the pech and meenlocks and meazels and all of the other score or so nasty subterranean races introduced in the* Fiend Folio *… in a series of underground caverns with few* 'deep' *Underdark connections, no mineral wealth to speak of, and a persistent raiding problem with xorn and umber hulks cruising the area like hungry sharks.*

"So this 'highland' *area ended up being large forested hunting preserves broken up by small valleys crammed with sheep farms, isolated lords' keeps (stone castles) providing homes for those who ruled the area, ridges of bare rock everywhere, and not much possibility of urban sprawl."*

In previous versions, this *Impiltur* accessory took an entirely different tack and described this area as a large central agricultural valley. The former *Project Group 1370*, which developed the original *Impiltur* segment, was of a divided opinion on how to shape the parts of Impiltur that TSR and WotC had not yet developed at that time. The earlier version reflects the majority opinion that Impiltur should be developed as a strong bastion on the eastern frontier beyond the Heartlands.

The responsibility for *Impiltur* and the rest of *Northern Journey* since has moved to the *Vintyri Project*. Our current project group views Impiltur a strong kingdom in its lowlands, but one that always must hold its guard against the monsters of the Earthfasts, its own Badlands and the Earthspurs as well as the hobgoblins of the Giantspires to the Northeast. For that reason, this final version of *Impiltur* completely eliminates the Central Valley defined in the earlier editions and replaces it with the Badlands, based closely upon Ed Greenwood's concepts.

The population of the *Badlands* consists only in part of the *AD&D 1st Edition Fiend Folio* monsters that Ed Greenwood used in his concept. The *Vintyri Project* attempts as much as possible to use only those creatures defined in the *D&D 3E Monster Manual* and the 3E accessory *Monsters of Faerûn*. Pech and meenlocks are not defined in these volumes. Therefore, we have substituted other creatures for them. But the meazels, xorn und umber hulks are included.

The substitution of the *Badlands* for the Central Valley is the main change in this revised Version 4.0 of *Impiltur*. It is the only revision that could have an important impact upon campaigns that already are in Impiltur with PCs who have been or know of the old Central Valley. If you're a game master running such a campaign, we suggest that you keep your old version of *Impiltur* and continue to use it when your party is in the old Central Valley or the Eternal Tundra.

Other revisions made in this Version 4.0 of *Impiltur* are:

- Material on the Vast has between eliminated. If your PC party decides to cross the Vast by land rather than sailing to Impiltur, you'll find all of the information you need in the *FR* accessory *City of Ravens Bluff* by Ed Greenwood (TSR – 1998), which is available as a free download from WotC's website.

- The quality of some of the maps has been improved.

- Information has been added on *Fort Imphras I* and *II*, which are outside of Impiltur and beyond our map of Impiltur, but nonetheless are strongholds of the Sword and Wand of Impiltur.

- Some inconsistencies have been corrected.

- The introductory material in this part of the book has been altered substantially.

Supporting materials

To successfully play this adventure, players need the *D&D 3E* or *AD&D 2nd Edition Players Handbook*. Game Master's need the *D&D 3E* or *AD&D 2nd Edition Dungeon Master's Guide* and the basic *Forgotten Realms Campaign Accessory*. One also needs the *Northern Journey Campaign Guide* in the Version 8.1.

What Kind of Characters are Allowed?

The final decision is up to the Game Master. No character beginning this segment should have a lower level than 8 in his or her main class. Single class characters should have levels between 9 and 11. It is acceptable if some of the single class characters have reached level 12.

- ***Races:*** Members of special races not described in the Player's Handbook, such as half dragons, drow, half drow, etc., could have special problems in the adventures in this segment. We suggest that they not be allowed.

- ***Classes:*** We would recommend that the Game Master not allow Paladins. This class would create serious problems for the player and the Game Master in the course of this adventure. In addition, we do not believe it would be possible to place the Red Sigylls on the arm of a paladin, although some Game Masters may disagree. Priests or other clerics of Kelemvor should be allowed only under the condition that they wish to accompany the group. Kelemvor's clerics are immune from having such Sigylls placed upon them. Druids and mystics would be very interesting characters if personified by talented role-players. A Game Master should consider and decide whether he wants to assume this challenge. A druid would be taking part in this quest because of a compulsion, not because of his own wish.

D&D 3E NPC Classes in AD&D 2E

This accessory uses the terms and abbreviations *Adept, Aristocrat (Aris), Common (Com), Expert (Exp)* and *Warrior (War)* in NPC descriptions. These are NPC classes described in the D&D 3rd Edition *Dungeon Master's Guide*. In most cases, these NPCs should be viewed as Lvl 0 characters under the *AD&D 2E* rules. However, we suggest you treat 3E adepts as 2E shamans and 3E warriors as 2E fighters one level lower in experience.

For NORTHERN JOURNEY Game Masters only:

The Sigylls Turn

The great dragon vampire Knellict, in Kargmelchina-Tiamat's service, has been dealing with the Malarite lich Harbet Gall in the eastern Great Dale to bring Gall and his cell of the Cult of the Dragon into the Tiamatist fold. Sometime shortly after the PCs reach the Vast, this agreement will be closed. At that time, Sammaster and Kargmelchina will attempt to turn the PCs away from destroying Gall and try to steer them instead toward Chessenta, with the hope that they can be forced to destroy anti-Tiamatist members of the Dragon Cult there.

Sammaster and Kargmelchina still are unaware of the looming spirit of the antique red dragon Grafvitnir, who really holds the ability to control the PCs. At first, Sammaster and Kargmelchina will succeed in their attempts to detour the PCs toward Chessenta, unless, of course, the PCs successfully resist the pull of the sigylls.

But then Grafvitnir will exercise the control he truly has over the PCs and steer them right back toward Harbet Gall! This requires a few things on your part as Game Master. These events all should have happened before the PCs can depart Impiltur in any direction. But it's up to you to decide when the pull toward Chessenta begins being noticed and when the PCs are suddenly are jerked back toward the Great Dale.

It also is necessary for you as Game Master to begin tempering the decisions of Sammaster and above all Kargmelchina with the rather substantial fear both will feel once they have lost control of the PCs. It is important for the Game Master to shape this situation precisely for each individual campaign. Taken in the abstract, the Kargmelchina avatar of Tiamat should have an excellent chance to simply level the PCs, to send them to oblivion. That is not the case in *Northern Journey*.

If you, as a Game Master, want your NJ campaign to be credible, then the vulnerability of Tiamat has to be believable too. We know from WotC's *Powers and Pantheons* (see page 134) that Tiamat already has three other avatar forms, as the Dark Lady, as the Chromatic Dragon and as the Undying Queen. Tiamat is new to the Faerûnian pantheon and relatively weak within it, lacking the followers Ao has foreordained as a requisite for power.

Despite this weakness, she has created ***four*** avatars that can manifest themselves in Faerûn, and at least two of these avatars and often three are active at any given time. That has a doubled-edged result for Tiamat: On the one hand it gives her a perhaps greater ability to directly steer events than any other god of the Faerûnian pantheon has. On the other, it certainly gives her a far greater degree of vulnerability than any other Faerûnian god has.

It is quite possible that the PCs can severely damage Tiamat herself through her avatar Kargmelchina. Her attention span suffers as well, for it is quite possible that at a time when she should be closely watching what the PCs are doing or trying to learn more about the mysterious Nentyarch in Rawlinswood, Tiamat finds herself instead focusing upon the defense against Xvimist or Dragon Cult enemies in Chessenta. For precisely these reasons, she sometimes will know less than she should about what the PCs or the Nentyarch are doing.

These are minor problems compared to the situation Tiamat will face when Grafvitnir takes control of the PCs and their sigylls. It will be immediately clear to the Dragon Queen that another power has its fingers in the soup and has a stronger magic with which to steer the PCs than she does. Of Grafvitnir, she knows nothing. Her main suspicions will fall upon Xvim, but the goddess is too smart to be certain that he is her invisible foe.

Goddess though she may be, Tiamat is able to do little. She has spread her avatars over Faerûn like butter, and in doing so, she has spread herself far too thinly. She could concentrate fully upon the PCs, but she cannot risk that. In the exact moment she does that, the Xvimists in Chessenta or Dragon Cult cells elsewhere in Faerûn might bring one or two other avatars to their fall, and then Tiamat would learn the meaning of true fear.

At present, she is merely afraid, because the PCs suddenly are steering a direct course for Harbet Gall, against *her* will. She knows that another power has trumped her cards, but she has no idea which power that may be. All her cards are on the table. She has too many avatars too involved in the doings of Faerûn. And someone else seems to have both jokers in the deck.

When making decisions for Kargmelchina-Tiamat in your game, keep her situation in mind. Tiamat will be more inclined to choose sudden, decisive blows than long-term, reasoned strategy. The stakes in this game may be her own continued existence. Some of her fear-driven decisions well may be rash or even be made in panic.

The only fast solution that the Dragon Queen has to the problem of the wayward PCs is to call in as many of the regionally available draconians and their lower level dragon vampire shepherds as possible and set them upon the heels of the PCs, with orders that they destroy or be destroyed. And so will the events turn for you and your PCs in the course of this segment. The draconian attacks will take time to amount. The PCs should begin having to defend themselves against draconians about the time they reach or are parallel to the Impilturian Badlands.

Although there are no random encounters as such defined for this segment, you should plan random draconian attacks upon the PCs from time to time, after they reached central Impiltur. As explained below, the church of Cyric is steering Ilmater's Angels to attempt to assassinate the PCs as they cross the Vast. It also is likely that the Cyricists will set paid bounty hunters on the PCs' trail in Impiltur, bounty hunters who have been told not to bother to bring the PCs back, but to make certain they're permanently dead.

Resisting the Sigylls and the Coins in Impiltur

The Sigylls of Contagion will begin to torture the PCs as they cross from the Vast into Impiltur. It has become patently clear to Tiamat/Kargmelchina and to Sammaster that someone or something else has gotten a handle on controlling the PCs and that they alone no longer are at the rudder. They also have lost all contact with their servant Krepp Nargthong. They are unaware that Nargthong ceased to exist long ago and that Grafvitnir replaced him with Szarkh Gortth. Gortth now serves Grafvitnir alone, and his undead spirit never is far from the PCs, waiting to infect someone new with the sigylls and the coins of binding, if the PC party becomes too weak through losses.

Grafvitnir now begins playing his own sadistic game with Tiamat-Kargmelchina and with Sammaster, however it not only is a game for pleasure but also a necessary tactical defense in the dragon spirit's evil mind. Grafvitnir is well aware that Tiamat is a goddess with powers far greater and more awesome than his own, and he considers it possible that Tiamat may be able to trace her adversary to his lair, if he maintains his control over the PCs uninterrupted for too long a time.

The magic in his Coins of Binding is pure and continues to be superior to the mixed magic in the Sigylls of Contagion. But because of Tiamat's greater power as a goddess, it is Grafvitnir's intention to exercise caution. When he draws the PCs toward the Great Dale, he will attempt to move them forward quickly in great strides and then let Tiamat pull them briefly in other directions, before she has time to seek her adversary.

Grafvitnir guesses that Tiamat will choose poorly, and instead of trying to reverse the PCs' direction and draw them back westward, she will continue hoping to divert them southward, toward the Vilhon Reach. Once the PCs have reached the Great Dale, the dragon ghost no longer will have to play this strong hand. There is a magic there, and he intends to have Szarkh Gortth use it, to end the tug of war between Tiamat and himself.

If the PCs attempt to resist the sigylls or the coins of binding in Impiltur, the Game Master should begin using a single saving throw for the entire PC party. The save should be made by the PC(s) with the best save bonus(es) for will or breath weapon. Which save you use depends upon whether Grafvitnir is attempting to steer the PCs back toward the Great Dale.

Sammaster and Kargmelchina are steering the PCs:

- **D&D 3rd Edition Campaigns:** RW for will, DC 15.
- **AD&D 2nd Edition Campaigns:** RW for breath weapon.

Grafvitnir is attempting to steer the PCs:

- **D&D 3rd Edition Campaigns:** RW for will, DC 20.
- **AD&D 2nd Edition Campaigns:** RW for breath weapon, penalty of 1.

This tug of war between Tiamat and Grafvitnir should give you a chance to give your PCs a tour of much of Impiltur. However, please note that there are no specifically designed counters within Impiltur or any that are necessary to complete the adventure. Your PCs really need only to cross Impiltur and get into the Great Dale. But we have tried to outfit the locations within our version of Impiltur with enough source material for encounters and intrigue that you should be able to provide as much excitement in your campaign as you wish.

Experience Points and Levels

The PCs should have gained a level between 9 and 14 by the time they start this segment. How many experience points they gain is dependent upon where the PCs go and what they do there. In a *Northern Journey* campaign they should adventure sufficiently in Impiltur to gain two or three levels.

Game Master's Notes from the Project Group

Before you begin familiarizing yourself with *Impiltur,* we'd like to share some thoughts with you on what this accessory is and what it is not, and even more, what *Impiltur* specifically and *Northern Journey* in general will do to *your* Realms, if you use our campaign setting and/or run the adventure by the book, and also how you can avoid letting *Northern Journey* do things to your Realms that you'd rather not have done.

One large goal set by the *Northern Journey* project group is to create an optional expansion of the official Realms developed by WotC. In this segment we offer a number of maps that substantially detail certain areas of the Realms and even add places that are not officially defined.

Those of you who read WotC's *Forgotten Realms Mailing List* in Internet no doubt are well aware of the lively and sometimes heated debate among list members over the question of whether one should change what WotC officially has designed. Some gamers think this is what Game Mastering in the Realms is all about. Others write such work off as *mangling the Realms.*

Such differences of opinion also exist to a certain extent within our project group. However, we all are strongly against taking a position as a group on this question, and we have attempted to make *Northern Journey* useful to both factions. We certainly do many things in this segmen that would alter the Realms in manners that WotC probably never will consider. At the same time, we have laced this segment with Game Master notes that offer alternatives for those Game Masters who don't like to have such sweeping impacts upon *their* Realms.

The potential for incompatibility with WotC's Realms definitions is nowhere so great within *Northern Journey* as in its last three segments - this fifth installment, *Impiltur,* and in the last two episodes, *The Great Dale* and *Bloodstone.*

Another source is WotC's 1999 accessory *Sea of Fallen Stars* by Steven E. Schend. There are several hooks on the Impilturian coastlines to give you the option of introducing an underwater side adventure with the help of this accessory.

We've taken specific steps to make it possible for the Game Master to lead his or her PCs to the *Living City* and make full use of the *Ravens Bluff* accessory if he or she chooses, beyond and above what is detailed in these pages. And our history of neighboring Impiltur takes into account the secondary effects that may result from Myrkyssa Jelan's attack against Ravens Bluff and her threat against Tantras, events which are detailed by Ed Greenwood in the new accessory. This accessory is available as a pay PDF download from http://www.rpgnow.com.

One goal of the *Vintyri Project* in developing *Northern Journey* was to work with other project teams developing expansions of the Realms as well as with members of various Forgotten Realms mailing lists in Internet, in the hope that different groups' and individuals' work can be homogenous so that it may be used interchangeably by many projects and even more independent Game Masters.

Dr. Jeffrey David Bray, Simon Gibbs and Phillip Wallace (a.k.a. the notorious Thayan bounty hunter Sleyvas) already have done much to develop the history of Impiltur, the Great Dale and the Bloodstone Lands (also known as the Cold Lands and the Demon Lands), going back to the days of the ancient Turami refugees and continuing on through the rise and fall of ancient Raumathar and Narfell. With their permission, we have incorporated parts of their work into the *Northern Journey Campaign Guide* and these last three NJ segments.

Dr. Bray and Erskine Fincher also have developed much of the lore of the Great Dale and the history of the church of Ilmater. This work too has been incorporated to a great extent into the campaign guide and the NJ segments, with the authors' permission, of course.

If you're familiar with the first four segments of *Northern Journey,* you will see quickly that this installment is a substantial departure from the earlier texts. In the first four segments, our project group built upon a wealth of information WotC already had published. This segment unofficially defines the kingdom of Impiltur. In this respect, Segment No. 5 *Impiltur* is as much an unofficial campaign setting expansion as it is an adventure.

If you don't like elements of our outline, please consider well in advance how you wish to change things, to ensure that your adventure runs smoothly and still portrays the Realms as you wish to see them. But by all means change them, if that's what your campaign needs! The last thing we want to exist is a *Northern Journey canon!*

Beyond the expanded definition of Impiltur and its inhabitants, *Northern Journey* also has sweeping impacts upon such major organizations in the Realms as the Zhentarim, the Iron Throne and the Cult of the Dragon. This information is presented in the *Northern Journey Campaign Guide.* It is important that you read this outline in the *Campaign Guide* in advance. Our versions of the Zhentarim and the Iron Throne are highly incompatible with the official versions outlined in *Cloak and Dagger*.

Here are some of things you may want to keep an eye on:

- *Northern Journey* is an adventure that has a lot to do with the activities of priests who are seeking to serve many different gods. We've added a number of temples to places in the Realms that are not mentioned in any official source, and more often than not, we've populated them with quite active priests.

- We have ushered a large and industrious element of Sembia's Iron Throne into the Bloodstone Lands, and it is busy manipulating things there.

- We have diminished the threat of orcs to the Earthfast dwarves of Impiltur, compared to the threat portrayed in some WotC accessories. WotC products contradict themselves seriously on matters concerning the Earthfast dwarves. We think that the lack of food for orcs in the Earthfasts as well as a probable hunt for goblinkind in the High Country of the Vast after the attack on Ravens Bluff and the threat to Tantras make it highly unlikely that the orcs are doing any serious plaguing of the dwarves, who have little in their halls to ease the orcs' hunger pains.

- We also define a number of trade routes differently in *Northern Journey* than they are portrayed in some WotC materials. We believe trade routes come into being when the destinations along the route have goods to sell to one another and the wherewithal to pay for them, and we believe they carry substantially less trade and even fall out of use when this is not the case.

- We've used a similar logic with monster populations. Orcs may breed faster than rabbits, but we think they have respectable appetites as well. It's fine to stick hundreds of thousands of orcs in many locations all around the Realms and then tell us that large nations are waiting in fear for the next huge attack wave. But the situation becomes laughable when one considers that the hundreds of thousands of orcs often have been purportedly existing for generations at locations too low in resources to feed a dozen orcs through a friendly summer. We've tried to place living monsters at locations where we think we can explain what they survive on.

Some Game Masters who hate to have their campaigns go the least bit out of synch with anything defined in official WotC products in the past have complained to us that we at times deal too lightly with WotC's official descriptions. We have understanding and sympathy for that complaint, but we would ask you to consider how difficult to impossible that is when dealing with WotC's own work and the contradictions that are so-called *canon*. To keep in the spirit of this segment, let us look simply at the Earthfast Dwarves in the Earthfast Mountains of Impiltur:

In **FR9 *The Bloodstone Lands*** by R.A. Salvatore, published in 1989, the dwarves apparently did not yet exist. There are many words on the Earthfast Mountains but no mention at all of dwarves there. (This accessory is available as a pay download from http://www.rpgnow.com.)

In **FR11 *Dwarves Deep*** by Ed Greenwood, published one Earth year later in 1990, the Earthfast kingdom is finally discovered. Ed tells us it's been in the Earthfasts for a long time, once having had a population in Earthfast City of 100,000, which now has dwindled down to about 10,000. These dwarves have names like *Torg mac Cei,* their leader, who is called the *Ironlord,* and they are being driven to the wall by orcs in the Earthfasts and no doubt soon will fall and fade from our memories. (This accessory is available as a pay download from http://www.rpgnow.com.)

In **FR12 *Horde Campaign*** by Curtis M. Scott, published another Earth year later in 1991, we find out that the clan wasn't so hard pressed after all. In fact, it was able to send 2,000 of its finest into battle with King Azoun IV of Cormyr, against the Tuigan Horde. The companion WotC novel from the same year, ***Crusade*** by James Lowder, also makes quite clear that none less than Ironlord Torg mac Cei led the dwarves who fought with Azoun, and Torg died there. However. in the book, Cormyr's Princess Alusair also describes Earthfast City as *"a lonely, embattled place, devoid of hope."* (This accessory is available as a pay download from http://www.rpgnow.com.)

Still another Earth year later, in 1992, author Tim Beach in **FR15 *Gold and Glory*** straightens things out again. It turns out that the Earthfast dwarves have a *Clan Hammerhand*, a 200-dwarf mercenary company from Ravens Bluff – originally from the Earthfasts – that decided to move back to the Earthfasts after the defeat of the Tuigan. Doing this, Mr. Beach informs us, *"would involve removing a number of the goblinoids there."* (This accessory is available as a free download from WotC's website.)

That problem isn't much of a problem for the dwarves, however, because they send fighters off to do mercenary work *"to support the clan and gain battle experience."* Apparently the goblinoid removal offers too little opportunity to gain battle experience, and the unfortunate dwarves must *"maintain offices in Ravens Bluff, Tantras and Telflamm"* to find such experiences. Sad dwarves! Their orc neighbors are so peaceful that the dwarves have to work in offices in the city just to keep in training! Mr. Beach also spares us another problem. We don't need to learn difficult names like Torg mac Cei after all. The clan leader, according to **FR15,** has a simple name, Garren Hammerhand.

WotC apparently spent the next six years carefully debating how to clear this matter up, and in 1998, in ***Powers and Pantheons,*** Eric L. Boyd shed some new light upon things. This book is available as a pay download from http://www.rpgnow.com. Because ***P&P*** is above all about gods, we learn not only that Earthfast City has been in the mountains a long time, but also that it has a cathedral to Clangeddin Silverbeard. Unfortunately, it is *"the subject of frequent assault by orcish armies intent on overrunning the dwarven kingdom."*

Eric brings those difficult names back again. Garren Hammerhand goes unmentioned. And the new Ironlord is named Cindarm mac Faern, the great-nephew of Torg. Cindarm leads the *"badly outnumbered Clangeddites against wave after wave of orcish assault."* Fortunately, Eric did rescue the poor dwarves from having to go to the office everyday. The mercenaries of the clan are back in the Earthfasts again, adding a few additional rays of hope to the battle against the orcs.

It's not our intention here to criticize or ridicule the individual WotC writers, particularly not Ed Greenwood or Eric Boyd, who have been of immense help to us of the *Northern Journey* crew. We simply wish to point out how inconsistent the so-called canon is. We ended up having more canons than most armored units have cannons.

This is a particular problem in working with material dealing with Impiltur, Damara and Vaasa. The latter two lands were spur-of-the-moment add-ins into the Realms at a geographical location that had been covered by the Great Glacier, which was told to melt off a large corner on short order so that the H-Series modules, which until then were not Realms related, could be inserted into Toril.

The H-series modules were 1st edition products that were inconsistent with the Realms in many ways. **FR9 *The Bloodstone Lands*** followed as a wrap-up accessory with a 2nd Edition logo but still considerable 1st edition content, some of which was inconsistent with itself.

WotC finally gave up and left its fingers off of the entire area for many years, too many some would contend. We have attempted to pick up where Rob Salvatore left off in 1989 Earth Reckoning and 1360 Dales Reckoning and make a sensible region out of it in 1999 ER and 1371-72 DR. In the process our cannons no doubt have shattered some canon, but we hope those Game Masters who use our material will find in the end that Impiltur, the Great Dale, Damara and Vaasa also can be sensible, logical and viable lands of the Realms in almost any campaign.

In **FR6 *Dreams of the Red Wizards,*** author Steve Perrin narrates how Imphras II defeated the hobgoblin hordes from the Giantspire Mountains - north of western Rawlinswood in the Great Dale east of Impiltur - in a great battle that began in the High Pass of the Earthspur Mountains, far to the West.

In our earlier versions of *Impiltur*, through Version 1.5, we included this version of events and theorized that the hobgoblins moved first westward across the Damaran plain, then newly freed of ice, and into the Earthspurs, before striking southward against Impiltur.

However, we've remained dissatisfied with this narrative. It has made little sense to us that the hobgoblins, who had Impiltur in their sights, would detour all of the way across the still wastelands of Damara to the Earthspurs and then mount their attack against Impiltur under the hostile conditions posed by the High Pass.

The longer we worked upon the next, sixth segment of *Northern Journey, The Great Dale,* the more unhappy we became with the FR6 narrative. As a result, we consulted with Realms inventor Ed Greenwood in Canada on the point of the battle in the High Pass:

"The High Pass?," Ed replied with a question. *"Uh, would you believe the goblins snuck around behind Impiltur carrying the mountains on their backs as camouflage? NO?"*

Ed then went on to narrate for us the *original* version of the great battle of Imphras I, as it had been in his own master plan. In this *Impiltur* accessory, Ed's version has a substantial impact upon the history of Impiltur but little significance on day-to-day gaming in the Land of Imphras. Therefore, you'll find much more detail from Ed's version in the next *NJ* segment, *The Great Dale,* than here, although our *Impiltur* starting with Version 2.0 also stands corrected from an historical basis.

In Ed Greenwood's original narrative of these historical events, gnomes once had shallow mines, at a depth of about 30 feet or 9m, beginning in the Giantspires and leading beneath parts of Rawlinswood in the Great Dale. The hobgoblins became aware of the abandoned gnome delves and used them, marching across a pass in the Giantspires - not the High Pass of the Earthspurs - and then disappearing in and marching through the subterranean gnome diggings beneath Rawlinswood, emerging above Merchants Run, where Impiltur at last - but very late - became aware of the huge threat advancing toward it.

We replaced our own earlier narrative of these events with Ed's accounts, beginning in Version 2.0 of *Impiltur,* which gives you, the Game Master, the relatively rare choice between staying with WotC canon as in FR6 or using Ed Greenwood's original concepts, as we begin implementing them here and do to a greater extent in Segment 6, *The Great Dale.*

Impiltur in the original version marked the sixth time our projects group sent adventure texts, maps and dungeon plans out to you via Internet (a campaign guide and seven segments). We had a great time putting it together. We hope you have just as much fun using the parts that are interesting in your *Forgotten Realms* campaign!

November 2005
Mark Oliva
Altershausen in the Steigerwald, Bavaria, Germany

Adventure Hooks for Non-NJ Game Masters

A lot of Game Masters have been indicating interest to the project group in the unofficial campaign expansion material included in the first four *Northern Journey* segments, while saying at the same time that they prefer to run tales other than that of the *NJ* adventure in their own campaigns.

Because of the nature of the *NJ* adventure, this fifth release, *Impiltur,* gave us in the project group a chance in this round of development to produce an accessory that's useable by any and all *Forgotten Realms* Game Masters who want to run their campaigns east of the Dragon Reach and north of the Sea of Fallen Stars. In the *Northern Journey* adventure*,* there really is nothing the PCs must do but cross it into the Great Dale, making the land ideal for *NJ* side excursions as well as many unrelated adventures.

If the idea of campaigning in heretofore uncharted Impiltur tantalizes you, but you're not sure with what you should occupy your PCs in the land of Imphras, here are some ideas that will work hand in glove with the content of this accessory. And of course, there are 1,001 other possibilities in Impiltur for you to stumble upon yourself!

- Wherever your PCs are, they learn that the wreck of a boat has been found on the Moonsea. Quite a number of barrels wash ashore, all marked as swamp whisky, which 40% of the barrels contain, but another 60% hold poisons of the deadliest sort. It's quite clear that this shipment has contained enough deadly poison to kill a small city. The barrels bear the mark of the Melvaunt Spirits Coster in New Sarshel. Papers found with other remnants of the wrecked ship show that the barrels were unloaded in Scardale from a ship that had come from New Sarshel and were reloaded onto a boat which no doubt sailed up the River Lis. The Harpers, a government or some other organization gives the PCs a contract to get to the bottom of this. The hook can be developed into a large adventure with endless angles, intrigues and subterfuges that could uncover the Talontar temple in the backwaters of Traders Bay, smash the Regdresk poison smuggling operations based in Impilturian Bay Town and take the PCs on dangerous journeys into the secrets of Iyachtu Xvim's and Mask's churches as well as the clandestine operations of the Zhentarim and the Iron Throne, leading them in the end to many other corners of the Realms.

- The PCs receive a contract from the Lords of Imphras II, the Harpers or some other organization to look into reports that the House of the Master's Shadow, the great temple of Mask in Telflamm, is trying to spread out and subvert governments of the Bloodstone Lands and the Inner Sea. The first goal is said to be the Kingdom of Impiltur. The PCs start unraveling the twisted threads of the church's plots in Hlammach, leading them onward to the hidden temple in Mal and then back to the great temple in Telflamm.

- King Azoun IV of Cormyr (or his successor, if his end has come in your campaign) has begun to note that the Zhentarim either is working with or manipulating the Sembian Iron Throne. Too late, he has discovered, Sembian interests have taken control of Scardale, Featherdale, Archendale and Tasseldale (for more unofficial information on this area, also download *NJ* segment No. 4 *Tale of 2 Liches*). Azoun believes that this de facto alliance and the power of the Iron Throne both must be diminished, quickly and substantially, or Cormyr's ability to act freely will be hampered with strong enemies on two fronts – the Zhentarim of Darkhold to the West and the possibly allied Iron Throne in the East. Now Azoun has learned that corrupt merchants in Impilturian Hlammach have begun conspiring with members of the Iron Throne in New Sarshel to bring down the monarchy of Impiltur. Azoun not only is of an old Impilturian family himself, but he also is befriended with the Impilturian War Captain Regent Kyrlraun in Lyrabar, the highest of the 12 Lords of Imphras II. Azoun hires or sends the PCs to Impiltur or New Sarshel to break this scheme of the Iron Throne (which has many more complications and connections than the king is aware of), thinking this move will help Impiltur and divert the attentions of the Throne at the same time, so that he can send agents into the eastern Dales to begin turning the tables on the Throne there.

- The schismatic *Angels of Ilmater* have been banned by the true Ilmatari paladins who rule Impiltur as the Lords of Imphras II, but this has not stopped the fanatical priests of the *Angels* faction from slipping into the kingdom anyway and preaching their gospel secretly. War Captain Regent Kyrlraun in Lyrabar commissions the PCs to root the schismatic heretics out, before the true church of the Crying God is damaged.

The *Angels of Ilmater* begin perceiving the PCs as poorly deranged souls whose only salvation is a journey to Ilmater's *City of Joy,* a fine way to say that the *Angels* will do their best to usher the PCs out of their current lives. If the PCs survive, they may trace the *Angels* all the way back through the Vast to Cyric's church, which is trying to manipulate and steer the misguided *Angels,* or they may even discover that the godly power from whom the *Angels* really receive their spells is none other than Cyric.

- An Impilturian warship intercepts and sinks a whisky smuggling boat in the night as it tries to slip through the blockade of Traders Bay onto Easting Reach. An old smuggler is pulled half downed from the waters, already too far gone to save. But before he dies, he tells the captain his lurid tale. The man says he was a devout worshipper of Ilmater in his youth, but bitterness over the continuing suffering he had seen led him at last down the path of evil. In what he thought were his last moments, before being fished from the water, the man had seen much of his life flash by him once more, and he yearns now for the days of his youth, when he still devoutly worshipped Ilmater. He knows his time is at an end, but when he passes, he wishes to be welcomed back into the fold of the Crying God. To rectify his past wrongs, he tells the captain his tale and begs the captain to assure him that such atrocities never can be committed again. The man then relates how he carried out orders 12 times over the years from the late Senwan Regdresk of Eel Bayou to bring bound and gagged prisoners through the swamps to the end of Buzzard Beak Peninsula, where three sea hags lair, and in return for a vial of the hags' blood, which Regdresk wanted badly, he delivered the helpless prisoners to the hags, to be devoured. The prisoner dies before he can elaborate on more than the location of the hags' lair. The PCs are commissioned by a Holy Judge of Tyr in Ilmwatch to seek out and destroy the three hags. En route, they may encounter one or more of the peninsula's hydras, the plague-struck black dragon Xargo and/or the members of the Dragon Cult who have been negotiating with Xargo, to say nothing of the regular dangers throughout the swamp. If the Game Master wishes to extend this adventure, he can give the PCs clues enough to lead them into the heart of the Regdresk poison and whisky smuggling operations, helping the crown to smash them (see the first hook in this list for more details).

Getting Started – Non-NJ Campaigns

If you're using this accessory as a campaign setting expansion, there's nothing to keep you from starting anywhere you wish. Your PCs can enter Impiltur from any direction, or they may simply be there from the beginning, if you're starting a new adventure.

Getting Started – NORTHERN JOURNEY Campaigns

In the *NJ* adventure, the PCs have departed Scardale Town and are en route eastward, probably by sea but perhaps by land. From the viewpoint of their goals, there is no reason whatsoever for the PCs to go to Impiltur if their traveling by sea. However, if you're a game master, there are some strong arguments in favor of your seeing that your party lands in the kingdom of Imphras and spends some time there.

Why? Above all, because the PCs are heading toward the eastern part of the Great Dale, where they'll be taking on epic level opponents. At the end of Part 4, *Tale of 2 Liches*, the PCs are short of the levels they will need to successfully take on the liches Harbet Gall and Klingszhrâd in Nighthawk Tower. And before they arrive there, they will need to get past or destroy the followers of Garagos in the ruins of Fortress Clymph and the mighty magi of the Dragon Cult in Tower Threespires.

Adventuring in Impiltur can give them the experience and the character levels that they need to be fit for these encounters. It also is important that the PCs reach the *Royal Strategic Academy* in Impilturian Ilmwatch, where their sigylls can be analyzed and where they at last can glean some substantial information about what their true goals are.

Remember, the PCs simply could sail from Scardale Town to Uthmere in the Great Dale and skip Impiltur entirely. However, if they do that, they probably will be destroyed in the Great Dale. As Game Master, you should let your PCs make their travel plans as they wish, but you need to establish the factors that decide where they end up. Weather can be a key help here. If the PCs take over the slave ship in the harbor of Scardale and decide to sail directly to Uthmere or New Sarshel in the Great Dale, you can create weather conditions that force them to dock in Impilturian Lyrabar or Hlammach instead.

Summer storms, a catastrophic harbor fire and the like can delay the PCs' journey in the warm season. Heavy storms on the Easting Reach and floods on the Merchants Run can prevent the PCs from reaching the Great Dale too soon by either land or sea. Winter itself can prevent travel throughout the entire cold season: Large blocks of floating ice make shipping on the Easting Reach impossible, and the Merchants Run might be under six feet of treacherous snow.

There is no segment-type path through Impiltur. The PCs can choose the route they wish to take, and this accessory provides all the necessary information on what they can find at each destination, including adventure hooks. If you want the PCs to reach certain destinations within Impiltur, let them gather information that draws them to these goals. There are some destinations that they PCs really should reach.

- If the PCs play their cards right, they should be able to gain entry into the Royal Impilturian Library in Lyrabar, where they can gain whatever information you wish them to have.

- The Impilturian crown will place great pressure upon the PCs to travel to Ilmwatch, to have their sigylls studied by the Royal Strategic Academy there. Because the crown sees its own vital interests possibly jeopardized by the matter with the sigylls, this will border on being an *offer you can't refuse*.

There also are several other factors in the adventure that you need to steer constantly:

- If Karat Gor is traveling with the PCs as a PC or NPC, there will be a band of three other assassin monks from Zhentil Keep following the PCs and trying to keep them safe. They now and then will cause mysterious deaths of assassins after the PCs and perhaps meddle subtly in confrontations with draconians.

- If Karat Gor is not traveling with the PCs, she and two other assassin monks are following them. Otherwise the scenario is the same. You can spice things up by having a PC spot Karat Gor now and then without being able to catch her.

- Draconians will be on the trail of the PCs, trying to kill them. They will avoid populated areas but make attacks along roads between towns. They make as many as two attacks along Laviguer Road.

- Assassins working for Cyric’s church also may still be trying to wipe out the PCs.

If you use the elements above well, the PCs may be watching everything around themselves closely. And if they do that, they may get wind of a few of the peripheral things happening around them, things that have nothing to do with the sigylls and their mission, which the PCs do not of course know. That can lead them, for instance, into a few of the hidden temples of Mask or into the dangers of Traders Bay.

A. A Regional History and the State of Events

***Also see the Section entitled* Once Upon a Time *in the* Northern Journey Campaign Guide for a more detailed history of Impiltur.**

The history of the lands from the Lake of Tears to the Dragon Reach began in a certain sense some 4,000 years ago in the distant southeastern Empire of Raurin, whose secrets have lain buried under the sands of the Raurin Desert for four millennia, after the great war between the humans of Raurin and their gods, in which the gods were defeated and succeeded by the new god-kings, but only at the price of their land's utter destruction.

*(**NOTE**: The above events were changed in Eric L. Boyd's narrative in* Powers and Pantheons*. The NJ team decided to stick with the original version as told by Scott Bennie in FR10* Old Empires*.)*

The survivors of Raurin – the folk known today as the Mulan, flooded out of their falling empire westward threw the Rauthenflow Valley, the land separating modern Thay and Murghom from Mulhorand, and conquered the lands of an illiterate but industrious peasant race known as the Turami in those lands now called Mulhorand and Unther.

The Mulhorandi integrated the Turami into their population, but Unther, seeking a *"pure race,"* drove the so-called barbarians, the native Turami folk, with violence from their land, and the peasants began a slow and steady migration northward that ended more than 2,000 years later at the foot of the Desertsmouth Mountains south of the Moonsea. After four millennia, the children of the Turami have many names – Dalesmen in the Great Dale and west of the Dragon Reach, Vastans, Damarans, Impilturians and in some cases also Sembians. None of these races today is pure in Turami blood, but it remains one of the roots of each folk's racial foundation.

The Mulan continued to push the Turami northward, into and out of present day Thay, until they at last reached the Great Dale and Ashanath. When the nations of Raumathar and Narfell were in their glory, the Narfelli empire had lapped over into Ashanath, the Great Dale and Impiltur, and according to the few works of sages that speak of such things in such times, they too butchered the *"savage barbarians whose lands they invaded,"* driving many of the children of the Turami on around the Easting Reach, into the Vast and across the Dragon Reach. This may explain in part why the Great Dale, although potentially a breadbasket of the East, still is relatively sparsely populated today.

In Impiltur, the Turami refugees found fertile soil and the fish-rich waters of the Easting Reach, as well as an unending horde of hobgoblins pouring out of the Earthspurs and the Earthfast Mountains. Most Turami. however, still harassed by the empires from which they had fled, passed through Impiltur into the Vast of today, where they slew orc and dwarf, and then sailed the Dragon Reach to modern Sembia and the Dalelands, where they made their stand, never more to flee.

While the majority of the Turami who had fled from Narfelli oppression in the Great Dale into Impiltur paused only slightly before continuing westward, a small part of those who came to the coastal lands free of tundra beneath the Earthspurs and the Earthfast Mountains settled and defended their new home, together with Vilhonese refuges who began arriving but a few years later. Undaunted, they defied foe and famine alike and stubbornly built fortified villages and farms walled with wooden palisades.

These early fathers of Imphras were without doubt illiterate and may indeed have been primitive in comparison to the cultured Mulan of Thay, Mulhorand and Unther, but they staked their claim north of the Sea of Fallen Stars, and later, unlike their brothers in the Vast to the West, they bound themselves in friendships with the Sarphil dwarven tribes of the Earthfast Mountains and the elves of the Grey Forest, friendships and bonds that exist to this very day.

Some 150 years before the Standing Stone was erected in Cormanthor, the mighty empires of Narfell and Raumathar fell, victims to their own war and mighty annihilation. Ancient books found in the ruins of Myth Drannor tell of demons being summoned, dragons being called and cities in flames throughout the finally years of the two dying empires (see FR6 *Dreams of the Red Wizards* - 1988).

Many sages claim that the surviving secrets of Narfell are to be found mainly in the lands controlled by the nomadic tribes of modern day Narfell and in Rashemen and Thay, while the remnants of Raumathar lie buried in remote parts of modern day Rashemen and in the great Endless Wastes northeast of the Lake of Tears and the Falls of Erech.

While this well may be true, few who have traveled into these lands seeking remnants of the magic-laden days of yore have returned to the West with new knowledge. One such, Mildarbun of Dhaztanar in Semphar, returned alone and only with the aid of his strongest magicks from a research expedition into the Endless Wastes, insisting that the lost secrets of Raumathar will be recovered only if a crusade is led into the wastes, to protect those who seek knowledge from the merciless attacks of nomadic barbarians and the constant dangers of wasteland monsters.

The few relics of Raumathar that make their way into the civilized West usually are obtained in barter with nomadic tribes at the foot of the Raumkreml, the six-story, wooden Black Citadel of Almorel on the Lake of Mists, one of the few still standing Raumatharan fortresses. It now serves as the city's seat of government (see the boxed set accessory *The Horde* – 1990). Almorel is the gateway into the civilized West for caravans crossing the barbarian no man's land of the wastes.

The Red Wizards have Thay in a tight enough grip that it is unthinkable that any significant number of Raumatharan treasures that still might be discovered in Thay could be smuggled out of their land and out of their grasp. The Red Wizards already have combed the known Thayan remains of southern Raumathar within their own borders thoroughly, including the Raumatharan outposts that were claimed after the empire's fall by Mulhorand and later Thay, such as Tyraturos, Bezantur (Raumatharan Kensten), Amruthar or the ruins of Delhumide (see FR6 *Secrets of the Red Wizards* – 1988 and the boxed accessory *Spellbound* - 1995).

The secrets of the Narfelli empire are well hidden too. Civil war has raged in the Great Dale during the past millennium, taking the lives of many a researcher, and with the rise of the Nentyarch in Dun Tharos within Rawlinswood, it is more unlikely than ever that few searching the Great Dale's massive forests would survive, to return whatever they had found, although it is known that the ruins of old Narfelli structures and even older elven settlements can be found in Rawlinswood and in the Forest of Lethyr. Many of the villages of the Great Dale were built on Narfelli foundations that unfortunately tell few tales, and the mysteries of Torside are doubtless of Narfelli making.

Many speculate that the rise of the mysterious Nentyarch is due to his discovery of ancient Narfelli items of power, but as with all that is said over the Nentyarch, this is speculation. North of Rawlinswood, the barbarian nomadic horse riding tribes of modern day Narfell bid little welcome to strangers who enter their lands.

While it is conceivable that one might succeed in entering Narfell, retrieving a known treasure at a known location, and fleeing with it again, few would survive the constant Narfelli attacks that would go on during an extended search of unknown treasures (see FR9 *The Bloodstone Lands*). Those treasures which do emerge from barbarian Narfell usually are obtained from the nomads who found them in bartering during the annual trade fair in Bildobaris (see FR9).

This may at long last be changing, however. Many of the Narfelli tribes, chastened by their brushes which the hordes of Zhengyi the Witch King more than a decade ago, have become more open to overtures for negotiations with King Gareth Dragonsbane of Damara. The king's goal is to be able to mine in the hobgoblin-infested Giantspire Mountains. The Nar tribesmen are open to the idea of having Damaran blood rather than their own shed in battling the hobgoblin nemesis, and they have no interest in becoming miners themselves.

Until an agreement is reached, however, the only part of the ancient empire that remains easily accessible to those seeking its secrets is the Kingdom of Impiltur, which once was the western border march of the Empire of Narfell. Even in Impiltur, the hunt for ancient treasure is not without risk. It is illegal to remove historical treasures from the kingdom; and those who are caught doing so can expect to spend a decade living in a dungeon in Lyrabar, Hlammach, Ilmwatch or Laviguer, serving the queen with hard labor.

In Impiltur, one is at least free to search for Narfelli relics, and those who find them and take up residence in Impiltur as subjects of the queen also are free to keep and use what they find, as long as they do so within the bounds of royal law.

While some may view the Narfelli past of Impiltur as a great legacy, it also is growing into something of a sociological burden, as ever more immigrants move into the kingdom. This is due in part to the great geographical and geological changes that have occurred over the centuries.

All evidence indicates that the first Turami and Vilhonese immigrants reached what now is southeastern Impiltur some 2,000 years ago. Records in Lyrabar set the date at about –1900 DR. The Turami and Vilhonese were poor, uneducated and illiterate, and they kept no records of their own, but documents from more educated folk who had relations with these settlers seem to indicate that the cited dates are more or less correct.

There are Narfelli documents in the royal archives in Lyrabar that quite clearly indicate that Narfell settled the former Impilturian city of Uthmere in the Great Dale in –793 DR and then moved across Easting Reach from the Great Dale in –766 DR, established a port where Sarshel stands today. From there, they moved onward to the southwest along the coasts of Easting Reach and the Inner Sea, establishing Dilpur and Hlammach and then their last city, on the site of modern Lyrabar in –731 DR, all where only primitive farming and fishing towns had stood before.

The Narfelli called their new western march *Imperium Ilian Nar,* which later evolved dialectally into *Impiltur.* They opened a coastal trade route into the Vast west of Lyrabar, but the ancient records indicate that this trail was less used than had been planned because of conflicts that had broken out repeatedly with large contingents of magically powerful drow coming up from the Underdark. In their records, the Narfelli claimed to be constantly victorious over the dark elves, but they also noted substantial losses in resources and lives on their own part.

The arable land the Narfelli found in Impiltur ended at the northern foot of the Earthfast Mountains and in the open flatlands north of Sarshel, where one found only tundra in the shadow of the Great Glacier, a landscape that remained frozen and of little value throughout much of the year. Records indicate that the Narfelli did little in the frozen lands. The Narfelli mage Kiriagoth the Occularum did isolate himself in the tundra, building his highly inaccessible tower where Ilmwatch now stands, but there is no evidence of any other Narfelli movement in this direction.

Some 30 or 40 years after the last city had been established on the site of Lyrabar, magic heavy expeditions were sent through the High Pass to Lake Icemelt to measure the strength of hobgoblin tribes there.

In the Year of the Keening Whales (–693 DR), the empire began opening a new trade route into the Vast, following the Mal Wash from Sarshel to the Earthfasts and then continuing along the mountains through today's Laviguer Pass. Narfelli records in Lyrabar remarks that the Earthfasts were infested with orcs in those days, who attempted to beleaguer the Narfelli expeditions, but the Narfelli archmagi were able to deal horrendous damage to the orcs with few losses among their own, and the orcs soon retreated from the northeastern face of the Earthfasts.

Among the greatest remnants of Narfell later found and used by the second Kingdom of Impiltur are the Fortress of Mal and the wizards' Tower Ithfell, both found fully intact, and the great border fortress Vordric-Dun, which lay in ruin. Records in Lyrabar also make clear that the Narfelli margrave ruling the border march within current Impiltur had grandiose plans to settle the entire stretch along what now is the Laviguer Road between Sarshel and Vordric-Dun.

These plans still amaze modern sages, for none can conceive how the margrave planed to employ or feed the population he had planned to plant at the foot of the mountains. There is little worth mining in that part of the Earthfasts, and the plain across the trail from the mountains was under ice each year from mid-Eleint until earlier Kythorn, when the upper yard/meter of soil would thaw briefly, creating only swampland for much farther than the eye could see.

However, the Impilturian borderlands remained nothing more than a remote march to the empire itself and the plans of the margrave drew no great interest within the empire's ruling circles. Narfell was set to expand, and the chosen direction was to the south, not to the west. In the Year of the Exacted Oaths (–684 DR), the last brick of Vordric-Dun was laid. Only 61 years later, in the Year of the Clipped Wings (–623 DR), the empire of Narfell began its disastrous naval invasion of Mulhorand and Unther, an event sages view as the beginning of the empire's end.

Hopes to expand southward had been dashed by the defeat of the navy, but the greedy spark of expansion continued to flare in Narfelli hearts, and by the turn of the century, in the Year of the Moonlit Unicorns (–600 DR), the empire began casting its eye to the east and northeast, measuring the neighboring empire of Raumathar. Again, the Narfelli tacticians underestimated their chosen foe, instead setting a process into motion that would destroy both empires over the next three and a half centuries.

Although war between Narfell and Raumathar would be neither declared nor officially acknowledged as such for another 75 years, the first border skirmishes between the two nations already began in the Year of Masking Shadows (–590 DR). Eighteen years later, armies of the two empires clashed in large scale battle on the western shore of Lake Ashane. ending with great losses but no decided victory for either side.

For nearly a decade and a half, the hostilities reduced themselves to border skirmishes again, and an uneasy peace returned. Narfell's attacks on Raumathar had awakened not only a hatred for the Narfelli but also a hunger for more land, wealth and power among the Raumathari, and they began casting an eye upon the Great Dale and thoughts upon more distant Impiltur.

With the first thaws in the Year of Fading Tides (–558 DR), Raumathar began moving a large host southwestward, around the northeastern side of Lake Ashane through the barren lands of Narfelli Ashanath toward Kront. Narfell had been tipped to Raumathar's plans, however, and in the depth of winter, all Narfelli troops had been withdrawn from Vordric-Dun and the Fortress of Mal, to march through the cold eastward to Kront, to meet the advancing enemy there the following Spring.

In Kythorn, the two hosts met and fought until early Flamerule, when the last of the Raumatharan units had been destroyed and most of the Narfelli troops lay dead on the shores of Ashane, which since that times also has been known as the *Lake of Tears.*

The Second Battle of Ashane left the Narfelli settlements in Rawlinswood, Lethyr and the valley between them virtually defenseless. The empire counted the Great Dale as a part of its heartlands, while the Impilturian settlements in the west were viewed only as distant borderlands. Large numbers of troops were withdrawn from the coastal cities, and the power of the Narfelli in Impiltur was maintained largely by superior knowledge and the power of magic rather than military might.

Both Vordric-Dun and the Fortress of Mal had been abandoned, watched over only by the eyes of the wizards in remote Tower Ithfell, far from any other location that still could be viewed as being an effective part of Narfell.

Less than half a century after the Second Battle of Ashane, after troop buildups all along both sides of the borders between Narfell and Raumathar, the great war between the empires broke out fully in the Year of Great Misunderstandings (–513 DR). Ten years later, the last of the Narfelli troops had been withdrawn into the Great Dale, and the demise of Narfell's Impilturian march had begun.

The Narfelli landholders, who had subjugated most of the natives of Turami and Vilhonese descent, still had court magi and paid, armed mercenaries to force their will, but in the following centuries, they became more and more unsettled with their isolation among a population they had oppressed. The news from the front worsened from year to year, and soon not even the most optimistic Narfelli believed that his empire again would move westward across the Dragon Reach.

During the years of Narfelli oppression, many of the Impilturian natives had learned to read and write. They had been given no choice. Their Narfelli masters had demanded this of them. This was above all the lot of the *Turmrar,* a new folk of mixed Narfelli and Turami or Vilhonese blood that had grown out of the many illegitimate children born of mixed parentage. It is not surprising that some of the Turmrar with time managed to learn the secrets of magic as well.

With Turmrar leading the movement, the natives began trying to shed the shackles of Narfelli lordship. Peasant uprisings began outside of the cities in the Year of Weary Kings (–412 DR), and to the surprise of the Narfelli, Turmrar magic was being used against them. The remaining Narfelli set their own demise in motion through fear.

Feeling isolated, many thought there was no long range hope for their survival west of Easting Reach, and growing numbers of rich Narfelli fled with their wealth, their magi and their mercenaries back into the East and the false security of the empire, which in truth already was hopelessly trapped in a fatal downspout into oblivion by the unending war with Raumathar.

By the Year of Craven Words (–350 DR) the Turmrar ruled most of arable Impiltur outside of the four coastal cities. Large walls encircled the settlements where Lyrabar, Hlammach, Dilpur and Sarshel stand today, together with the agricultural fields directly outside of the cities. In these times, Outentown was founded by the Turmrar, who had made it into their stronghold. Filur was established somewhat later by the family Umbrar.

As these two cities grew, the Turmrar developed into a new feudal aristocracy, lording over those of pure Turami or Vilhonese descent, who continued to be kept illiterate. Many also sent their young westward on the Turmrar-held trail north of Hlammach and Lyrabar to the Tsurlagol Trail and westward in the Vast, to be educated or to learn the secrets of magic. In these days, it is said, Ilmatari priests also began coming into Impiltur to spread the tenets of the crying god's religion.

In the Year of Seven Loves Lost (–166 DR), the coastal lands were plagued by drought in an unusually hot summer. All rainfall that came to Impiltur moved over the land from the southwest to the northeast, crossing the Earthfasts, the Impilturian tundra and parts of the Earthspurs, before falling as snow upon the Great Glacier.

The crops of the Turmrar beneath the Earthfasts thrived in the bountiful rain and summer sun, while the residents of the Narfelli enclaves had all they could do to barely keep their crops alive through the rainless heat with river diversions and other irrigation measures. It was at this time that the magi and warriors of the Turmrar made their stand. In for separate waves, the Turmrar rode down from the foothills of the Earthfasts, to send devastating fire magic and a rain of flaming arrows over the walls of the four Narfelli cities.

The Narfelli retaliated with magic, and nearly 75% of the attacking Turmrar forfeited their lives in these battles, but the victory was theirs on that day. The central parts of the Narfelli cities were formidable buildings of stone from the Earthfasts, and the Turmrar attack had little effect upon them. But the Turmrar succeeded in totally destroying the Narfelli crops, and the wooden farms and homes on the peripheries of the cities had been razed.

The last vestige of authority, the Narfelli margrave in Sarshel, ordered the evacuation, warning any Narfelli who remained that their lives doubtless would be forfeit in the next Turmrar invasion. Few chose to do so. In late Eleasias of the Year of Seven Loves Lost (–166 DR), the remaining Narfelli ships returned across Easting Reach to Uthmere and the heart of the doomed empire. The magi in Tower Ithfell dutifully leveled the fortress of Vordric-Dun and with magic, they too returned to the East.

The Turmrar and the original Turami and Vilhonese settlers of Impiltur spent the last 16 years of Narfell's existence freed from their former masters, and they also were spared the total devastation of the remainder of Narfell that took place in the last stages of the great conflagration in the Year of Recompense (–150 DR), when the two great empires at last succeeded in liquidating one another.

This by no means meant an end to the oppression that had been the mark of the Narfelli in the land that the natives now called *Impiltur*. Just as the Narfelli had viewed the Turmrar, the Turami and the Vilhonese as being inferior, the Turmrar – literate and educated in magic – now considered themselves the superior race and subjugated the Turami and Vilhonese descendants as vassals and serfs, attempting at the same time to keep them illiterate.

In this, the Turmrar failed to learn a great lesson that could have been gained from their Narfelli ancestor-oppressors. In not having done so, they created a situation that has continued for more than 1,000 years and that is threatening Impiltur's very stability even in modern times.

The ancestors of Narfell were primitive and savage members of nomadic horse tribes of the Eastern Shaar, similar to but more brutal than the modern Tuigan tribes of the East. They rose to power slowly and through knowledge and through magic gained long after their migration northward, when some tribes began to settle, and fleeing migrants from magic mighty Raurin and later Mulhorand and Unther settled among them.

The empire of Narfell began truly coalescing more than 1,000 years before elves and men erected the Standing Stone in Cormanthor in the West, and it and the neighboring empire of Raumathar reached their zeniths in about –900 DR. A mere 750 years later, after reigns marked by great but abused power, arrogance, oppression and subjugation, both empires were reduced to ashes, and a millennium and a half later, they still show no sign of arising again.

The Nars of today once more are horse barbarians, and the few surviving descendants of Raumathar live on the edge of the Endless Waste in cities like Almorel, the remnants of their long vanished ancestors, simple folk who eke out a modest existence and trade with caravans on the Golden Way, en route to the Far East.

Through polygamy, rape and adultery, the ruling class of the Narfelli march *Imperium Ilian Nar*, today's Impiltur, brought into being the *Turmrar*, a new race of mixed Narfelli, Turami and Vilhonese blood that it considered inferior. When the Narfelli fled eastward out of Impiltur shortly before meeting their absolute destruction, they left their *Turmrar* stepchildren behind, considering them unfit to live in the empire, which itself had become so unfit that it would not live another two decades.

The *Turmrar* had learned something of skill and magic from their Narfelli masters. When the Narfelli left them behind, the Turmrar deemed themselves the new superior race and became the new oppressors of the descendants of the Turami and the Vilhonese. Although oppression in Impiltur ended nearly three centuries ago, when a Turmrar Ilmatari paladin named Imphras was crowned king in the Year of the Gleaming Crown (1097 DR), the thought that they are superior to others in Impiltur remains with the Turmrar descendants, and they continue to rule Impiltur and to occupy the most important positions, an inequity that may bring the kingdom to its end before it is three centuries old.

In the Year of Seven Loves Lost (–166 DR), the Turmrar took the reigns of Impiltur in their hands, but the kingdom they forged knew little happiness or peace. Little more than a century had passed since the fall of Narfell, when the young and independent Kingdom of Impiltur had degenerated into a cruel, feudal society ruled by petty Turmrar barons who were under the thumb of evil Turmrar kings in a land that had been further cursed by the plague before elves and men had erected the Standing Stone in the forests across the Dragon Reach.

In the face of such conditions, many of the commoners simply pulled up stakes and fled westward, in the tradition of their ancestors. Most of the immigrants moved into what we know today as the Dalelands, settling the open and unforested areas of the elven empire Cormanthyr. In the Year of Sunrise (1 DR), the elves and the humans of the Dales reached their agreement to live in peace and harmony together, and the Standing Stone was erected, with migrant Impilturian commoners playing an important role among the human participants in this event.

Some few Impilturian refugees also entered the lands south of the Dales, where the human immigrants, largely of Chondathian stock, were less eager to live peacefully with the folk of the elven wood. Their land came to be named Sembia, and it would remain a Chondathian colony for nine more centuries, until Chondath at last gave up its claims to all holdings across the Inner Sea in the Year of the Queen's Tears (902 DR), occupied with the devastating Rotting War at home and suffering from painful losses in battles with elves in Sembia. In the Year of the Watching Raven (913 DR), the independent nation of Sembia was founded.

Not all Impilturian refugees settled in the Dales or in Sembia. Some moved to southwestern fringe of the great eleven woods, first settling a small swamp town on the coast of the Lake of Dragons that they named Marsember. Others found conditions in Marsember to be too unpleasant and sought new arable land.

One of them was an immigrant Impilturian commoner named Ondeth Obarskyr, who, with the Bleths and other Impilturian immigrants, pressed westward along the north coast of the Dragonmere. Obarskyr and his family founded first in the Year of the Firestars (6 DR) the settlement known as modern day Suzail and later, in the Year of Opening Doors (26 DR), the Kingdom of Cormyr itself. (Fore more details see the 1996 book *Cormyr, a Novel,* by Ed Greenwood and Jeff Grubb.)

Some 11 centuries after the founding of the first Impilturian kingdom, after a severe split among royal families, increasing insanity in the ruling houses due to incest and intermarriage, and, according to some accounts, even physical mutations arising from the use of evil magicks, plague struck Impiltur in the Year of the Cracked Turtle (924 DR). and the last in a line of Impilturian kings died without male heir.

The king's heiress, the only of his children to survive the plague, Princess Aliia, one of the few members of the Impilturian nobility who was neither insane nor deformed, was to have married young Prince Rhiegard of distant Cormyr, but her ship, *Nardya's Glory*, vanished at sea in the Year of the Fearless Peasant (926 DR), and a last hope of healing the first Kingdom of Impiltur died with her disappearance. (For more details see the 1999 accessory *Sea of Fallen Stars* by Steven E, Schend.)

Ironically, Rhiegard was a descendant of the Impilturian commoner Ondeth Obarskyr in Cormyr. Thus, his marriage to Princess Aliia – had it taken place – might have saved the royal house of old Impiltur through the infusion of what, by Impilturian standards, would have been common Impilturian blood. But the princess' ship never reached its intended ports of Tsurlagol or Suzail, and fate denied history this irony.

With Princess Aliia's disappearance, the royal family had ceased to exist, and the gates of the four coastal cities – Lyrabar, Hlammach, Dilpur and Sarshel – slammed shut, with a different genetically retarded noble of each city claiming to be the new rightful king, and the peasants beyond the city walls taking the rest of the land into their own hands, much as the Turmrar had done centuries earlier, against the Narfelli.

For nearly two centuries, the four larger city-states on the coast squabbled and at times warred with each other, while Outentown fell quickly to rebellious peasants. The isolated fortress castle of the family Umbrar, led by Ilmatari paladins, invited half a dozen other families into its walls, all of them worshippers of Ilmater who had eschewed class distinctions as well as the inbreeding and incest that was destroying much of the rest of Impilturian nobility. The house Umbrar and its guests did the work of lords, vassals and slaves during the interregnum, even tilling the soils of its walled-in fields as well as fighting off ravaging bandits.

In the cities, plague, inbreeding and assassinations at last brought an end to many of the families of highest rank. Turmrar houses that had been relegated to lower stations slowly began working together, and, of necessity, gradually reduced the degree of oppression which other races had been subjected to.

This was a necessity. The city-states were in desperate straits and could survive only with the willing cooperation and work of their heretofore oppressed peoples. Serfdom ended in one city-state after another, followed by vassalage, although the owners of land and business all still had names ending in –kyr, -laun, -phras, -raun, -brar, -nyr, -byr, -skyr etc., the sign of Turmrar heritage.

These changes within the cities' walls did nothing however to assuage the hatred of peasants in the countryside for the ruling class that had oppressed them for so long. It was unsafe for residents of the four city-states to travel between the coastal cities except by boat. Even heavily-armed caravans would be attacked by peasants fighting with bows and arrows.

Many of the peasant rebels would be caught after such attacks and died horrible deaths for their deeds, but the peasants remained undaunted. And after each such attack, one or two important Turmrar also would be taken to their graves with hearts, eyes or throats pierced by peasant arrows. Within short order, travel by land had come to a halt. Travel between the four city-states was possible only by sea, as had been the case with the Narfelli during their last years in Impiltur, as their cities lay besieged by the Turmrar.

The entire Turmrar nobility no doubt would have fallen sooner or later, had things been allowed to run their course. Ironically, the Turmrar were saved by merchant conspirators among their own as well as hobgoblins, who had thought that Impiltur had been so weakened that they would be able to overrun and loot it. For decades, there had been many conflicts between Impilturians and the hobgoblins of the Giantspires, mutually provoked. The hobgoblins came at times to loot the young settlements and enclaves that were springing up northeast of the Impilturian swamps and southwest of Rawlinswood along what would evolve into Merchants Run, the gateway to the land a-borning, Damara.

Particularly in the years after the fall of the first kingdom, when the rural and unsettled lands outside of the independent and rival Impilturian city-states were lawless, merchants from Sarshel and Hlammach sent several highly-armed mercenary expeditions into the southern Giantspires to tap their legendary veins of precious minerals and gemstones. Mercenaries from the Lake Mogador region in Damara made similar expeditions into the northern flanks of the mountains.

The Giantspires have respectable populations of giants, goblins and ogres, but the mountains long have been dominated by powerful hobgoblin tribes who view the Giantspires as their territory. Two tribes - the Great Yoke and the Ore Crushers, live in the flank to the North of the Giantspires' High Pass (not to be confused with the High Pass in the Earthspurs below Lake Icemelt). Three more tribes, the Piercing Tide, the Rock Slashers and the Stone Hammers, occupy the northeastern side of the flank of the Giantspires south of the High Pass.

The largest and most powerful of the tribes, the Lightning Fists, alone controls the southwestern face of the mountains, and this is the area into which the Impilturian merchants most often attempted to penetrate, only to be met by well-trained hobgoblin military units accompanied by hobgoblin archmagi, a constellation no Impilturian had envisioned until that time.

The tale of the Narfelli arcanist transmuter K'Ahlob and his magical artifact, the transmogrifier, had not yet been told in Impiltur in those days. In the Narfelli age, K'Ahlob had retreated into Dun Tharos in Rawlinswood along with his transmogrifier. To guard his secrets, he transmogrified both his Turami descendant slaves and his Narfelli soldiers into hobgoblins and bound them magically to guard his forest stronghold.

In a later duel of magic, K'Ahlob's spirit was transfused into the transmogrifier, and with time, the transmogrified hobgoblins began to loose themselves from the magical bonds of K'Ahlob's commands. With still more time, they evolved as well, as the seeds of human intelligence that remained within their genes germinated and took root, giving birth to some who were much higher in intelligence than average hobgoblins. Within some of them, the sorcerer's talent manifested itself, and a few even poured over spellbooks that had been among booty taken in raids and with them slowly learned the wizards' art.

These magically powerful descendants of transmogrified humans attached themselves to units of the Blood Fist hobgoblin tribe, who at times made raids into Rawlinswood, and they rather quickly took command of the Blood Fists, renaming them later the Lightning Fists.

NOTE: The tale of K'Ahlob and his transmogrifier is told in part in the *Northern Journey Campaign Guide,* with considerably more detail in Book 1 of *Northern Journey's* sixth segment, *The Great Dale*. The transmogrifier now is in the hands on the Nentyarch in Dun Tharos, in Rawlinswood.

The Impilturian and Damaran merchants' expeditions usually returned empty-handed and decimated from the Giantspires, always having underestimated the strength and magic of the hobgoblin foe. In the Year of the Three Faces (1089 DR), several groups of unscrupulous merchants from Damaran Heliogabalus and Impilturian Hlammach met in the Damaran capital and agreed to begin a conspiracy to bring the two lands to war against the hobgoblin tribes.

The conspirators agreed to spread false tales in their homelands to the effect that they had come upon plans for a massive hobgoblin invasion of both Impiltur and Damara. The merchants of Damara agreed to try to convince young Tenthlar I to send a host into the northern flank of the Giantspires, to rout the hobgoblins there.

The merchants of Hlammach and Sarshel had the harder task, for they had neither king nor kingdom at that time but rather an Impiltur that had become a lawless countryside with four rival city-states, some of whom hated and even scrapped with one another. Nonetheless, the merchants thought if fear enough could be generated, the moneyed of the four city-states might be brought to muster a mercenary army to deal with the hobgoblins of the Giantspires' southern flank.

For more than five years, the conspirators met with little success. King Tenthlar, who was in only his third year on the Damaran throne, ordered the fortifications of the settlements on Lake Mogador to be strengthened but he refused all requests to send a host into the mountains, saying he had too few men at his disposal. The Impilturian conspirators managed to generate fear in the city-states, but not in anywhere near the degree necessary to get people to cooperate, much less mobilize.

Fortunately or unfortunately, depending upon point of view, the hobgoblins were conspiring too. Until the Year of the Aimless Mystic (1092 DR), hobgoblins attacks in Damara and on Merchants Run had been little more than a series of raids for loot and status rather than any attempt to conquer. The hobgoblins preferred to raid the *downlands*, as they had named these areas, but they had no desire to stand and fight there against the overwhelming might of Impiltur or the growing number of hired magi on Damaran Lake Mogador.

That attitude had begun to shift, however, in all six hobgoblin tribes, and above all among the Lightning Fists, whose king, a powerful warrior-sorcerer named Tark Rednose, wanted to go to war with the humans, above all with those of Impiltur. For several years, the hobgoblin tribes had been taking human prisoners whom they forced through torture to give information on the lands from which they came.

Thus the hobgoblins learned that the humans in newly-settled Damara were much fewer in number than they had believed, and they also became aware that the Kingdom of Impiltur had fallen, that the countryside was lawless and the city-states were divided against each other in hostile rivalries. Rednose believed the six tribes could conquer both lands, destroy the humans there and claim the riches of Impiltur and Damara for their very own.

King Rednose then began negotiating with the kings and chieftains of the five other tribes, not only awing them with displays of his mighty sorcery but also impressing them with his high hobgoblin charisma, and they agreed to his plan. Before beginning an all-out war, he wanted to test his opponents.

He agreed with the other kings to take all of the risks himself in this test. In late Eleint of the Year of the Crested Thrush (1094 DR), King Rednose sent 2,000 of his own troops down to Merchants Run, totally devastating each of the settlements west of Rawlinswood, slaying almost every man, woman and child who failed to flee on time. His timing was perfect. Winter stood before the Giantspires' door, and the humans below no longer could retaliate until the coming spring.

The impunity with which King Rednose had destroyed the human settlements, without the least retribution, impressed the other hobgoblin kings and chieftains. During the winter months, they often burned the midnight oil, plotting the great war of conquest they planned to launch in the following year. In the Damaran capital of Heliogabalus, the lamps of young King Tenthlar also burned, often beyond the witching hour, working with his aides and military leaders in an attempt to develop a strategy to fend off the attacks on Lake Mogador that they were sure the new Spring would bring.

Fear fueled the midnight lamps of the Impilturian city-states. The fear was so strong that envoys from the four cities began discussing common strategies. It is claimed that there even were some secret but non-productive exchanges between Hlammach and Sarshel. Still, as Spring drew near, nothing had been achieved. There was no unity. Hlammach, Sarshel and Lyrabar each wanted to assume command of any joint effort. Only Dilpur was ready to accept any of the three as leader, as long as an defense was mounted.

In Heliogabalus, King Tenthlar and his ministers came to the sad conclusion that most members of the small Damaran Royal Army must remain behind to defend the settlements of Lake Mogador. Instead, both the royal treasury and the merchants league of Heliogabalus each sacrificed substantial bloodstone reserves to hire a mercenary army to deal with the hobgoblins.

Fear of the attacking hobgoblins meanwhile had spread through Impiltur, and it was not limited to the peasant-controlled areas. The residents of the four walled-in city-states on the coast were trembling as well, for they knew they would not be able to hold out long against a horde of hobgoblins at their gates. There already were open discussions in the cities of a possible evacuation across Easting Reach and secret discussions regarding who would sail and who would be left behind.

The greatest and most immediate alarm, however, was in the open, lawless countryside and within the wooden walls of peasant-controlled Outentown, for the folk there knew their town would be the first main target of the advancing hobgoblin horde, which would quickly burn Outentown's wooden wall. The alarmed peasants thought then of tales told of the folk in small, walled Filur to the south.

The Umbrar family had been recognized in earlier times, before the peasant rebellions, as devout nobles who worshipped Ilmater and always were willing to help the needy, regardless of their stand. And many a peasant had told tales of the how the gates of Filur had opened to him in his time of need, offering help with an open heart. It was said too, that the Umbrars had trained young paladins to lead the broken kingdom again in a time when its need would be greatest.

The Ilmatari priests who worked among the peasants across the countryside also had been given shelter as well as training within the walls of Filur. They urged the peasants' leaders to seek help from the House Umbrar in Filur.

A delegation from free Outentown rode to the walls of Filur, begging to be let in to petition the local lord for help. There was no lord in Filur, they were told, but the Ilmatari paladin Imphras led folk of the city, which the guard said consisted of all good peoples, regardless of line of birth. The delegation was given immediate entrance and also audience with Imphras, who recognized that the survival of Impiltur was at stake and agreed to do all he could.

Thirteen was the number of Ilmatari paladins in Filur at that time, Imphras included. All were devout followers of Ilmater who had been trained to know that a time would come when their god would call upon them to endure and persevere great hardships for the greater good and reestablishment of the Kingdom of Impiltur.

Imphras told his 12 paladins that they now must disregard danger and ride to the four cities and all corners of Impiltur where good men dwell, to the dwarves of Earthfast and to the elves of the Grey Forest and call them to arms, united, lest men, dwarf and elf fall sundered to the great might of the hobgoblin army.

Before the paladins could ride, the Ilmatari priests in the monastery told Imphras and his men that in this time of need, it was not prudent to display pride but rather humbleness before the poor and oppressed. Devout and meekened then, the 12 paladins rode out of Filur, not in shining armor with badges of noble houses and men at arms, but rather alone, as warriors of the folk, to sound the alarm and to say that Imphras of Filur called all good men, dwarves and elves to him, to turn the hobgoblin tide that threatened to drive members of all three races into the sea.

Spring dawned in the Year of the Dawndance (1095 DR), after a cold winter in which many plans had been made in both the hobgoblin caverns of the Giantspires and by the hearths of human fires in Heliogabalus as well as in Filur and the city-states of Impiltur. And it must be said that most of these plans went astray as the new year reached the spring equinox.

As soon as the High Pass of the Giantspires was free of heavy snow, King Rednose had planned to send 20,000 warriors of the Great Yoke and Ore Crusher tribes marching upon Withermeet and Trailsend on the eastern shore of Lake Mogador in Damara.

Another 60,000 hobgoblins from the Piercing Tide, Rock Slasher and Stone Hammer tribes were to march down the High Pass of the Giantspires to the northwestern edge of Rawlinswood where Tellerth now stands and follow the Merchants Run and Heralds Road on into Impiltur, to spearhead the conquest of the fallen kingdom.

King Rednose pledged another 30,000 of his own followers for a *secret* and hidden attack upon Impiltur from the flank. The other hobgoblin chieftains and kings assumed that Rednose intended to disguise his troops with magic, but Rednose had other plans in mind. He knew of the ancient gnome delves that began in the southwestern Giantspires and continued on into Rawlinswood northwest of the Lench.

Rednose had calculated that Impilturian forces would react quickly, despite their rivalries, to news that 60,000 hobgoblins were marching upon them from the Giantspires, and he assumed that the Impilturian defenders and the hobgoblins from the three central tribes at last would meet and clash somewhere north of the Lench.

While this battle was taking place, Rednose intended to slip his troops unseen through the old gnome mines beneath Rawlinswood, cross Herald's Run and march behind the Impilturian force and ahead of the other tribes as conquerors into what he assumed would be the lightly defended cities of Impiltur.

Rednose's plan was well conceived. In a year with normal weather, it well might have succeeded. But in the Year of the Dawndance, a cold spring followed an even colder winter, and this turned the tables to a certain extent upon the hobgoblins. The lower lands of the humans thawed late but were free enough of snow for the humans to march well before the hobgoblins could move.

The battle between of the Great Yoke and Ore Crusher tribes against the Damaran mercenaries began first and ended in mere minutes. The hobgoblins had planned to begin their march upon Lake Mogador in late Mirtul, but it was late Kythorn before the high snows had melted sufficiently for them to set forth and gather along the high path now known as Howser's Trail. The 1,200 Damaran mercenaries left Withermeet in mid-Mirtul but were slowed by washouts and floods.

The mercenaries were under the leadership of the Archmage of the Heliogabalus Merchants League, one Aborak the Calculator. The hobgoblins were led by King Korth Sharptooth of the Ore Crushers. The two armies met in mid-Kythorn under the snow-covered ledges of the mountains just above the modern day settlement of Cutrock.

When Sharptooth and his 20,000 warriors looked down upon the 1,200 men opposing them, they broke out in a chorus of laughter. Aborak the Calculator quickly calculated that his host's situation was hopeless. He then began calculating how best to achieve the mercenaries' goal of saving Lake Mogador despite this situation and, without hesitating, he pointed his finger at the snow ledges above the two armies, uttering a word of power.

A magical thunderclap resounded, and the tons and tons of snow above the two armies began pouring down in an avalanche, burying both hosts. Before sharing this fate, Aborak placed his fingers upon a ring he was wearing, safely teleporting himself back to his tower in Heliogabalus, where he sent out messengers to call a council with the king and the leading merchants.

There, he told how the two armies had been buried in an avalanche, but he did not tell that he caused the avalanche, blaming it instead upon a magical thunderclap he said he believed was made by a hobgoblin shaman. There were a few other survivors who eventually straggled back to Lake Mogador, but they of course had no idea who had caused the thunderclap, thereby more or less substantiating Aborak's tale.

King Tenthlar I was grieved by the loss of the 1,200 mercenaries' lives and declared a month of mourning in all of Damara. The members of the Merchants Council publicly wore black bands of mourning upon their arms and dour faces, but in truth, they were delighted at the outcome of the battle.

The bargain that had been sealed with the mercenaries is that they receive half of their wargelt before the battle and the other half upon the return. In striking this deal, the merchants had planned to save money from those who fell in battle, but they never in their wildest dreams thought to save half of the gelt appropriated for the entire host.

King Rednose used the winter to his own advantage, sending enslaved human captives, goblins and captured orcs down into the ancient gnome mines beneath the Giantspires to clear the passages that would lead southwestward as far as the western fringe of Rawlinswood just north of the Lench.

In Impiltur, many had answered the call of young Imphras of the House Umbrar, who restored Fortress Mal late in the Year of the Crested Thrush (1094 DR) und used it to house and train his army-a-shaping. War ready young men came to him not only from among the peasants but also from Hlammach and Dilpur.

As winter set in, more than 4,000 men were camped in the ancient Narfelli fortress, training through the winter to be battle fit. Imphras choose the fortress so that his men could train in the still swampy lands of the that slowly were evolving from tundra into farm land. He believed the decisive battles between his forces and the hobgoblins might take place in similar land southwest of Merchants Run, where the terrain slowly was evolving from plain into swamp.

Through the winter and early spring, Imphras waited for the folk of Sarshel and Lyrabar, who had not answered his call. Nor had the dwarves of Earthfast or the elves of the Grey Forest yet been seen, nor had half of the 12 paladins returned from their mission.

In Kythorn the last of the 12 paladins finally returned to Fortress Mal with news: Of the dwarves, 500 fighters would join Imphras within days Of the Grey Elves, 250 fighters and 50 of other talents including priests and wizards could be expected within a tenday.

Lyrabar promised 1,200 more men, Hlammach 1,000 more and Dilpur another 400. Only the Lord Mayor of Sarshel said his men would not fight at the side of Imphras, because the paladin had allied with Hlammach, and his city and Hlammach were mortal enemies and would not fight together. Many men and also priests and wizards of some talent had followed Imphras' 12 paladins to Fortress Mal, all pledging to join in the war against the hobgoblins.

Shortly after Imphras' paladins had left Sarshel, the annual summer seas storms had hit the city, a time when the darkest dreams are in men's minds and the greatest sorrows in their hearts, and the folk of Sarshel became ever more troubled over the decision of their lord mayor.

Men of good will understood his decision as an act of cowardice and betrayal of greater Impiltur, and they felt ashamed. Men of evil intent worried instead at what retribution they and their city would suffer if Imphras and his army emerged victorious and sought revenge.

Many were those who urged the lord mayor to change his mind, but his heart was hard against Hlammach, and he would hear none of this advice. At last, a band of evil-hearted merchants who feared the penalty they would pay for the lord mayor's stubbornness marched angrily upon the city hall, and carrying the protesting lord mayor from his chambers, they hanged him from the city's flagpole.

The departed lord mayor's successor saw things in an entirely different light and promised Imphras 1,200 men, many more than Sarshel could afford to lend, but the city was not to be outdone by Hlammach. When the army at last marched out of Fortress Mal in the last ride of Kythorn, Imphras stood with 8,000 behind him, ready to battle hobgoblins with swords, sorcery and priestly spells.

Spies of Imphras said that the hobgoblin chieftains would command 10 times that number, but they also had reported that the enemy had been bogged down in the mountains by snow and could not advance, as they had presumably planned.

Imphras believed it was wisest to defeat the hobgoblins at the mouth of the Giantspires' High Pass rather than on Impilturian terrain, where it would be necessary to dive them back up Merchants Run and across the southern Damaran Plain before they were back in their mountains again. Therefore, he gave the order to march in later Kythorn, although he still had received no word that the hobgoblins had begun their advance.

Slowly receding snow and flooding in the Giantspires kept the 60,000 hobgoblin warriors of the Piercing Tide, Rock Slasher and Stone Hammer tribes from marching until mid-Flamerule. Thus it was that Imphras and his men met a surprised hobgoblin host at the mouth of the Giantspires' High Pass at the beginning of the Midsummer Festival Day.

The sage Amphyr of Sarshel, who marched with Imphras as an archer in those times, said fully 20,000 hobgoblins forfeited their lives to Imphras and his men before the tide turned, and the many small streams and rivulets of the thawed tundra flowed like a red river of hobgoblin blood.

But after four days, Imphras and his army, which also was slowly diminishing in size, was pushed by the sheer numbers of hobgoblins back toward Traders Bay in a battle of slow retreat that continued through Eleasias, and then they were chased by the hobgoblins in full retreat to the Bluefang Water. Amphyr estimated that Imphras had lost perhaps half of the 4,000 who had marched with him, but the hobgoblins had grown less than 6,000 in number.

Nonetheless, the paladin chose to make his stand at the Bluefang, and many hobgoblins paid for his decision with their lives, but then, in the first days of Eleint, when less than 1,000 of the foe remained, King Rednose and his host emerged upon the bloody plain, long overdue and long behind the hobgoblin king's plan. In the march through the goblin delves, the 30,000 warriors Rednose had led were simply too many for the ancient and weak tunnels.

For two months, the hobgoblin king and his host had been stopped by one cave-in after another. Each time, the gnome tunnels needed to be cleared anew or alternative passages needed to be cleared, and Rednose's planned surprise blitz attack degenerated into a snail's meanderings. About a third of his host had died in the tunnels before the hobgoblins resurfaced on the western edge of Rawlinswood.

Nonetheless, when King Rednose joined the battle, his warriors were relatively fresh, and Imphras' wounded and battle weary warriors, now some 3,000 in number, again faced an enemy more than 20,000 strong. The Impilturian army nonetheless succeeded in fighting bravely and holdings its ground, but there were too many hobgoblins for Imphras to stop completely, and many simply ran past his troops southward, intending to conquer and loot the coastal cities that continued to be their goal. They bypassed Outentown and marched directly upon Sarshel.

However, the hobgoblins had not included the women of Impiltur in their reckoning. On the outskirts of Sarshel, they were awaited by the women the warriors had left behind, most with sword in hand. And leading them were a trio of mighty magi: Soargar the Ancient, who had secreted away the Crown of Narfell and other great treasures in his tower in Ilmwatch when the last kingdom collapsed 170 years earlier, stood there with a wand in each hand, along with Sambral, a young but highly gifted wizardess from Lyrabar, and her guest, the archmage Velgarbrin of Baldur's Gate.

The women's swords slashed and sliced into one hobgoblin after another in the host's flanks, while the three archmagi sent volley after volley of mighty magicks into the main host of the invaders. Witnesses said that in the last phases of the magic, the earth opened, with fey hands arising from it and pulling screaming hobgoblins into its depths, while fireballs exploded and lightning bolts thundered into the invader's flesh.

And still, when the last of the magic had been exhausted and the women could barely lift their blood-drenched swords, hobgoblins came forward. It was then that Imphras and the 1,000 of his men who still lived marched upon the hobgoblins from behind and mowed them down like ripe grain in an autumn field.

After the last hobgoblin had fallen, Imphras and the other survivors of the war camped where they had fought, on the plain before Sarshel. The ancient archmage Soargar had served Impiltur since before the fall of the first kingdom, extending his life magically for a period of more than two centuries, but the wizardry of that day's battle had drawn more life from him than magic could restore.

Before passing, Soargar urged all folk assembled there that day to reunite Impiltur in strength, so that it never would stand weak in time of danger again. He called upon Imphras to raise up a new kingdom of Impiltur and he called upon the surviving warriors to make Imphras their king.

Then, weakened and at death's door, Soargar told Imphras of the tower of Kiriagoth the Occularum in what now is Ilmwatch*, and he whispered to him of the magic key to the tower, telling him that he had hidden the mighty Crown of Narfell there, along the 100 great swords of power, until the time of a new king and kingdom would come, and he told Imphras to journey to the tower now and take these things for himself and the greater good of his new kingdom.

*** Game Master note:** FR6 *Dreams of the Red Wizards* quotes Soargar as saying that the Crown of Narfell was hidden in Soargar's own tower in Lyrabar. The project group has moved the tower to Ilmwatch, on the grounds that the Impilturian history is more conceivable and logical if Soargar had these items hidden in Kiriagoth's lost tower where Ilmwatch now stands. However, Kiriagoth is not an official historical NPC but rather a creation of Dr. Jeffrey David Bray used frequently in this history.

Imphras did these things, and in the Year of the Gleaming Crown (1097 DR), he took the throne of Impiltur's second kingdom and married the wizardess Sambral of Lyrabar, who had stood with him in battle before the gates of Sarshel, and together they begat the line that rules Impiltur to this date, although the line will end with the death of the childless dowager Queen Sambryl.

Imphras, as a symbol that his new kingdom was open to all the folk of Impiltur, tore down the wall around Filur and built his tower in the open, making the small but central town his capital, which it remained until his grandson, Imphras II, shifted it to Lyrabar in the Year of the Shieldtree (1181 DR).

The legend of Imphras I lives in the creation of the second kingdom and in his ability to hold it together, despite internal pressures from many groups of power who were less than enthused by the reestablishment of a monarchy. One example of his strength and his wisdom was in the conflict between loggers and druids, when he and his kingdom still were young.

In the Year of the Dark Dawn (1104 DR), still in the borning days of the second kingdom, the druids of Silvanus and Imphras I reached an embattled compromise on the logging of the foothills of the Earthfasts. The paladin king had made clear to the druids that he was not going to allow Impiltur's firewood-dependent coastal cities to freeze to death, and that some wood would continue to be harvested, regardless of what the druids demanded.

In the end, they agreed upon a plan that calculates southeastern Impiltur's lumber needs years in advance. The druids have an ongoing right to protect select areas of forest from ever being harvested, and they may decide each year which areas will be harvested and what percentage of the trees in a harvest area may be fallen. They are required only to see that a predetermined supply of wood is harvested annually.

The crown in turn subsidizes reforestation of harvested areas and also pays rangers to aid the druids in keeping the forests of the foothills alive and well. After 270 years, the druids of Silvanus still remain less than completely satisfied with the way the thin foothill forests are maintained, but the forests themselves thrive and are replenished, and the folk of the Golden Coast have the wood they need.

Imphras I died in the Year of the Rose Pearls (1122 DR), grieving over the loss of Sambral, who had preceded him in death. His son Imbrar took the throne in the same year. The new king's sister, Ilmara, was an archmage, like her mother. She studied her art in Milvarune in Thesk under the famed sorceress Mhilra. Ilmara won for Impiltur the famed Scrying Stones of Myth Drannor (see the *Northern Journey Campaign Guide*), which still help safeguard the kingdom today, but also cost her the life of her king-brother.

Ilmara had taken up residence in the ancient tower of Kiriagoth and Soargar in Ilmwatch, where she used the master stone to keep watch over the kingdom. In Imbrar's fifth year of reign, in the Year of the Luminar Procession (1127 DR), the master stone showed Ilmara that waves of hobgoblins again were amassing for attack in the Giantspires.

Imbrar picked his finest troops, arming them with the 100 powerful swords that Soargar had hidden in Kiriagoth's tower and had revealed to his father, Imphras. Neither the young king nor his men and the mighty swords ever were seen again, but there also was no new attack on Impiltur by hobgoblins. However, there have been reports in recent years by prospectors who have slipped passed the Nar barbarians and mined in the Giantspires that some of the greater hobgoblins there use weapons of high magic. These reports have not been confirmed.

When it became apparent that the king had fallen, Ilmara, who was next in line of succession, took up the throne in her brother's stead and continued to rule in regency after the birth of her son, Imphras II, until he was crowned at the age of 16 in the Year of the Earth Shaking (1169 DR).

Great songs have been written about Imphras II, although he fought no great hobgoblin battles. But in his time, many great strides were made in developing the kingdom. Early in his reign, the king established the famed Heralds of Imphras II, whose duty it was and still is to keep the peace in the land, particularly on behalf of Impilturians in rural and remote areas, and to spread the news of the realm to the folk as well as bringing the thoughts of the folk to the king.

Imphras II also was against the idea of one man – the king – having the sole power to make decisions on behalf of the entire kingdom. He decided to share the power, appointing 12 of the land's finest paladins, all descendants of Imphras I, as the Lords of Imphras II. Not only do the 12 lords share the power-making decision in the kingdom, but each also acts as the supreme local governor for an assigned district of the kingdom, a practice that also remains in effect today.

During the years after Narfell's fall, when the half-breed Turmrar walled themselves into the four cities of the Golden Coast and the sons of the Turami controlled the countryside, Filur served as their unofficial capital, and when Lyrabar became the capital of Impiltur's first kingdom, Filur continued to be the place where most kings and queens held their summer court.

Imphras I, Imbrar and Ilmara all clung to their belief that the best decisions could be made for the weal of the kingdom if the monarch remained isolated from the intrigues and machinations within the cities and learned of the thoughts and doings of his folk through his paladins. The great diviner Tashilaun, who had served Ilmara as her sage and continued to serve Imphras II in that capacity, urged the young king to continue with this practice, although Imphras II had strong misgivings about the future of Impiltur being in the hands of kings who did not see the clockwork of their kingdom daily on a firsthand basis.

Imphras II believed that the decision of his grandfather, mother and uncle to remain outside of any of the four key coastal cities, whose unity was forced and unstable if not completely questionable. But the kingdom already had survived in peace for 72 years when the 16-year-old monarch ascended to the throne, and the once hostile city-states had become highly dependent upon one another and could hardly risk starting war to settle their differences, if for no other reason than that war was counter to their own selfish interests. However, Tashilaun warned that the king's place was not in one of the coastal cities, which would have elevated it to a status above that of the others.

However, Tashilaun did urge Imphras II to travel far and wide through his own land and to come to know all of his subjects, and this he did willingly, making the kingdom ever more skeptical over the years over the wisdom of Tashilaun's warnings not to move the seat of government in Impiltur. But Tashilaun reached the end of his years and died in the Year of the Shieldtree (1181 DR), and Imphras II at last felt he had a free hand to use his own wisdom in shaping Impiltur's future. But little was done at first, because the kingdom had gone into a state of strife and unrest.

Although the king was the true monarch of all of Impiltur, no ruler since the crowning of Imphras I had been powerful enough to divest the many small barons and counts or even lord mayors who ruled parts of Impiltur of their power, and many of these had grown to detest the crown and show little inclination to enforcing the king's edits. In the cruel nature of his own heir and elder son Crown Prince Talryn, Imphras II saw that his nation slowly was reverting to the barbaric Impiltur of the first kingdom that had driven many of its most valuable and talented subjects westward across the Dragon Reach.

At the burial of Tashilaun, Imphras II swore that all nobles of the kingdom would give him their undivided loyalty immediately or be thrown from their high stations and deprived of land, title and power. Of course, few nobles heeded the king's words, and even his son, Crown Prince Talryn, fled to the Pirate Isles to form an alliance with the buccaneer Captain Immurk.

Things did not go as the landed nobles had expected. The paladins in the service of Imphras II had been riding through the land and its cities on the king's behalf for many years, winning the hearts and loyalties of the common folk. After word of the king's proclamation at Tashilaun's funeral had spread, many of the commoners rose up to overthrow the nobles who had oppressed them, often with weapons from the huge royal armory in Filur.

The cities fell first, above all through selfishness. The rich houses of Lyrabar, Hlammach and Sarshel and the great agricultural landholders of Dilpur were not about to let the ambitions of petty lord mayors bring the flames of the civil wars that burned through the countryside within their cities' walls. Those lord mayors who did not step down or vanish of their own volition were assassinated and one by one, the city gates opened to the paladin-led troops of Imphras II, at first in Hlammach and then simultaneously in Dilpur and Sarshel.

However, the lord mayor of Lyrabar was deposed only when the royal army, led by Imphras II personally, was about to storm the city. After the king's troops had entered Lyrabar, Imphras II proclaimed that he would remain there, using the palace of the deposed lord mayor as his provisional capital, until the flames of civil war in the countryside had been quenched.

During the next four years, most of the countryside nobles were driven by peasants from their burning castles, but they fled from them well-armed and with their best knights, to ride and ravage the land as robber counts and bandit barons. Some even established new castles within the foothills of the Earthfasts. They dared to hold out against the king, because their hopes were constantly raised by riding messengers bearing news from Crown Prince Talryn, who promised he would return soon and depose his father, restoring the nobles' rights.

In the Year of the Mesmer Pool (1186 DR), Imphras II decided to end the legend of his traitorous son and the treasonous hopes he was building in the hearts of the outlaw nobles. In that year, the news of the death of Imphras II spread through the kingdom, causing unrest to rise again outside of the coastal cities, and it led to some incidents even within as well. Urged on by those outlawed nobles who saw in the king's death a new spark of hope and seeing at last his golden chance to seize the throne as the rightful heir, Crown Prince Talryn returned to Lyrabar, only to be arrested, tried an executed, along with several of the nobles who had plotted with him.

Afterward, all mention of Talryn's existence was expunged from Impiltur's official histories. The king's second son, Lashilmbrar, was recorded as being the first born of Imphras II and his Queen Lasheela and Crown Prince of Impiltur. However, sages continued to tell the true tale of Talryn through the years, and bards traveling the Bloodstone Lands and the Vast as well as sailors on the Sea of Fallen Stars kept the truth alive in many men's minds.

At last, in the Year of the Boot (1343 DR), after current Queen Sambryl had been five years upon the throne, priests of the church of Oghma in Lyrabar and a delegation of high Deneirrath from the Master's Library in the Earthfast Mountains south of Tower Ithfell petitioned the queen to right this grievous wrong that had been done to the written word of her kingdom, arguing that new generations would learn much more through knowing the truth of Talryn's doings than through the lie of his father's shame. The queen agreed and issued an edict in the same year ordering all official Impilturian records to be corrected.

After the execution of Crown Prince Talryn in the Year of the Mesmer Pool (1186 DR), the king moved decisively to end all rebellion in the kingdom. Although Filur continued to be the capital of Impiltur, Imphras II remained for several years in the mansion of the former Lord Mayor of Lyrabar while the golden domed royal palace was being constructed, ostensibly intended as the seat of the Crown Prince.

During this time, hand-chosen paladins of the churches of Ilmater, Tyr, Torm and Helm ruled where the deposed lord mayors, counts and barons had subjugated the king's subjects. In these years, many of the affairs of state were handled and decided upon in Filur by Crown Prince Lashilmbrar, while his father, the king, conferred with the academics, priests sages and magi of Lyrabar, rode across the lands to hear the voice of his folk and spent countless hours locked in the study of Lyrabar's lord mayor's mansion, concentrating himself on a royal project that he had explained to few.

In the final year of this phase, little was heard of the king, and Lashilmbrar was indeed executing all matters of the monarchy in his father's stead. It was said that Imphras II, his sage Gulimbrar and the Defender of Justice Balunyr, a high priest of Tyr, seldom left one another's sides during this time.

In early Nightal of the Year of the Shrike (1196 DR), two royal companies of travelers passed one another on a cold and clear night in the depth of winter. Crown Prince Lashilmbrar and his large party rode southward to Lyrabar, on orders of the king, while Imphras II himself, together with Gulimbrar and Balunyr traveled northward to Filur. As the year drew to its end, Imphras II issued his famed edict on the Feast of the Moon, proclaiming the new basic law of Impiltur, a large legal work much akin to constitutions of modern times.

The basic law took effect at the end of the 100th year after the establishment of the second kingdom of Impiltur, on the first day of Hammer in the Year of the Sundered Shields (1197 DR). Within the new law, the paladin Lords of Impiltur – more commonly known today as the Lords of Imphras II – were established and permanently given the duties of regional governorship they had been executing under royal edict.

Beyond that, Imphras II also extended much more authority to the paladin lords. Any changes in the basic law of Impiltur that are initiated by a king or a queen must be approved by a two-thirds majority of the paladin lords. The paladin lords serve for life, but their offices are not inherited. Upon the resignation or death of a paladin lord, his or her replacement is appointed by the king or queen, but it must be a confirmed by a majority of the remaining lords. The basic law also specifies that the lords must be chosen from among paladins of Ilmater, Tyr, Torm and Helm, with each of these faiths having at least one lord at all times.

The basic law of Imphras II also gives the royal ministry of justice, under the leadership of the high justice of Tyr in Lyrabar, the right to investigate and prosecute accusations of wrongdoing or crime brought against members of the royal family, with the lords serving as jurors in the case of the royal family, and the remaining lords plus the king or another member of the royal family that the king selects acting as the 12th juror when a paladin lord is tried.

The specific areas of duty for the 12 lords are only generally defined within the basic law of Imphras II. One of the 12 lords must be named by the king as commander of the royal army, and the king also selects a paladin who serves under this general as the admiral of the naval fleet, but both serve in these offices solely at the king's pleasure, and they can be replaced at anytime.

The seats of office for the 12 Lords of Imphras are not defined by the basic law but are left instead to the king. In the time of Imphras II, four lords were stationed in Lyrabar, three in Hlammach, three in Dilpur and two in Sarshel. But during the reign of Imphras' son Lashilmbrar, it already became practice to assign one of the three lords in Lyrabar to command Vordric-Dun in the northwest. These assignments continued until after Zhengyi the Witch King invaded neighboring Damara in the reign of current Queen Sambryl. After this threat from the north, the queen completely reorganized the duties and locations of the 12 lords, so that the kingdom might be better ruled and defended.

After proclaiming the basic law, Imphras II left most day-to-day affairs of the throne to his son, Crown Prince Lashilmbrar, in Lyrabar, as he slowly began moving the offices of government out of remote Filur. Most of the more powerful men of the kingdom already were convinced that it was only a matter of time before the king would move his capital to Lyrabar, and this was a cause for dissatisfaction and a degree of unrest in Hlammach.

Hlammach's wounded pride was healed in the Year of the Baldric (1199 DR), when Imphras II moved the small royal ministry of finance from Filur to the kingdom's financial hub in Hlammach and made it into the largest of all royal ministries, creating at the same time a customs division under the finance minister, which, among other things, helped protect the Impilturian trade that was controlled by Hlammach.

In the Year of the Buckler (1200 DR), Imphras II turned his attention to the port of Sarshel, where his Summer Palace already stood, expanding the naval harbor there and building the great harbor roof, which was dismantled recently. In the same year, he removed the royal military headquarters from Filur, establishing it and the command of land forces in Lyrabar and the royal admiralty in Sarshel.

The next of the coastal cities, Dilpur, received the newly created royal ministry of agriculture in the Year of the Blazing Banners (1209 DR). This ambitious move by Imphras II was designed above all to make his kingdom as self-sufficient as possible. Many important monks of Chauntea were named to run the new ministry, working closely with the druids of Chauntea in the fields.

The huge ministry's task was and continues to be an ongoing accumulation of data to determine what forms of agriculture, which areas are best suited for them and how to pursue agriculture while also maintaining the balance of nature needed to preserve the fertility of Impiltur's farmlands.

Monks of Chauntea and workers of the ministry also are active in the field, remaining in close contact with farmers, in attempts to convince them to pursue the type of farming best suited for their areas and to help them then succeed. The ministry also is drawing up long-term plans for draining the swamps of Traders Bay, working with the druids of Eldath in Netherteth.

The ministry in Dilpur has grown substantially in recent years, with the heavy influx of immigrants into Impiltu. In the Year of the Wyvern (1363 DR), the current queen, Sambryl, again expanded the ministry, adding to its office of forestry, which is responsible for dealing with the druids of Silvanus in the foothills of the Earthfasts, a new division assigned to work closely with the druids of Silvanus in Lyon's Oak. Both the druids and the crown are convinced that the lack of forest in the unnaturally melted tundra land will lead to long term problems.

In his own time, many complained that Imphras II was little more than a caretaker, who let his son, Crown Prince Lashilmbrar, actually rule the kingdom from Impiltur. In truth, one soon saw quickly in the years after the death of Imphras II, that he would stand together with his grandfather, Imphras I, as one of the legendary kings of Impilturian history. Imphras I founded the second kingdom, held it together, and use his wisdom to guide it, so that the new Impiltur could grown straight and true.

Imphras II, on the other hand, made of his grandfather's monarchy a true kingdom, with its internal powers clearly defined and strengthened, eliminating those forces that could have destroyed Impiltur from within. Without the clear thinking Imphras II had done from his seat in Filur, and the edicts he issued to shape his grandfather's legacy, Impiltur hardly would be second only to Cormyr among the strong and mighty nations of modern day Faerûn.

In his latter years, Imphras II slowly moved most of the remaining vestiges of royal power out of Filur to Lyrabar, the seat of Crown Prince Lashilmbrar. And yet, his pace brought change slowly to Filur, giving its residents time to adjust and also to find new, gainful employment for those natives of the town who remained behind when the government offices for which they had worked moved elsewhere.

At last, in the Year of the Trembling Tree (1223 DR), Imphras II signed the edict withdrawing the throne from Filur and naming Lyrabar as the new capital of his kingdom. But it was not Imphras II who first ruled Impiltur from Lyrabar, for his health already was ailing as he signed the proclamation, and he did not leave Filur again but rather remained in the castle his grandfather had built there until his death two years later.

Lashilmbrar, inherited the crown upon the death of Imphras II in the Year of the Winged Worm (1225 DR), being the first monarch of the second kingdom with throne and crown in Lyrabar, although he indeed had managed much of his father's kingdom from there for years already.

Lashilmbrar was succeeded by his son, the last Impilturian king, Rilimbrar, in the Year of the Deep Moon (1294 DR). His daughter and sole child, the current, childless dowager Queen Sambryl, came to the throne upon her father’s death in the Year of the Wanderer (1338 DR), two years after Azoun IV, was crowned king of Cormyr in the West. *

*** Game Master NOTE:** The lineage of ascendancy described above is fully compatible with that described in 1988 by Steve Perrin in the accessory FR6 *Dreams of the Red Wizards*. It is not compatible with the later, contradicting partial lineage described by R. A. Salvatore in FR9 *The Bloodstone Lands* and repeated in the 2nd Edition *Forgotten Realms* boxed set. The tale of the renegade Prince Talryn can be found in the 1999 accessory *Sea of the Fallen Stars* by Steven E. Schend.

In retrospect, Imphras I, leading the swords and spears of Impilturian men, the axes of the stout folk of the Earthfasts and the elven bows of the Grey Forest taught the hobgoblin hordes the meaning of fear, and in the Year of the Dawndance (1095 DR), defeat. The brotherhood Imphras I established between the races continues today. The Impilturian war captains in recent months have sent experienced warriors under the command of accomplished paladins to help the elves of the Grey Forest deal with drow emerging from beneath the wood. And Impilturian warriors long have been aiding the Earthfast Dwarves in the battle against orcs.

Since the coronation of Imphras I in the Year of the Gleaming Crown (1097 DR), Impiltur's toughest warriors, battle priests of Tempus and paladins, have been leading merciless patrols up the southeastern flanks of the Earthfast Mountains to help eradicate the seemingly endless hordes of orcs whose ancestors were driven there by the Sarphil dwarves and then again by humans centuries earlier in the fall of Vastar.

Once the ice of the Great Glacier receded, the Impilturian plain evolved from a mostly frozen tundra wasteland into a cold but fertile agricultural plain that is ideal for the harvest of short season crops and grains, and so it was also in the interest of the men below the mountain to drive the orcs from these lands and protect them against their return, but the strong bonds between the war captain paladins and the Earthfast dwarven kingdom has been an even greater motivation for the relentless Impilturian campaign against the orcs, a campaign of nearly three centuries, for it is a matter of paladins' duty and honor.

Small numbers of volunteer warriors and paladins seeking training for mountain combat also have fought sword-to-axe in Earthfast city against the orcs, but the dwarves have been hard-pressed by their enemy. Only in recent times have the ironlord of the mountain and the war captains of Impiltur seen the first rays of hope for the beleaguered dwarven stronghold.

During his coronation nearly three centuries ago, Imphras I is reported to have said, *"Impiltur is not so much a kingdom as three kingdoms. It also is an idea. Our elven and dwarven brethren have established their realms within Impiltur and have held them against all odds. We men have been less successful. The human Impiltur has come and gone again and has worn different faces. It is my hope that the new kingdom of Impiltur that comes into being today will find its place in the songs and the tales of times to come, as the third realm of Impiltur and as a lasting partner of the two older realms."*

Imphras I realized this vision within his own reign, and his descendants have maintained it to this day. Indeed, of the three realms of modern Impiltur, the human kingdom is the strongest and perhaps the only credible guarantor of the future of the dwarven and elven realms.

The name Impiltur itself is indeed confusing, although perhaps no more so than the names of the other geographical areas east of the Dragon Reach. The Vast, after all, describes a large geographical area that is no political entity in its own right, and this is equally true of the Great Dale. The same applies to Impiltur.

Most Impilturians would explain that the land of Impiltur itself begins at the western foot of the Earthfast Mountains, where the unsettled and orc-infested green rolling hills of the High Country of the Vast end. This imagesnary western border then would continue southward through the narrow pass that separates the Impilturian and Vastan parts of the Earthfasts winding southwesterly along the western eaves of the Grey Forest to the Sea of Fallen Stars, which from that point eastward forms the southern boundary.

The northern border of the land begins at the foot of the Earthspurs and follows a line that runs eastward along the extended line of the River Vesper until the Earthspurs end in the East. It cuts through the Earthspurs north of Laviguer, before heading on in a straight line toward the River Icehilt.

From there the line meanders northward to include the High Pass and half of Lake Icemelt and then continues eastward north of Dunfee through the foothills, crossing the Great Imphras River and continuing to the Sidewinder or Lench River. From there, the imagesnary border continues southwest of and parallel to the Heralds Road. sweeping eastward north of Ilmwatch, to include the fortified town, and then running to the south through the middle of the Easting Reach.

As Imphras I said, there are three realms within the land of Impiltur, and his human kingdom is but one of them. The Kingdom of Impiltur lays no claim to the Grey Forest, which is ruled by the elves, nor to most of the Earthfast Mountains. The only exceptions within the mountains are human mining areas near Pick 'n' Axe and the lower northeasterly slopes of the mountains directly above the agricultural plain.

The kingdom's borders wander beyond those of the land of Impiltur in the northeast, including the annexed cities and villages of Mulltown, Guidodale, Maracrath and Cairnpur on the Heralds Road, although Impilturians and Dalesmen alike will claim that this area belongs geographically to the Great Dale and not to Impiltur.

The dwarven kingdom of Earthfast theoretically encompasses all of the Earthfast Mountains within Impiltur, although its practical boundaries end around the perimeter of the City of Earthfast and those of the Toho Mines.

The narrow, seasonally open trail – once the road to Earthfast City - that follows the Fire River from the Vast into the Earthfasts and across to Outentown is patrolled at times by warriors of the Kingdom of Impiltur, but this pass and all other parts of the Earthfasts north of the river except for the dwarven city are the domain of hundreds of thousands of orcs whose tribes fled into the mountains nearly eight centuries ago, when their empire of Vastar fell to dwarven axes.

The dwarves of Earthfast long have been pressed by the orcs of the mountains, and even the most optimistic observer would until recently have believed that the dwarven realm was doomed to fall. However, recent events have brought a small ray of hope into the dour hearts of the Earthfast dwarves. A decade and a half ago, when Zhengyi the Witch King destroyed the infrastructure of Damara, many of the dwarves in that land decided to leave it, and within the span of a few short years, more than 1,000 Damaran dwarves returned to fight with their kinfolk in Impiltur. These have been bolstered by the 200 members of the mercenary Hammerhand Clan of Earthfast dwarves who had been operating in the Vast.

A second factor which may give the dwarves hope is the famine that has been plaguing the orcs of the Earthfasts. The goblinoid tribes once had free hunting on the agricultural plain of Impiltur, when it was still tundra, and until recently, they also had free reign in the High County of the Vast, east of the North Road.

The relentless war captains cut the orcs off from all access to the Impilturian plain more than two centuries ago, and all orc attempts to descend the mountains into the plain have ended in the orcs' defeat.

Nonetheless, the orcs had been able to feed themselves by hunting and foraging in the High Country of the Vast. That all began to change a year ago (Year of the Tankard – 1370 DR), when Myrkyssa Jelan and her horde of giants and goblinoids attacked Ravens Bluff and reportedly threatened Tantras as well. Since that time, sizeable armed patrols of the cities of the Vast have been making relentless attacks upon orc bands in the High Country, and many hired mercenary groups are doing the same, which is denying the orcs access to food.

The orcs no doubt still would like to conquer and permanently hold Earthfast City, but there is little to eat in the mountain stronghold. To date, the orcs have been focusing the battle upon their foraging lands in the High Country.

The war captains of Impiltur are not letting up their guard, but they are betting that the orcs will continue to attack in the West rather than the East. They reason that the orcs, in attacking Impiltur's plain, would lose half of their number in the treacherous foothills before encountering the finest troops of the Cold Lands, refreshed and ready for battle, at the Laviguer Road.

On the other hand, they believe, the orcs have the upper hand by launching their attack westwards. They can pour quickly and in great numbers out of the Earthfasts and into the High Country, and when they want to retreat, disappear back into the old dwarven halls and caverns they occupy beneath the mountains. Both in the High Country and in the Earthfasts, the orcs know the terrain better than their hunters.

The question remains open. Whatever else occurs, it seems likely that the City of Earthfast may have a small respite after centuries of relentless orc attacks. And when the dust is settled below, regardless of which side of the mountains the orcs choose, it also seems likely that there will be fewer orcs to plague the dwarves.

The elven realm of the Grey Forest is an isolated and mysterious element of the land of Impiltur, one that has maintained bonds of friendship in times of need but that has been reclusive, serving mostly to watch and control those who would pass along the coastal track between Tsurlagol and Lyrabar. When word of the troubles with drow reached Queen Sambryl and Regent War Captain Kyrlraun recently, they were truly surprised when the elves accepted their sincere offer of military help.

For more than 1,500 years, the tale of man, elf and dwarf in geographical Impiltur has above all been one of hardship and strife. It is not difficult to understand why the teachings of Ilmater quickly won a large following in the lands below the Earthspurs and the Earthfast Mountains.

In days of yore, the mighty Narfelli mage Kiriagoth the Occularum built a tower of magical might in the middle of the then swampy waters where Ilmwatch stands today. He was the crafter of the legendary 100 awesome blades of power beyond the ken of magi who practice the art in Faerûn today, and it is said that in later times when Imbrar of Impiltur, son of Imphras I, rode into the mountains for what he had intended to be the final blow against the hobgoblin tribes, he rode into battle with these fine blades, which had been hidden by the great Impilturian mage Soargar, but of Imbrar and the mighty blades no further songs have been sung, although there are tales of hobgoblins in the Giantspires bearing weapons of great power.

Of all the precious things Soargar had collected, there was nothing to match the mighty *Crown of Narfell* (see the *Northern Journey Campaign Guide* for details), which Kiriagoth had fashioned to secure not only authority and power but also the borders of Narfell. The ruler of that time was one Harikus, and to help him defend his power, Kiriagoth and other Narfelli magi - after 10 years of research and experimentation - created the *Crown of Narfell* and presented it to Harikus in the City of Heligonius, which later was obliterated. The crown was intended not only to help protect Narfell against invasion, but also to ferret out internal enemies.

Some time around the Year of the Tragedies (–180 DR), Kiriagoth the Occularum disappeared from his tower, and with him vanished the *Crown of Narfell.* In the Narfelli cities of Sarshel and Heligonius, a message appeared from Kiriagoth saying that the Narfelli wizards had gone too far, that Kiriagoth no longer would condone or be part of what Narfell had become. He said that when the time was right, the *Crown of Narfell* would return, but into the hands of just and righteous men.

The magi of young Impiltur had indeed succeeded in finding a few of the treasures of fallen Narfell in their expeditions to the East, and the greatest of their discoveries was the lost *Crown of Narfell,* whose powers they were unable to awaken. But the crown was retained in the House of the Monarchs as the greatest of all treasures in the fledgling kingdom.

With the *Crown of Narfell* in his possession, Imphras I succeeded indeed in forging his tiny monarchy into a realm of strength and power, for the *Crown of Narfell* did reawaken, as the ancient Narfelli wizard Kiriagoth had predicted, and it now was in the hands of brave knights who used it to defend the borders of young Impiltur.

Among the great achievements of his daughter Ilmara was her establishment of the garrison at Ilmwatch, beneath her tower. But her greatest work of all was the retrieval of the long lost *Scrying Stones of Myth Drannor* (see the *Northern Journey Campaign Guide*), which remain today in the possession and use of the rulers of Impiltur. Ilmara went to Myth Drannor in the Year of the Shared Sorrows (1124 DR), where the scrying stones had returned after many strange journeys, and there she won them from the fang dragon *Gallinsizzorophillan* and brought them home to Impiltur.

While the scrying stones were and continue to be items of great power in the hands of Impiltur's rulers, their first deed was a dark day for the folk of the kingdom, although one of doubtless great heroism. In the Year of the Luminar Procession (1127 DR), Ilmara discovered that the hobgoblins were preparing again for war. Her brother, young King Imbrar, decided to attack the hobgoblins in their own lairs and surprise them before they once more could invade his kingdom and bring devastation upon it. No tale and no song record what happened then as the two armies met, but it is known that neither the goblin armies nor Imbrar and his men were seen again after that day in the Kingdom of Impiltur.

But the bards do sing many other songs of Impilturian glory that have been recorded on the pages of sages and historians in the less than 300 years of the second Impilturian kingdom, above all tales of Impiltur's feats as a naval power on the Inner Sea.

Already in the latter decades of the reign of Imphras II, the reputation of Impiltur's great warships had reached as far as the western shore of the Lake of Dragons, when Impiltur joined with the navies of Cormyr, Sembia and states of the Vilhon Reach against the pirates of the Inner Sea in the Year of the Blazing Banners, in the legendary Battle of the Fallen, in which the 90-ship fleet of the pirate captain Urdogen and most of the Sembian navy were claimed by Umberlee. (See the 1999 accessory *Sea of the Fallen Stars* by Steven E. Schend.)

The songs sung of the valor of Impilturian seamen in the great naval battle speak above all of the War Captain Admiral Marylnyr, one of the great lords of Imphras II and commander of the kingdom's small fleet of eight warships in those days of yore. Sea blood remained in Marylnyr's family, and his great nephew, Lord of Imphras II Rilaunyr, a paladin of Tyr, now serves Queen Sambryl as War Captain Admiral of the Sword of Impiltur in Ilmwatch. Under Rilaunyr's command, the Impilturian fleet has grown to include 20 great warships, more than half of them captured pirate vessels.

Although Sambryl is the queen of Impiltur (LG Wizardess Lvl 20), she has been reticent to rule, preferring instead to work in her Tower Pureheart near her golden-domed royal palace in Lyrabar or to roam her land, leaving the governing, administration and defense of the kingdom instead in the hands of the 12 Lords of Imphras II, all paladin war captains (levels 11-21) who are direct descendants of Imphras II, as is the queen herself.

The first of these lords is Regent War Captain Kyrlraun (lvl 21). His leading lieutenants are War Captain Admiral Rilaunyr and War Captains Rilimbraun (lvl 18), Limbrar (lvl 17) and Haelimbrar (lvl 19), who also is one of the three generals of the Sword of Impiltur. Kyrlraun's castle stands in the capital city of Lyrabar, where the Rilimbraun also makes his home.

Until the early years after the Time of Troubles, Rilimbraun and Limbrar both had lived in Lyrabar and served as Kyrlraun's lieutenants. However, Limbrar moved to Laviguer in the Year of the Serpent (1359 DR), when Haelimbrar embarked upon his secret mission to aid Sir Gareth Dragonsbane in neighboring Damara.

Today, Haelimbrar and Limbrar together guard the main entrance into Impiltur from the West, at Haelimbrar's Wall in the narrow pass at Laviguer between Vordric-Dun and Tower Ithfell. However, it is said that Haelimbrar will depart Impiltur again in the new Year of Wild Magic (1372 DR) with a sizeable Impilturian host, to aid King Gareth Dragonsbane of Damara in ridding Suncatcher Mountain and the ruins of Castle Perilous from the fey and awful powers that lair there and pose a continuing threat to both kingdoms.

War Captain Silaunbrar (lvl 13) is the lord of Sarshel, a port town in decline on the western coast of the Easting Reach. Sarshel, built upon the ruins of an ancient Narfelli city of the same name, was a trade town, highly dependent upon the shipment of goods between the West, Damara and the Great Dale to the east.

Before the Time of Troubles but after the decline of the bloodstone markets, 15 merchants from Impilturian Sarshel, angry and wishing to defy their native city for not preparing contingencies for such an emergency, migrated to the small fishing town of Borkurstad in the southwestern reaches of the Great Dale on the eastern coast of the Easting Reach and rebuilt it into a new, only loosely governed port town, renaming it New Sarshel, as an affront to their Impilturian hometown.

The Impilturian merchants governed New Sarshel for but one season. With the next spring thaws, six Sembian ships sailed into the makeshift docks of New Sarshel, carrying merchants with money, craftsmen to build and well-armed mercenaries prepared to defend them. It was soon clear to all that New Sarshel had become a Sembian trading outpost on the Easting Reach.

The Sembians are renowned merchants, and the secret Sembian organization known as the Iron Throne, which orchestrated the takeover of New Sarshel, established itself quickly as a power to be reckoned with on the Easting Reach, much to Impiltur's chagrin. With the revival of the Bloodstone market and the degree of control the Iron Throne has over commercial shipping on the Inner Sea, New Sarshel has taken most of the shipping business, making it difficult for Impilturian Sarshel to pull itself out of the economic depression it fell into after the collapse of the bloodstone market.

Silaunbrar's former superior in Sarshel, Rilaunyr (lvl 18), the Admiral of the Sword of Impiltur, left the city permanently in the Year of the Wyvern (1363 DR), to take command of the navy and the enlarged garrison in Ilmwatch, which the queen and Regent War Captain Kyrlraun had given the responsibility, among other things, for controlling boat traffic in Buzzard Beak Harbor and Traders Bay and for cleaning these areas up, eliminating the pirates and criminals who had been using them.

Rilaunyr's deeds toward this end not only have lowered his standing with most of the other war captains, who are paladins of Ilmater, but also have earned him the title the *Hanging Paladin*, and some argue that his work has blackened Impiltur's reputation. Unlike the majority of the Lords of Imphras II, who serve Ilmater, Rilaunyr serves Tyr, together with Holy Judge Talimbrar (lvl 18), also a descendant of Imphras II. Talimbrar is the high priest of Tyr in charge of the martial court in Ilmwatch. Many a noose has been retired from overuse in Ilmwatch, due to the swift justice with which Rilaunyr and Talimbrar have dispatched nearly 1,000 criminals and pirates to Kelemvor.

At the outset, Rilaunyr wished to add warships to the Impilturian fleet, to maintain the kingdom's naval defense strength while also blockading the openings to Buzzard Beak Harbor and to Traders Bay. With his famed magic warship, Rilaunyr and his men sailed boldly out onto Easting Reach and then the Sea of Fallen Stars and captured four pirate ships before returning to the harbor of Ilmwatch. Those slaves aboard the pirate ships who wished to do so were welcomed into the suddenly expanded Impilturian Navy. Some 100 pirates were hanged from the masts of their own ships and given then to Umberlee, whom many of them had worshipped.

After his return to Ilmwatch, Rilaunyr began making preparations for his next major strike, sealing the entrances to Buzzard Beak Harbor with his four captured ships and Traders Bay with his own vessel. The blockade lasted from late Tarsakh until mid-Eleint. When the blockade began, eight ships were known to have been in Buzzard Beak Harbor.

Three of the pirate ships were abandoned, with their crews vanishing on land, no doubt in the cold backwaters of Traders Bay. Later, Rilaunyr tried to commandeer the three abandoned vessels, but the venture was something of a folly. Two of the three ships sank and one of his own warships was badly damaged in the process.

Five of the ships tried to run Rilaunyr's blockade, and four of them were captured. The non-slave crews of these ships were taken in chains to Ilmwatch and tried before Talimbrar, who sentenced every man and woman among them to swing from the gallows. All of the executions were carried out in a single day on a specially built 10-noose gallows, with the holy judge himself presiding over the executions.

One ship, the *Silken Cutlass* of the female pirate known only as *Sablesteel*, did succeed in running the blockade in a masterfully planned operation that brought shame to Rilaunyr. Ancient and highly valuable jewels of the last royal family of Impiltur's first kingdom, which had disappeared centuries earlier, had come into the possession of smugglers on Traders Bay.

They had in turn negotiated to sell them quickly and at a staggering price to a dealer in New Sarshel on the opposite shore of the Easting Reach. However, it was necessary to smuggle the jewels quickly by sea to New Sarshel, because the buyer was not willing to wait as long as it would take to transport the contraband by land.

Sablesteel's crewmen, who knew the tricky ways through the swamps of Buzzard Beak Harbor, even by night, had frequently broken Rilaunyr's siege, boating to shore to pick up supplies and to obtain news. Through these crewmen, a contract was offered to Sablesteel to create a diversion which would draw Rilaunyr's magic warship away from the blockade of Traders Bay long enough for a smuggler's boat carrying the priceless jewels to slip out onto Easting Reach and into the harbor of New Sarshel.

Several tendays before the run actually was made, a high archmage working under contract to the Iron Throne and two high priests of Umberlee were smuggled by night aboard the besieged *Silken Cutlass.* Sablesteel waited until wind and weather were exactly right before signaling to shore that the night had come for her run. The *Silken Cutlass* was lighter and more agile than any of the Impilturian ships, and for good measure, Sablesteel's crews had dumped all cargo and supplies that were not necessary for the voyage overboard, increasing their advantage.

Her ship sailed quietly in the moderately strong wind, navigating only by the stars and showing no light, slipping easily unnoticed through the line of blockading warships. Instead of heading to the high sea of Easting Reach, Sablesteel veered then southwestward, entering the inlet of Keelbest, where Rilaunyr's magical warship was stationed to blockade the mouth of Traders Bay.

With lanterns still dark and sailing silently beneath the light roar of the wind, Sablesteel brought the *Silken Cutlass* within light ballista range of the illuminated warship and loosed a triple salvo upon the captain's cabin.

All three bolts struck, killing a sailor and two officers and tearing the cabin apart, but Rilaunyr was not within it at the time. Sablesteel then ordered light to be struck on board her own ship, with specific orders that the nameplate of the *Silken Cutlass* be illuminated. And then her ship began leading Rilaunyr on a merry, weaving dance out of the harbor toward the sea. Heavy ballista bolts flew madly from the deck of the warship, and spells went awry, as the *Silken Cutlass* always managed to be somewhere other than it was a second earlier.

The chase continued until both vessels were in a line due north of Keelbest, when the archmage and two high priests aboard the *Silken Cutlass* unleashed the only spells they used in the fray. The art of the archmage shrouded Rilaunyr's warship in absolute darkness, while both priests called upon Umberlee to entrap the paladin and his crew in a small but horrible storm.

The archmage then opened a small chest he had brought with him and, by the first light of morning, poured a dozen, black balls into the waters of the Keelbest inlet. After that, the *Silken Cutlass* jaunted toward the open sea of the Easting Reach.

It was a matter of mere minutes before the magic that had enveloped Rilaunyr's warship was dispelled by his sorcerers, and with magical wind in its sails, the great ship now darted hot on the trail of the fleeing *Silken Cutlass* toward the open sea. None of the paladin's crew noticed the small, black balls bobbing upon the waves they were racing into. Eleven of these balls drifted harmlessly past the warship as it gained speed, but the vessel's prow struck one of the magical balls head on, and it exploded, ripping a hole half a yard/meter deep into the hull.

For Rilaunyr, the chase had ended much more quickly than it had begun. He had no choice but to abruptly change course and sail into the harbor of Keelbest for repairs, watching as the *Silken Cutlass* speeded toward the horizon. And in those moments, Rilaunyr vowed that he would find and sink the *Silken Cutlass* before he left his ship's deck for the last time in his life.

For the ruling circles of Impiltur, Rilaunyr was a hero who had fulfilled his mission with overwhelming success. Buzzard Beak Harbor had been emptied of all pirate ships, and a standing blockade of two vessels would seal it off in the future as a haven for buccaneers. Smuggler traffic had been hampered on Traders Bay, and the loss of the skirmish with the *Silken Cutlass* was just one of the normal setbacks of armed conflict, in the eyes of Queen Sambryl and Kyrlraun in Lyrabar.

Rilaunyr, however, was a paladin who in his own eyes had been humiliated and shamed, and such men are above all deadly dangerous. In early spring of the Year of the Wave (1364 DR), he began carrying out the second phase of his mission – cleaning up Traders Bay – with a vengeance and an obsession. As soon as the Easting Reach was safe to sail in Spring, its mouth was blockaded once more by an Impilturian warship. The paladin of justice then led 1,000 marching soldiers from the garrison in Ilmwatch to the southeast along the Heralds Road.

Rilaunyr knew nothing of the treacherous and swampy, backwaters, coves, bayous and side streams that make up the Old Water and the Bluefang or of the dangerous animals and monsters that live in some parts Traders Bay, and he had no realistic idea how one could begin to assert a certain measure of political control over such an elusive environment. Instead, in the tradition of a paladin, he marched in wearing heavy armor, and his men nearly sank in the swamp before being ordered out again.

His host of 1,000 reached the bridge at the northwestern end of the Old Water, where the bay narrows into a channel that heads upstream until it opens onto the Bluefang. An officer and a contingent of 30 men were stationed at the bridge to control all crossing traffic. The paladin apparently was totally oblivious to the fact that the real targets of his operation all could cross the bay with boats at will, and only the poor folk of the bay were forced to use the bridge. He also was oblivious to the fact that his armored men were open targets to ambush on the bridge, but this lesson was learned quickly and painfully.

Rilaunyr then divided his troops, sending them in several large contingents into various settlements and backwaters suspected of harboring criminals and contraband. The soldiers captured a dozen or so prisoners in the first tenday, losing near three times as many of their own ranks to ambush, poison, quicksand and swamp trolls.

Before the first tenday had passed, Rilaunyr led his own contingent of troops into a small swamp village called Garyl's Cove, a sleazy settlement to which a band of smugglers allegedly had been tracked by local spies in the army's hire. Exactly what occurred in Garyl's Cove that day may never be known, but well-armed fighters and more than one wizard of high level were hidden in the village on that day and they ambushed Rilaunyr and his troop of 50 after the paladin and his soldiers had marched in and begun harshly questioning local inhabitants.

Fearsome spells bombarded Rilaunyr's men, including one horrible work of magic that heated a young paladin's plate armor so intensely that he literally was cooked to death in it. In the end, however, a fire broke out in Garyl's Cove, burning the village to the ground and taking the lives of many people who were innocent in the eyes of the law that a paladin of Tyr must uphold.

Instead of concerning himself with these things, Rilaunyr took captives and had them identified by his soldiers. Those who some soldiers had believed were involved in the fighting against Rilaunyr's troops were summarily tried by the paladin, found guilty of insurrection and executed on the spot by Rilaunyr, who beheaded them with his own sword, much to the horror of some of his own men.

Impiltur is a kingdom with a solid body of law, and the evidence that was brought against the condemned men was flimsy at best, but Rilaunyr seemed obsessed. After the destruction of Garyl's Cove and the summary executions there, one of Rilaunyr's highest officers, a paladin of Ilmater, sent messengers back to Ilmwatch to report what was happening on Traders Bay.

The month ran to its end before a herald arrived bearing a message from Holy Judge Talimbrar ordering the return of Rilaunyr and his men to Ilmwatch, and although the truth of the matter never has come to light, it is said that this order came directly from Queen Sambryl and Regent War Captain Kyrlraun.

Rilaunyr himself afterwards expressed remorse over his deeds and admitted that he had been overcome by an obsession with the justice he wished to levy. Apparently Tyr has accepted this, for the great war captain did not fall from grace as a paladin. However, Rilaunyr has heeded Talimbrar's advice and delegated the practical command of the soldiers in Ilmwatch to his staff officers, while he leads the fleet on the high seas at the wheel of his warship. Upon the waves, things are much more black and white. Pirates are pirates, and the tenets of Tyr's faith demand of a paladin or priestly holy judge that he be both the law and its executor there where there is no other law.

Rilaunyr dreams of the day when he again encounters the *Silken Cutlass* on the high seas. Little does he know that a beautiful pirate named Sablesteel has similar dreams, but not aboard the *Silken Cutlass,* which she sold years ago to a Sembian Merchants Group. Today she captains one of the mightier pirate ships on the Sea of Fallen Stars, and she waits for the day when she encounters the proud commander of the Impilturian Navy and can send him to Umberlee.

Despite the disaster that befell both Rilaunyr's troops and the settlers of Traders Bay during his foray, Rilaunyr did meet with some success in achieving his overall goals. The naval patrol had closed Buzzard Beak Harbor as a haven for pirate ships, which seldom are seen north of Telflamm on the Easting Reach today. And the continuing patrolling of the mouth of Traders Bay near Keelbest and inspection of boats entering and leaving the bay has put a crimp into marine smuggling in and out of the bay, although by no means stopping it.

The backwaters and bayous on the southwestern shore of Traders Bay along with the brush and monsters they conceal are slowly being cleaned up by new settlers under the leadership of druids of Chauntea. The evil elements of the bay's population on the northeastern shore continue to be doing business much as usual with little interference from Ilmwatch, and more often than not, the locals still make jokes in their taverns and inns over the *Hanging Paladin's Retreat,* as they call it.

Some view the Kingdom of Impiltur of today as being second only to Cormyr, among the peaceful and more secure kingdoms of Faerûn. Unlike King Azoun of Cormyr, however, Queen Sambryl and the Lords of Imphras II have many more immediate dangers surrounding them: The unsettled situation in Damara and Vaasa to the north, the long-raging civil war in the Great Dale and the always uncertain fate the Sea of Fallen Stars can deal to those lands with shores upon it.

The War Captains Imbrar (lvl 13) and Silmgar (lvl 11) are the queen's paladins in the coastal city of Hlammach, which has bypassed Sarshel as Impiltur's major port on the Easting Reach and grown from about 21,000 to 35,000 since the Time of Troubles. Hlammach also has become the financial center of the kingdom.

Farther down the coast in Dilpur, the War Captains Imbraun (lvl 12) and Soargilm (lvl 11) carry out the will of the queen and Kyrlraun. The small port city also has expanded since the Time of Troubles, growing from 8,000 to 17,000. Dilpur is a small but strategic port and agricultural center. War Captain Lashilaun (lvl 12) commands the naval garrison in Keelbest, and War Captain Sambrar (lvl 12) commands the expeditionary forces based in Filur that aid the Earthfast dwarves and the elves of the Grey Forest in times of need.

The main growth in Impiltur has come not in its port cities but rather in the rich, fertile but long-neglected interior of the land which emerged from the frozen tundra of three centuries ago. It is said that the valley of the Great Dale along the Trade Route and the interior of Impiltur both are so fertile that together, they could feed all the lands of the Sea of Fallen Stars.

This is perhaps exaggerated, but the truth of the claim never has been tested, for the Great Dale has been plagued by war, and Impiltur until recent years has had a population of less than 100,000 in the entire land, excluding dwarven strongholds in the mountains and elven settlements in the Grey Forest.

However, that began to change already after the Year of the Bright Blade (1347 DR), when the lich and former Red Wizard known as Zhengyi rose to power in Vaasa with the aid of Orcus, now-dead demipower of the undead, and sent his evil minions to overrun neighboring Damara. In those years, a trickle of refugees began flowing into Impiltur.

Early in the Year of the Turret (1360 DR), dies of fate were cast in the East and in the Vast that were to forever change Impiltur, to the point where the kingdom itself could fall to internal and external pressures before the 1370s (DR) have passed.

In the Year of the Turret, the forces of the Tuigan Khahan crossed from the ancient East into Faerûn, driving thousands of fleeing refugees before it into the lands of the West, and above all into the central agricultural plain of Impiltur.

Also in the Year of the Turret (1360 DR) and again in the following Year of Maidens (1361 DR), the agricultural areas of the Vast to the West were hit with hot, rainless summers, forcing many of the smaller farmers there to pull up stakes and head elsewhere, to avoid starvation. Some crossed the Dragon Reach into the Dalelands and Sembia, but most went eastward. The flight from the East brought an estimated 2,500 new settlers and the flight from the Vast an estimated 2,000 new people into Impiltur in two years time.

And then, yet another wave of immigration came from the south, beginning in the Year of Maidens and continuing for another four years. In that time, farmers from the Iljak area of Chondath began fleeing in large numbers by boat to the Impilturian harbor of Hlammach due to conflicts with the city of Hlath to Iljak's northeast and the heavy taxation by Lord Eles Wianar in Arrabar. Tales of freedom and wide open farmlands in Impiltur drew the immigrants from Chondath, nearly 8,000 to date.

The heavy immigration of the past decade not only has resulted in a substantial increase in Impiltur's population and a shift in its personality and alignment, but also in the development of at least three new settlements of some importance, all with inns to serve the traveler. Those who enter Impiltur from the Vast through the gate in Haelimbrar's Wall reach the new settlement of Wye, where the *Wye Tavern and Inn* welcomes guests. It was built and is operated by a former cattle farmer named Caleb who came from the Bambryn area of the Vast.

The relatively large tavern and inn, *Duty's End,* is operated by a retired sergeant of the Impilturian army named Rodrimbrar beneath the walls of the Fortress of Mal on the Laviguer Road. In Bay Town, a former innkeeper from Iljak in Chondath now runs a tavern and inn called *North Iljak.*

After studying the way the Kingdom of Cormyr in the West is governed and protected, Regent War Captain Kyrlraun conferred with Queen Sambryl in the Year of the Sword (1365 DR), and she agreed to his plan to build a double defense force for Impiltur, consisting of the Sword of Impiltur, Kyrlraun's new name for the standing army, and the Wand of Impiltur, a force of war wizards he established, using the famed War Wizards of Cormyr as his model.

Kyrlraun issued his call for wizards to come and serve the crown, and travelers and heralds carried that call in many directions. To his surprise and the queen's, many magi answered the call and made it possible for magic at last to supplement the swords of the sons of Imphras, although the Wand of Impiltur today still is considerably less powerful than Cormyr's War Wizards and less complicated in organization.

The Wand of Impiltur makes no attempt to control other magi within the kingdom, as do Cormyr's War Wizards, and it serves together with the Impilturian army, supplementing the might of swords and shields with that of magic, not only in battle but also in scrying and communication. The Wand of Impiltur has its own chain of command, but unlike the War Wizards of Cormyr, members of the Wand are under the direct command of military officers, when they are in service.

The Sword and Wand of Impiltur respect the Earthfast Mountains as the realm of the dwarves. When Impilturian troops chase orcs into the mountains or engage in combat with them there, they are trained to know that they are outside the bounds of their kingdom, and that they are allowed to go there only with the blessings of the dwarves. The Kingdom of Impiltur also enforces a law that prohibits members of non-dwarven races from entering the Earthfasts from most areas of the kingdom, although there are exceptions that have been negotiated with the dwarves.

There is the dangerous, seasonably passable trail that once led from the West, following the Fire River to its source and then the dwarven Earthfast City. East of the dwarven halls, the trail then climbs and crosses the Earthspurs before descending to Outentown, and no permit is needed to use this trail. Impilturians who wish to do so also may prospect within a short range to the north or south of this thin trail, under an old treaty with the Earthfast dwarves.

There also is an area above Pick 'n' Axe in southern Impiltur where men mined before the Earthfast dwarves ever had entered the area, and the treaty assures open access to this area as well. Impilturians also may use the trail up to the dwarven kingdom's huge Toho Mines, where much business and trade is conducted. The rest of the mountains are closed to outsiders, and the Lords of Imphras II, who take their treaties seriously, enforce this ban.

Anyone wishing to enter other parts of the rugged Earthfast Mountains must travel first to the Toho Mines to obtain a permit from the dwarves, which usually requires a truth test conducted by a dwarven priest, for which the applicant must pay, and then a stiff permit fee as well, if prospecting is the goal.

The Grey Forest is the domain of the *Ta'nal Q'nultir* family of green elves led by Speaker *Lu'lielul T'lilil*, an ancient elf who already was old when Imphras I had won the *Crown of Narfell.* The law of Impiltur also forbids trespassing in the Grey Forest, and this law is strictly enforced. Unlike the situation with the dwarves, it is not possible to apply for a permit to enter the forest. One enters it legally only after talking with a member of the *Ta'nal Q'nultir* family and then being *invited* to enter the wood. The Grey Forest too is within the geographical land of Impiltur without being a part of the political kingdom.

Despite this separation, the Lords of Imphras II, the warriors of the Earthfast dwarves and the archers of the *Ta'nal Q'nultir* family all are close-knit allies who will answer their neighbor's call for help, should it sound. This is the case at present (late in the Year of the Unstrung Harp – 1371 DR), when a delegation of high magi from the Wand of Impiltur and paladins of middle rank from the Sword of Impiltur are in the Grey Forest at the elves' request, joining them to fight back drow elves emerging from the Underdark into the forest.

While these areas are geographically in the land of Impiltur and politically outside of the human Kingdom of Impiltur, the opposite also can be found. The four settlements on the Heralds Road and Merchants Run northwest of Ilmwatch – Cairnpur, Maracrath, Guidodale and Mulltown – all are in the Great Dale, and their residents are Dalesmen, not Impilturian, but the folk in these settlements are subjects of the queen.

The four villages are indeed a part of the Great Dale geographically, but in the Year of the Blade (1347 DR), when Zhengyi the Witch King rose in Vaasa, the four settlements petitioned to Queen Sambryl, who then was in her ninth year on the throne, to annex them into the kingdom, and she agreed.

As Impiltur enters the eighth decade of this century, it faces many uncertainties. Queen Sambryl followed Regent War Captain Kyrlraun's advice and did not enter into the war against Zhengyi the Witch King in Damara and Vaasa more than a decade ago. In retrospect, she feels that this decision was a mistake, and many of the Lords of Imphras II feel this even more strongly and never have agreed with Kyrlraun's decision.

Kyrlraun too questions the course of action he recommended then. He thinks that Damara was in the early stages of moral and political dissolution at the time the lich king attacked, and he thought then that military interference from Impiltur might only result in the Lords of Imphras II being manipulated into helping put someone of dubious character such as the late Baron Dimian Ree on the Damaran throne.

With the benefit of hindsight, he and the queen now believe that help from Impiltur might have headed off the collapse in the value of bloodstone and the total chaos that ruled in Damara for nearly a decade after Zhengyi's fall. Instead, Damara collapsed, much of Faerûn rejected bloodstone in the belief that it was cursed and Impiltur's bloodstone based economy fell into a deep depression.

Once artificial manipulations by the Zhentarim, Iron Throne and others who sought to revive the value of their own bloodstone reserves became known, the financial markets of Faerûn were quick to forget tales of curses, and the value of bloodstone rose again. However, both the queen and her paladins are aware that Impiltur's economic revival came about as the result of manipulations by organizations they consider repugnant.

In addition, the bloodstone crisis has shown a severe weakness in Impiltur's financial system. Bloodstone's value in the currency market is as a reserve commodity rather than as a unit of currency. There are no coins made of bloodstone, and most mined bloodstone is found in relatively few reserves in large commodities, where it is used in financial transactions. No sailors on ships on the Easting Reach are paid in bloodstone, nor are small peasant farmers, and both would be likely to refuse such payment, because they still believe bloodstone to be cursed.

This has put Impiltur's economy at the mercy of a relatively few financial powers in Faerûn – among them the Iron Throne and the Zhentarim. The Lords of Imphras II and Queen Sambryl are seeking now to reduce the role that the mining and transportation of bloodstone plays in the kingdom's economy, in the hope that the side effects will be minimal if politics or war cause the price of bloodstone to fall again in the future.

The queen and Regent War Captain Kyrlraun also have no intention of standing by and watching new war brew once more upon their borders. Instead, both firmly believe in tackling what trouble there is on its own terms before it comes to Impiltur or neighboring Damara again. For this reason, they have bound Impiltur firmly into the Bloodstone Alliance with Damara, trading soldiers and preparing in the coming year to march hand in hand with King Gareth, with both lands bringing a host of soldiers and magi to eliminate the double threat atop Suncatcher Mountain and to clean up the dragons and other unfinished business in the ruins of Castle Perilous in Vaasa.

Traditionally, the main religion in Impiltur has been the worship of Ilmater, and the majority of the Lords of Imphras II are paladins in the Ilmatari Order *Companions of the Noble Heart.* They show both the coat of arms of Impiltur and the order's symbol, a red rose (see also the *Northern Journey Campaign Guide*). Among the Lords of Imphras II also are paladins of Tyr.

Within the upper circles of the cities of Impiltur, the principal gods worshipped are Ilmater, Tyr, Torm and Lathander. Among the peasant population Chauntea, Ilmater and Lathander are the most frequently worshipped gods with tribute often paid to Talos, Auril and occasionally Talona, the latter predominantly in the Traders Bay area, where illnesses and poisons are more prevalent. Fishermen tend to worship Selûne and Tymora and pay tribute to Umberlee. The Impilturian villagers along the Heralds Road and Merchants Run in the Great Dale worship predominantly Tymora and Gond and once were avid worshippers of Waukeen. They also pay tribute to Beshaba.

Priests and clerics of all faiths are allowed to travel through Impiltur, but any priest or cleric who is not a member of a recognized temple or druids circle must obtain a permit from the locally responsible Lord of Imphras II before he or she can build a temple or shrine, do missionary work or even preach within Impiltur. Violators are arrested. Priests and clerics of good-aligned gods and most neutrally-aligned gods can obtain such permits easily, but they are not issued to churches of evilly-aligned gods.

The result of such state control over religion in Impiltur is difficult to assess. Many Impilturians pay tribute to gods who do not win the favor of the paladins, above all Talos and Talona, where storms and diseases are a problem, Auril in the north and Umberlee in the areas that are on the water. The permit system has not kept priests of evil gods from doing their work in Impiltur, but it has driven them underground.

Persecution of such priests, when it has occurred, has been unpopular with the local folk. They tend to believe their areas may fall victim to retribution from the god worshipped by the persecuted church, rather than being thankful that they have been shielded from the outlaw priests.

The Lords of Imphras II have become aware of the unpopularity of such laws among the commoners and have reacted to a certain extent. The coastal cities and towns of Lyrabar, Hlammach, Dilpur, Sarshel and Keelbest and the fishing village of Bay Town each have been allowed one low-ranking priest of Umberlee and the construction of one shrine to the bitch queen. To date, such permits have been used only in Lyrabar, Hlammach and Sarshel.

While the paladins have made some exceptions with the church of Umberlee, they also are opposing the bitch queen and her priests in another manner, supporting the establishment of churches and shrines to Istishia and Valkur.

The legal requirement that Umberlee's priests be of low rank is, of course, difficult to enforce. Officials say that they do it by carefully observing what spells are used by these priests. However, such observations are in most cases impossible, because spells seldom are worked in public, except for those which are intended to placate Umberlee when the fishing fleet heads out onto the Easting Reach in Spring. It should be noted that there have been no legal actions against priests of Umberlee to date.

In the earlier days of such laws, the paladins of Tyr had argued that the illegal exercise of priestly duties should be punished by death. Such a sentence was executed only once, when a priestess of Talona was taken prisoner after selling poison to two wanted murders who were apprehended with her. All three were tried before a holy judge of Tyr, sentenced and hanged. Shortly thereafter, a wave of illness spread across the agricultural lands on the southwest shore of Traders Bay and continued for more than 10 miles/15 km inland before abating.

It is believed that priests of a known but elusive Talona temple on Traders Bay were responsible for this act of retribution, but nothing ever has been proven. However, these events changed the minds of the Lords of Imphras II on the handling of unwanted priests. Laws were quickly amended, over the protests of the minority who were followers of Tyr, so that illegal priests now can be detained only until they are deported from the kingdom.

Both the catastrophic forays to clean up the Traders Bay area and the chaotic attempts to control religion are symptomatic of Impiltur's key problem today. The kingdom was rescued from the ashes of plague and decadence nearly 300 years ago by a band of brave, holy knights who founded a bold kingdom and led it to stability.

During the three centuries that followed, people from Chondath, the Great Dale, the Vast and other parts of Faerûn have settled in Impiltur. While no small number of them worship Ilmater, as do the majority of the ruling paladins, they constitute a declining share of the population, and many who worship Ilmater pray to other gods as well.

The majority of Impiltur's population has come from elsewhere and is still in the second or third generation after migration. These people came to Impiltur not only to escape poverty, but in most cases also to find a greater share of freedom than had been their lot in their old countries. They brought with them their own religious traditions, and they do not intend to abandon them to the will of rigid paladins who worship in ways that are foreign to them. The stalwart support that the folk once gave to the paladins is waning, and many are beginning to grumble that the paladins' rigid ways are a hindrance to the kingdom's further development.

Queen Sambryl has left the day-to-day affairs of ruling Impiltur to her war captains, while devoting her time to her magic and to wandering through her kingdom. She is aware of the mood in the land, along with the growing power of the merchant class and its waxing resentment of the paladins, who they believe hamper trade with the dogma of religions and the credo of knighthood. They also resent the armored heroes for – as they term it – their unheroic hands-off policy in the time when Zhengyi the Witch King overran Damara – a policy the merchants themselves supported at the time.

Impiltur's economy was based upon a treasury filled with bloodstone and upon trade rooted in the bloodstone market. Zhengyi drove the bottom out of that market and brought much of the Impilturian economy to the verge of collapse. Although the merchants would have been the first to scream in rage if Impiltur had gone to war against Zhengyi, the paladins lifted no finger to help their neighbors battle an overwhelming evil on their own kingdom's doorstep, an evil most paladins could barely resist combating.

Many Impilturians were of course relieved at the time that their land stayed out of the war, but no one anywhere is proud of watching from the sidelines as their neighbors suffer. And it is easy 15 years later to point then to brave paladins who stayed home and kept their feet dry. And so it is said openly that Regent War Captain Kyrlraun made an unwise decision, albeit with the best of intentions, nonetheless a decision that led his country not only to shame but also to the verge of financial ruin. In the silence of private chambers, among men who should know better but never will, more frank words are used, such as *"cowardice."*

But Queen Sambryl is aware of these things, and she knows it is a time for change in Impiltur. She tells herself she has had an easy life as queen, for she has done the things she has wanted to and left her kingdom in the hands of loyal Kyrlraun and the other war captains.

In the twilight of her reign, she knows she must now take the scepter of rule firmly in hand, moving the reigns of her government gradually from the hands of the paladins into those of her people, leaving the war captains to run her kingdom's military machinery.

She knows too that she must do this delicately and tactfully, so that her fine and proud paladins, to whom Impiltur owes so much, will be honored at the new role they must play rather than being shamed by their loss of political power.

The paladins too know the folk of Impiltur has questioned their courage after their refusal to war against the witch king. They feel shame, and the queen knows they welcome the opportunity to aid King Gareth of Damara – a brother paladin – in the battle against the evil atop Suncatcher Mountain. And so it is that Queen Sambryl is encouraging Kyrlraun and the other war captains to do this deed of valor in their own honor and Impiltur's.

And the queen is thinking that not even her brave war captains will question the need to put a civilian government in place while they are gone. The queen knows too, that her paladins will understand that such a government cannot simply be sent home with praise and thanks once her mighty heroes return home from the great battle. And if she is lucky, she thinks, she may even convince them that what they always wanted to do is to tend to the armed forces of her land, rather than politics, for the defense of Impiltur is really a paladin's domain.

Perhaps she will convince them, the queen thinks.

Game Master: Most of the following areas are described in more detail and in some cases have been mapped individually in the adventure section of this segment.

B. The Northwest and the Badlands

Although the Tsurlagol Trail along the coast of the Sea of Fallen Stars does pass the mysterious Grey Forest of the Green Elves and continue on to Impiltur's capital, Lyrabar, the main land route into the kingdom of the Lords of Imphras II is the dangerous but profitable extension of the Centaur Trail in the Vast. It belongs to no political power and therefore has no official name. Vastans tend to call it the *Centaur's Flight,* because orc attacks often have sent their merchants into flight, to save their lives. Impilturians call it *Haelimbrar's Trail*. The Earthfast dwarves call the trail *Llaird droggh.* The orcs no doubt have their own name for it.

Whatever one decides to call it, the wide and relatively easy to ride trail winds for a little less than 30 miles/50 km through the northernmost of the rolling hills in what Vastans call their High Country. It seldom has been theirs, however. The High Country traditionally has been the hunting and raiding grounds of the hundreds of thousands of orcs who live in Impiltur's Earthfast Mountains, north of the Fire River.

The trail is the one route into Impiltur that can be used throughout the year, if those traveling on it are in significant enough numbers to hold off the orcs. From early Uktar until late Ches, caravan drivers can expect enough of a snow cover to make the use of sledges rather than wagons advisable.

If there are no orc attacks, the trail is an easy day's ride in the warm months. Once one is forced to resort to sledges, a caravan has to leave well before sunrise and expect to reach the destination – either King's Reach in the Vast or Laviguer in Impiltur – well after sunset, if a one-day journey is the goal. Orc raiding parties tend to be much more hungry and aggressive in the winter months, but also considerably smaller than in the summer months.

Those who travel from the Vast will climb nearly 1,000 feet/300m into the west pass of the northern Earthfasts, before ending the first leg of their journey at a massive wall of rock that stretches between forbidding mountains. Haelimbrar's Wall rises to a height of 50 feet/15m and is 10 feet/3m thick, with a fortified walkway at the top patrolled heavily by soldiers. Double gates of massive wood protected by both magic and metal banding block the trail at the foot of the wall, but Impilturian soldiers are not bureaucratic in their dealings with merchants and legitimate travelers. To those who pose no apparent threats, the gates will open.

Inside the gates one enters the border town of Laviguer. The main factor in Laviguer's economy is the huge garrison Vordric-Dun in the lower Earthfasts above Laviguer, 2 miles/3 km to the north. More than 2,000 Impilturian soldiers are stationed there, under Haelimbrar's command. A trail with restricted access leads from Laviguer to Vordric-Dun.

Anyone who has legitimate business with the border fortress will be allowed to travel there, but peddling wares, curiosity and the search for information by adventurers are not viewed as legitimate business. Adventurers seeking entrance to Vordric-Dun will be interrogated closely by the soldiers in the detachment in Laviguer. The chances of either being released from interrogation before all questions have been answered satisfactorily or of being allowed to proceed to the fortress are rather slim.

To the south of Laviguer one sees in even higher mountains a fey and evil-looking ancient Narfelli tower of black rock with a red, glowing globe atop it that has the discomfiting habit of drawing an unusual number of lightning bolts in thunderstorms. Despite its evil appearance, the tower threatens no man, elf, dwarf of halfling of good will. It is the *Tower Ithfell* of the *Wand of Impiltur,* and it houses the military magi who help the Sword of Impiltur guard the kingdom's border.

Powerful magi are stationed in Tower Ithfell. It is virtually impossible to gain entrance to the tower without the permission of the military detachment in Laviguer. The only entrance to the tower is magical, and the tower itself is quite capable of destroying a wizard who uses magical flight or other means to trespass there. *(More details on Vordric-Dun and Tower Ithfell can be found in the second adventure part of this segment.)*

Laviguer itself is a grim town, populated by merchants from the Vast and others with ancestries from Turmish who squeeze a Cormyt Gold Lion so hard that it squeaks and looks like a gold mouse in the end. Prices are high in Laviguer, and quality is spartan.

The western part of the town is home to prostitutes from the Vast, shady businesses, thieves, rowdy taverns and sleazy inns, a festhall that thrives on soldiers' pay, thieves, etc. The smaller eastern section, over the single bridge that crosses the creek *Ilmater's Tears,* is closely guarded by the city watch. It houses the *"reputable"* folk of Laviguer.

The only thing that this quarter offers adventurers is a decent inn with extravagant prices. Beyond the eastern edge of Laviguer, where the Laviguer Road begins its descent, are teeming stockyards, some offering fresh horses to travelers and others holding cattle, which are driven in late Tarsakh and early Eleint under heavy guard down the pass to King's Reach. From there, they move onward to be sold at market throughout the northern Vast.

There are chapels devoted to Tempus and Ilmater in Vordric-Dun, but these are open only to the soldiers who are stationed there. In Laviguer there are no temples, but there are small public shrines to Ilmater, Tymora, Kelemvor and Lathander and secret shrines to Mask, Talona, Talos, Auril, Loviatar and Cyric. Outside of town, at the end of a small footpath that leads about a mile north of the trail, is a small, unattended shrine to Marthammor Duin, the deity of dwarven travelers (see also WotC's *Demihuman Deities*).

Some 10 miles/15km southeast of Tower Ithfell, in a valley under isolated and barely passable peaks claimed by neither the human nor the dwarven kingdom and off the trails of the orcs is Faerûn's greatest temple to Deneir, the Master's Library (for details, see the entry for *Deneir* in WotC's *Faiths and Avatars*).

Game Master Note: Because the location of this complex is not well known, it is shown only on the Game Master layers of the *Northern Journey* CC2 map of Impiltur. GIF maps cannot be layered, therefore it always is shown on the GIF maps.

This complex, at the foot of *Iron Dragon Mountain,* is a huge monastery of the *Lord of All Glyphs and Images* that was fashioned out of deep caves which would be the envy of any dwarf, were she or he to discover them. In these caverns is the greatest collection of writings in all of Faerûn.

The Master's Library is headed by Librarian Supreme Haliduth Ospriir. It is protected by eight mist dragons who lair above the library on the heights of Iron Dragon Mountain. There is no trail into the monastery, and to reach it by conventional means, one must past through dangerous areas in the hands of hungry orcs. Secret markings guide the way into the stony labyrinth that leads to the Master's Library, but these can be obtained only from certain high priests of Deneir. Nonetheless, most devout Deneirrath make a pilgrimage at least once in their lives to the Master's Library.

The only conventional route out of Laviguer is the pass between the Earthfast Mountains and the Badlands. At the foot of the valley lies the village of Wye, named after the shape of the road, where the Dunfee Trail skirts the valley to the north, following the south bank of the River Icehilt in one direction and crossing the river in the other, to branch again. The western fork leads to the High Pass, Lake Icemelt and Damara, and the eastern fork leads to the Impilturian mines and the village of Dunfee.

The latter is one of Impiltur's important mining towns. Dunfee has a population of about 1,500 and is the center for Impilturian bloodstone mining. Silver and gold also are mined in the Dunfee area. During Zhengyi's reign in Vaasa, Dunfee held a large contingent of Impilturian soldiers, and one of the Lords of Imphras II or one or more of the Heralds of Imphras II usually could be found in town, because Dunfee lies directly on the Damaran border.

Just outside the town is the *Monastery of the Golden Maple,* serving the Ilmatari order of the same name. The monastery houses of a faculty of 8 Ilmatari priests and monks who train an enrollment of 20 to 30 young priests and monks at any given time. The order's goal is to provide priests and monks to serve with the armies of Impiltur and Damara.

THREATS: The greatest threats are from the orcs, stone giants and other goblinkind in the mountains. This is not an imminent threat, but the tides of time can change at any point, in these hungry monster tribes and bands, desperate for food, could turn their unwanted attention upon Impiltur. Another always present potential for trouble is the infiltration of Impiltur by evil persons, churches or organizations. Those who wish to pass through the gate in Haelimbrar's Wall are interrogated, and their answers are tested with magic.

TRAVELERS: Almost all of the cold season traffic into Impiltur and more than half of it in the warm months enters the kingdom through the gate in Haelimbrar's Wall. Nearly every imagesnable type of traveler wanders down Laviguer Road sooner or later. The few who veer from the road and head north at Wye following the foot of the Earthspurs to the Icehilt usually are soldiers, heralds, persons who deal with the mines in the mountains, travelers seeking an arduous but relatively quick route into Damara or adventurers.

The great Impilturian Plain still was mostly frozen tundra less than three centuries ago. After the melt, huge evergreen forests rose up between the Earthspurs and the Earthfasts. Underground streams and rivulets turned dry, and many of the monsters who gnawed on the roots of the Earthspurs move southward through the tunnels that the subterranean waterways left behind them.

Above these tunnels grew young but seemingly endless forests with a few treacherous little ravines or gorges. Over most of the area, however, there remained only very shallow soil. But forest fires, orc blazes to flush out food and human logging soon wiped out the canopy of vegetation. Decades of unstable weather after the great melt caused heavy rains that washed much of what soil there was down into the Mal Wash and Traders Bay. In the end, most of what remained was left was bare rock.

For the most part, vegetation was limited to scrub pines and brambles and small pockets of shallow topsoil here and there in a sea of rock. It was difficult to build there. Nowhere could one grow crops, and there was not enough water. In addition, unfriendly things below the ground that discourages mining forays. One called this area the *Badlands*. They ended up being large forested hunting preserves broken up by small valleys with sheep farms, isolated lords' keeps and, ridges of bare rock.

The hills of the Badlands, which really are foothills of the Earthfasts and the Earthspurs, are the highest in the west, reaching heights up to nearly 1,700 feet/500 m. The highest points in the east fall short of 1,000 feet/300 m. The Badlands are interrupted by three narrow valleys cut by creeks rushing down from the Earthfasts and the Earthspurs into Traders Bay.

Northernmost is the Xorn Wash, which flows down from The Earthspurs just west of the High Pass. About southeast of its source is the spring of Meazel Creek, which flows farther south into Orc Creek on the eastern edge of the Badlands. Orc Creek is a long and wild stream that begins high in the Earthfasts and makes a lengthy journey downstream to the East before reaching Traders Bay.

Beneath this merciless land one found a network of old, dry waterways and lakes that now served as a series of underground caverns with deep Underdark connections, no mineral wealth to speak of and a population of xorn and umber hulks cruising the area like hungry sharks.

If a PC party enters Impiltur by land from the Vast, it most likely will do so by crossing the Vast and then traveling from King's Reach to the sleazy border town of Laviguer behind mighty Haelimbrar's Wall at the border crossing.

One seeks villages, inns and clearly delineated roads in vain after leaving Laviguer, except directly along the Laviguer Road connecting Laviguer in the West with the coastal port city of Sarshel. There are trails and tracks leading into the Badlands as well as the Dunfee Trail northward, but these are dangerous.

The Laviguer Road to Sarshel, the trail to North Ford and Dunfee and even the dangerous swamp run near Lyon's Oak, are patrolled regularly by Impilturian soldiers and the Heralds of Imphras II – not to be confused with Faerûn's High Heralds. The Heralds bring news of the land to the folk, enforce the law of the crown when they can and bring the complaints of the folk to higher authorities, so that justice may be done. However, the Sword of Impiltur and the Heralds ride patrol. After hey depart an area, it quickly became as dangerous again as it was before their arrival.

The Badlands north of the Fortress of Mal and the port town of Keelbest lie mostly under snow from late Marpenoth until late Tarsakh or early Mirtul. The only settlements of any size are the villages of Wye and Outentown and the agricultural town of Mal that has grown around the fortress of the same name.

Wye first appeared shortly after the Time of Troubles, when a former cattle farmer from Bambryn in the Vast built his *Wye Tavern and Inn* where the village now stands. The innkeeper, Caleb, named his house simply after the Y-shaped fork in the road where he built, but a sizeable farming village quickly developed around it, as more Vastan immigrants entered Impiltur. In Wye, travelers can find accommodations, meals at the inn and travel rations, basic equipment for journeying through Impiltur, fresh horses, a wainwright and a smith.

Wye also has an open shrine to Chauntea that is maintained by a resident monk who has some healing powers, and it often is visited by a druid with greater healing powers. A semi-retired priest of Lathander recently settled in Wye, to do extensive gardening, and he too has built a small shrine there and can heal.

When the Laviguer Road is open in the warmer months, even a caravan can cover the stretch from Laviguer to the Fortress of Mal in a long day's time, and it takes only a normal day's time to reach Outentown from the fortress. After the road vanishes beneath a snow cover in winter, one must reckon with double this amount of travel time by horse or by sledge.

There are no small farm settlements on the road where groups of travelers in need may find shelter, and there are no inns between the Fortress of Mal and Laviguer or Outentown. However, the fortress garrison does maintain barracks and watch towers at half way points between Mal and the two other destinations. In the winter months, travelers can spend the night in simple roofed, stone-walled shelters beneath the two towers. These do have fireplaces, and firewood usually is on hand, but the warmth they yield is only barely adequate. Travelers are advised to carry extra furs.

Long ago, in the days of Impiltur's first kingdom, after the foothills of the Earthfasts above the Laviguer Road had been heavily patrolled for years, the orcs of the mountains slowly withdrew deeper into the Earthfasts and began concentrating their attentions more upon the High Country of the Vast to the West. With time, parts of the large Fortress of Mal had been closed, and it served for centuries mainly as a way station for road patrols, although the crown always maintained the structures of the fortress.

In the Year of the Wyrm (1363 DR), after immigrants had settled several areas along the road, the Lords of Imphras II became concerned that the orcs' attention might once again turn in Impiltur's direction, now that the valley was populated, producing food and only lightly defended.

They reopened the large fortress with a 700-man detachment of cavalry, although influential merchants of the coastal city protested loudly that the costs of maintaining the fortress were higher than the value of the lands being defended. The lords argued that leaving the 220-mile/350km Laviguer Road and the farms northeast of it unprotected is an invitation to trouble.

It took until the Year of the Staff (1366 DR) before the renovation and manning of the fortress had been completed. The paladin Laenbrimbar of Hlammach commands the fortress today, with a full detachment of 750 men.

Six patrols of 20 men each are at different locations between Laviguer at any given time, and there always are nearly 200 other soldiers in 10 patrols of 20 men each riding through the foothills watching for any sign of orc activity. The crown also established a 25-member detachment of the Heralds of Imphras II in Mal.

Within a few years after the reopening of the fortress, a small village of 300 grew around the perimeter of the military complex. The young village of Mal has about 500 inhabitants today. It can offer most basics that travelers and caravans seek, including an inn, a smith, a wainwright and travel supplies and rations.

The main part of the village is between Laviguer Road and the fortress, which stands at the base of the foothills. The relatively large tavern and inn, *Duty's End,* is operated by a retired sergeant of the Impilturian army named Rodrimbrar beneath the walls of the Fortress. A bit farther back, in the first of the foothills, is the *Orc's Deck,* a gambling den and the largest temple to Tymora in Impiltur.

Near it are the ruins of a festhall that was destroyed by a Wand of Impiltur in the Year of the Gauntlet (1369 DR), after the matron of the house, who had been charged with kidnapping, enslavement and murder, refused to surrender to Impilturian soldiers. The matron was a priestess of Loviatar who ran the above-ground level of the festhall as an above-the-board bordello.

The cellar was a dungeon were slaves, mostly victims kidnapped in the Vast and smuggled into Mal, were imprisoned in cells and then used by sadistic worshippers of the Maiden of Pain, often dying under torture in the secret temple.

When this was discovered, the building was surrounded by soldiers. After the priestess used magic to attack the soldiers, an archmage of the Wand of Impiltur used his spellcraft to obliterate the festhall. The corpse of the priestess was found in the ruins. It is said that the ruins are haunted by night.

The Laviguer Road intersects in Outentown with the Heralds Road, which also draws the border between the Badlands and the coastlands. Outentown is another agricultural center, but it also is the first stop on the route of the traveler from the West that offers genuine hospitality due to its important location on a major crossroads. Inns in Outentown, which are the second local source of income after farming, have to compete with each other for guests. As a result, the visitor can expect a good room and fine food and drink without having to pay an exorbitant price tag.

About 1,500 people live in Outentown, however, this includes a large share of the local farmers, who maintain their houses, barns and sheds in the city and drive their wagons to fields and their cattle to pasture outside of the walled town. Businesses in Outentown cater either to the needs of the local farmers and merchants, the traveler, or both.

There is a contingent of 10 Heralds of Imphras II and a garrison of about 50 soldiers. One also can find temples to Ilmater, Tymora, Lathander and Chauntea, shrines with one priest each to Torm and Kelemvor, a shrine to Tyr in the local hall of justice, which is manned by two priests of the blind god, and unmanned shrines to Mystra, Helm and Selûne. There are hidden shrines to forbidden Mask, Talos and Talona, and a disguised, traveling priestess of Talos serves followers in Outentown, Filur and Sarshel.

Many of those who follow neither the teachings of Chauntea nor those of Silvanus contend that nature is taking its own course and finding its own balance in Impiltur, the Great Dale and Damara, and the druids' interference is not needed, but the druids strongly disagree. They say that the melting of the corner of the Great Glacier some three centuries ago itself was an unnatural event, and it, together with the remaining effects of ancient Narfelli magic and perhaps the nefarious doings of others who live in these lands are placing a tremendous strain upon nature in the Cold Lands.

In Impiltur, the druids say, the swamplands and fens surrounding Traders Bay are the main problem. The glacier formed something of a sink in this area, trapping much of the mountain runoff water that flows down the Great Imphras and the Icehilt, and that water remains there, stagnant, breeding forms of life that have no place in this part of Faerûn.

The eventual result, they argue, will be an infestation of the land with insects that do not belong on a warming plain that evolved from tundra, and they say this will lead to a later poisoning of the Easting Reach. The druids see the hand of Talona in these matters.

The druids have been trying to convince the Lords of Imphras II that the swamps one day must be drained, and that forest must grow on both sides of the Icehilt at the foot of the Earthspurs, if Impiltur wants to remain an inhabitable country in the future.

In the Year of the Banner (1368 DR), the Lords of Imphras II invited the Church of Gond to establish a temple in Sarshel, an invitation the church was eager to accept, for it had few followers in Impiltur. Construction specialists working for the church and members of War Captain Rilaunyr's naval command in Ilmwatch are studying the idea of designing the machinery necessary to convert captured pirate ships into dredges which could chip off the high dike-like banks of Traders Bay to release trapped water.

The monks of Chauntea and peat farmers have been mining peat in the swamp west of Traders Bay for a number of years. They hope to clear the entire swamp as far as the forest's edge in the north. If they succeed, and if Rilaunyr can bring his dredges into operation, then the mouth of the Old Water west of Keelbest could be deepened, speeding the flow of the trapped backwaters into Easting Reach.

After that, the druids hope, the dredges would knock down the dikes holding water back in the peat-mined areas and the fen lands above the swamp would drain. Within a decade then, the druids believe, the fertile, drained fen lands would be fertile farming areas, and the Lyon's Oak Wood could at last expand through the river valley to the foothills of the Earthfasts.

Whether these grandiose plans ever can be realized, financially or materially, remains to be seen, and they deal only with the smaller swamp and fen lands west of Traders Bay. To satisfy the druids, the backwaters, swamps, bayous and fens northeast of the bay also would need to be drained, but the priests of Gond have not come up with any ideas on how to achieve that yet.

The druids and clerics of Silvanus who run the forest monastery Lyon's Oak lead isolated lives. The Icehilt Valley track does lead to the monastery and onward through the swamp southward, but few have reason to travel into the forest, although it is safe enough. Being a new forest, it has no native monster population. The druids also have kept the few orcs who have investigated the forest from settling in it – not because the orcs would be unnatural there, but because the forest itself still is too young to tolerate settlers.

While the druids tend to the needs of the mixed forest they have planted, the few clerics in the monastery focus upon its daily operations and maintenance and also distill a strong, gin-like liquor from pine and juniper, a favorite drink of many sailors on the Easting Reach and parts of the Sea of Fallen Stars. *Pinedrops,* the drink is named, and it is a main source of income to finance the monastery's work.

TRAFFIC: All types of traffic go back and forth on the Laviguer Road, by horse and wagon in the warmer months, by horse and sledge in the winter months.

THREATS: Most of the Badlands are extremely dangerous. Travelers are under constant threat from subterranean monsters that hunt the surface. On the Laviguer Road there are problems with bands of bandits who know their limits and are careful to attack only peddlers and small bands of travelers that they believe they can overwhelm. The Heralds of Imphras II have succeeded in capturing or eliminating three such bands to date, but one or more still are at large and elusive. There are indications that this band or these bands, if there are more than one of them, may have command over a certain amount of magic that they use to hide their tracks.

The Heralds of Imphras II have gained information that the *House of the Master's Shadow* in Telflamm, the largest temple to the god Mask in all Faerûn, is making an all-out effort to gain a strong foothold in Impiltur and Damara, and that the robber bands the Laviguer Road are a part of this operation.

The Heralds are indeed beginning to tap upon the truth. Several high priests from the temple in Telflamm and a group of illusionist-thieves who switched their allegiance to Mask after the disappearance of Leira are masterminding an attempt to establish thieves guilds and underground temples to Mask throughout Impiltur.

The former dungeon temple to Loviatar under the ruins of the festhall in the foothills of Mal has indeed been converted into a secret temple to Mask and a thieves guild. Three priests of Mask and a powerful illusionist-thief are in charge of this temple. The ghosts said to be haunting the ruins are the work of the illusionist-thief, who uses his magic to keep the curious away from the ruins. The Heralds have not begun to suspect this site yet. Quite to the contrary, they believe it is better to allow it to remain haunted as long as the ghosts confine themselves to the ruins. They see this as an assurance that the worship of Loviatar will not be resumed there.

Another less than secure area has been mentioned already, the swamps and fens south of Lyon's Oak where peat is mined. There still are swamp trolls, poisonous snakes and other threatening monsters and animals in the marshlands. In addition, brigands from Traders Bay sometimes still cross the water and waylay the infrequent traveler who attempts to go between the wood and the monastic farming town.

There are, of course, also possible long range threats of greater dimension that the Lords of Imphras II must concern themselves with in the future. There are large numbers of hungry orcs in the Earthfast Mountains north of the Fire River. These are fighting for their survival in the High Country of the Vast at present, but if the tide turns too strongly against them there, it is possible that they will shift direction and that the survivors of the battles in the West will pour through the foothills in an attempt to overrun the Laviguer Road settlements.

The Earthspurs to the north of the valley could pose a similar threat. There is too little in the mountains for the stone giants, the great orc tribes and the other goblinkind to eat. It is not inconceivable that they one day may pour out of the mountains into Damara, Impiltur or both, in a desperate bid for survival.

Perhaps the greatest uncertainty of all is what will happen if the Lords of Imphras II do successfully attempt to drain the swamps and fens of Traders Bay. Foul and dangerous monsters have been brought into the bay area, but what their nature and number may be is not certain. It is known that even a black dragon and a hydra may lair in the backwaters to the east, south of Buzzard Beak Harbor. If the swamps and fens are drained, it is difficult to guess in which direction these monsters may flee – or seek their revenge.

In terms of adventure and role-playing, the Badlands are whatever you and your PCs make of them. There are plenty of intrigues to stumble upon and to get involved in. Within Impiltur, *Northern Journey* uses few planned and no random encounters but rather tells you what is at those locations your PCs may go to.

It's up to you as Game Master to decide which NPCs you wish to activate at which location and how you wish to do it. The PCs will learn only those things that you as Game Master reveal to them. Do not expect them to search out secrets everywhere; the sigylls are, after all, drawing them onward.

The non-monster population of the Badlands consists largely of soldiers of the Sword of Impiltur, the so-called *Lords of the Badlands* and their mercenary hosts, shepherds, independent rangers and stubborn prospectors. The non-humanoid population upon the surface consists mainly of wild animals such as wolves, deer, bears, rabbits, squirrels, birds and the like.

The *Lords of the Badlands* are four former high-ranking officers of the Sword of Impiltur whom the Impilturian crown granted districts in the Badlands. Although they are referred to by the folk as lords, the crown has appointed them as royal stewards, and that is the title that members of the royal government, the military, important merchants and the upper levels of Impilturian society use.

It should be noted that none of the stewards has been elevated by Queen Sambryl to the nobility. All of the so-called *lords* are of various neutral alignments. They serve themselves first and the crown second. But by serving themselves first, they also serve the crown.

Each steward is the sovereign ruler of a district within the Badlands. He or she controls all hunting and trapping rights within the district and can levy taxes up to maximum levels set by the crown in return for providing protection to the few who live within the district. Residents are mostly rangers, shepherds, hunters and trappers. The hunters and trappers work directly for the stewards; the shepherds pay taxes for the right to graze. If rangers are involved in any form of trade, they too must pay taxes.

In return, the stewards are required to patrol the lands and to offer those who live outside of their holds a reasonable degree of protection. The crown monitors their practices. As a result, there are few cases where shepherds or rangers can claim to have been overtaxed. In times of emergency they are required to provide shelter and food within their holds for all who live in their districts.

Three of the *Lords of the Badlands* are relatively honest, and that's sufficient for them to earn a respectable income. The fourth steward is an exception, however. *"Lord"* Hundelraun, the steward of the southeastern district of the Badlands, has been recruited by the Zhentarim, although no one of power or position in Impiltur has begun to suspect anything yet.

Hundelraun provides the enforcement for the Zhentarim protection racket, which fronts under the name of the Moonsea Assurance in Impiltur and neighboring lands. Moonsea Assurance sells insurance to caravan operators. Those traveling on the borders of the Badlands who have refused insurance offers from Moonsea find their caravans being attacked ever more recently by large bands of meazels. The steward Hundelraun, aided by new Zhentish friends who have become a part of the staff in his Grollburg fortress castle, have organized and command the meazel raisers.

The meazels are a new problem that General War Captain Haelimbrar in Vordric-Dun has not succeeded in resolving yet. Long ago Impiltur succeeded in slaying or destroying the orcs, hobgoblins and goblins that had moved from the Earthspurs into the Badlands after the great melt.

Of course, small bands of such monsters do cross back into the Badlands from the Earthspurs from time to time, but they usually are no substantial threat, and most are slain in short order by the patrols and the rangers in the Badlands. There is, of course, no guarantee that hordes of orcs, hobgoblins or goblins will not suddenly come from the Underdark into the tunnels beneath the Badlands and then erupt onto the surface to wreak havoc and chaos, but they have not done so since the time of their eradication in the Badlands.

Meazels are a different matter. These monsters usually are solo operators, but they appear to live beneath the Badlands in large clans in the tunnels and caverns that once were underground streams and lakes. The meazels in the service of Steward Hundelraun are a particular problem, but other bands of meazel raiders frequently emerge from their tunnel entrances to attack travelers at points all over within the badlands.

Patrols of the Sword of Impiltur and the four stewards' mercenaries have reported several skirmishes with large bands of gibberlings at various surface locations within the Badlands. Rangers in the Badlands claim that the surface manifestations are only the tip of the iceberg. They believe that there are several thousand gibberlings in the subterranean tunnels in caves and that these are organized into three or four hordes.

In the central district of the Badlands there have been several incidents recently near the Mal Wash bridge southeast of Wye where bands of grimlocks have attempted to capture and enslave caravan members. All such attacks have ended with the death of the grimlocks to date, although the attacked caravans also have had losses.

General War Captain Haelimbrar and some of the stewards in the Badlands believe that there probably is a huge grimlock settlements in the depths of the Underdark beneath the Badlands near Larmhold, but no decision has been reached yet on how to deal with this threat. Suggestions are being pondered to hire adventurers or mercenaries to go into the Underdark in this area in order to learn more.

In the North District between Fort Dambrar and the Nornburg fortress castle there was a skirmish with a huge purple worm in the summer of the Year of the Tankard (1370 DR). The worm was driven back into the underground, and one assumes it returned to its own terrain deeper in the Underdark. This is the sole sighting of a purple worm ever recorded anywhere in Impiltur.

We've already mentioned the presence of umber hulks and xorn in the tunnels of the Badlands. While these beasts are without doubt a danger, to date they have troubled only prospectors and adventurers who have dared the subterranean levels of the Badlands. These prospectors and adventurers do so at their own risk. The stewards of the Badlands will not send their mercenaries into the tunnels to aid or rescue anyone who was foolish enough to go there, nor are they required to by their royal charters.

One other best has been reported on a number of occasions at various locations with the Badlands: Carrion crawlers. Rangers believe that these monsters simply are a part of the local population. With the carrion crawler, we doubtless are far from the end of the list of monsters that inhabit the backlands and their depths, but these at least are the creatures that are known to have made trouble in the Badlands.

Laviguer

Small town, Conventional with Military Garrison. AL: LG/NE. 3,000 gp limit*. Assets: 441,000 gp*. Population: 940, 97% human, 1% dwarven, rest mixed. Authority figure: War Captain General Haelimbrar, human male, AL:LG, paladin of Ilmater, lvl 19, Lord of Imphras II. Others: Melban Tusand, human male, AL: NE, Com 5, Exp 3, Iron Throne agent; Daregh mac Tugnat, dwarf ale, AL:LN, Exp 12; Dalwin Keerby, human male, AL:NE, rogue lvl 6, Iron Throne agent. Taxation: Benevolent.

* Adjusted for a population of 2,940, including soldiers of Vordric-Dun.

On the edge of town is the 2,000 man Vordric-Dun military fortress of the Sword of Impiltur. The village of Laviguer was built in part upon the moss-overgrown foundations of an ancient Narfelli settlement. The fortress Vordric-Dun was constructed from the ruins of an ancient Narfelli military outpost, and Tower Ithfell was a border bastion of Narfelli archmagi that has remained intact but unused over the centuries.

Your players have no reason on the basis of this adventure to go to either Vordric-Dun or Tower Ithfell, and under normal circumstances, they will gain admittance to neither, therefore these two locations have not been detailed or mapped. In case it for some reason serves your campaign for your PCs to go to either of these locations, we are offering a summary of information on both sites.

Vordric-Dun: The fortress is enclosed in a 300-yard/270m square wall made of the grey-black stone native to the Earthspurs. The wall stands 30 feet/9m high. One can easily see that lower parts of the wall in many places are ancient, and that the new wall was raised again upon the base of the ruins of an old wall. Massive double gates of fortified oak are the only entrance through the 4-foot/120cm thick outer wall. Inside, the buildings look just as dark and dismal as the wall. To the rear stands the headquarters building, which also includes shrines to Ilmater and Tyr. To the left are the cavalry stables and quartermaster supply house. To the right are the barracks of the common soldiers and a military temple to Tempus. The wide open land between the flanking buildings and before the headquarters serves double duty as a parade field and exercise grounds.

Tower Ithfell – public knowledge and belief: The tower stands 100 feet/30m high atop one of the sheerest crags in all of the Earthfasts. It has an appearance of absolute, utter evil, and orcs have been seen to make warding signs when viewing it from a distance, and then hiding themselves from the tower as quickly as possible. The tower is made of grey-black rock from the Earthfasts that appears to be charred in many places. The tower has a base 60 feet/18m in diameter and slopes slightly inward toward the top, ending 90 feet/27m above the base with a diameter of 40 feet/12m.

At its end, the tower supports a round, apparently magical glowing globe 10 feet/3m in diameter, with a pointed rod protruding upward from the globe. During a thunderstorm, lightning strikes the rod with great frequency but causes no apparent damage. The globe glows with a sickly orange-pink color, but a pink-white spot of stronger light revolves around its surface like a beacon. At night, the moving beam from this patch of light weakly illuminates the surface of the mountains within a distance of 3 miles/5km. Locals call this globe the *Evil Eye of Ithfell*.

No trails are visible that lead to the crag upon which the tower stands. There is no visible way to reach the tower other than to climb the relatively smooth slopes of the crag upon which it stands. These slopes vary in vertical incline from 75° to 90°. The residents of Lav iguer tell the following – not all true – about Tower Ithfell, and this is what your PCs will hear if they ask questions:

The tower once was the abode of some of Narfell's most evil magi. More than 250 years ago, magi serving the crown of Impiltur, after several years of futile attempts, found a magic means to enter the tower. Upon entering it, they found many items of evil Narfelli magic, and they have been battling over the centuries to bring this magic under their own control, to turn it from its inherent evil to good, for the sake of the kingdom. It has been an extremely difficult battle, and many magi have paid for it with their lives over the years.

The tower tolerates no intruders who attempt to enter it from outside. It somehow stores the summer lightning that strikes it and spits it back, bolt after bolt, at any living creature that comes within a certain distance of the tower. At least the magi have at last learned to control some of the magic in the tower, so that it no longer releases its evil influences on those who live below. The soldiers in Vordric-Dun also say that the war magi in the tower have learned to use its magic to keep watch upon the land and to communicate with the war captains in Vordric-Dun, so it appears that this ancient monument of Narfelli evil is at last being turned to serve the good of Impiltur.

Tower Ithfell – the secret truth: Impilturian war magi did indeed attempt to find ways into the tower in the early days after Imphras I proclaimed the second kingdom late in the 11th Century (DR). For more than a dozen years, their attempts were met only by failure or – worse – deadly lightning bolts. It was only in Eleint of the Year of the Bloody Fields (1110 DR) that they at last found the tower's magical entrance, by coincidence.

Imphras was concerned that the northwest of his fledgling kingdom would be left unguarded and open to attacks from giants, orcs and hobgoblins. He wanted to establish a fortress in the pass between the Earthspur and Earthfast mountains, where the borderline between Impiltur and the Vast had been roughly defined. A year earlier he had sent a military expedition out to scout the area. Its members came upon the ruins of Vordric-Dun, and after considerable research, they concluded that the best solution would be to reconstruct the walls of the old Narfelli fortress and rebuild the new garrison within them.

Reconstruction of the wall began in Mirtul of the Year of the Bloody Fields (1110 DR). The dwarven masters commissioned by Imphras encountered no difficulties in rebuilding the wall, but they did have trouble with the demolition of the remnants of one building within the wall. Some magic upon the structure defied them, and they simply were unable to come within range of it.

Imphras sent his royal archmagi from Filur to the construction site, and they puzzled for more than a month over the various layers of magic they found surrounding a single chamber within the otherwise crumbling building before they succeeded in unraveling many of these layers. The magically protected chamber still contains many secrets that have defied the various great wizards of Impiltur for more than two centuries, but in Eleint of the Year of the Bloody Fields, the archmagi of Imphras I had woven their way through enough of the ancient Narfelli enchantments to at last enter the chamber. Upon doing so, they discovered its greatest secret; the chamber is a two-way gate to Tower Ithfell.

One of the first things the magi discovered was that the tower contained no trace of the utter evil that had been attributed to it. On the contrary, they discovered ancient journals that told its story rather clearly. The tower had been constructed by might Narfelli magi as a border watchpost of power, but it had been manned only by middle level magi who had learned to control the powers of the tower but who were unable to create such power themselves.

The tower stood and continued to be manned well after the last of the Narfelli soldiers in what today is called Vordric-Dun had gone to war against the forces of Raumathar in the East. But more than a year after being left alone in the tower, without siting any living creatures but orcs and occasionally dwarves, the remaining magi decided to abandon it, gate back to Vordric-Dun and seek out whatever was left of the Narfelli empire.

In their journal, the magi of the tower wrote that it was their intention to seal off the tower, in order to keep it and the many instruments of magic that they were unable to take with them from falling into other hands. The magi wrote of their intention to unleash protective magicks that would demolish the fortress of Vordric-Dun and with it the gate to the tower.

The Wand of Impiltur could conclude only that the magic protecting the gating chamber was stronger than that used to demolish the fortress, and for that reason, the chamber continued to stand unscathed, protected by its own complicated web of magic, until the Impilturian wizards discovered it in the Year of the Bloody Fields (1110 DR).

So it was, that Impiltur's magi discovered to their surprise that no traps were awaiting them in the great tower, and to their chagrin, that they understood very little of the wealth of magic they found there. The tower's cellars had been used only to store food. The lower stories contained the kitchen, servants room and storage areas, where the Wand of Impiltur discovered many of the Narfelli magical items that still puzzle today's war wizards.

Above the storage areas were the wizards' own quarters and then, still higher, their laboratories and libraries, a true treasure chest of magical knowledge whose secret is guarded carefully by the Crown of Impiltur. The highest level below the glowing room is called the *Chamber of the Four Thrones* by the Wand of Impiltur.

In the center of this chamber, the Impilturian war magi found a huge circular bed of magically burning coals that was surrounded by four thrones. They had little doubt that these coals had burned since the days when the Narfelli magi occupied the tower. And they burn on today, although no Impilturian mage has yet fathomed their secret.

The walls around this chamber are open to view but are enclosed by an invisible barrier that is at least as hard as rock. From this chamber, one can look out for 60 miles/100 km and more upon the lands of the Vast and Impiltur far below. On the north, east, south and west walls stand the four thrones, highly jeweled with symbols that no Impilturian war mage has succeeded in deciphering.

To date, the Wand of Impiltur has succeeded in mastering only the northern throne and that perhaps only partially. A mage who sits upon the throne can look out over every area within up to 50 miles/80 km of the tower, changing, raising or lowering the angle of his point of view, as if he were flying over the area he is viewing. Many of the higher magi who have used this throne are convinced that one could see over much greater distances with it, if one only had the strength and mastery of the magic to do so, but 50 miles/80km is the greatest range any mage has attained to date.

The war magi have learned the secret of the eastern throne, but they do not yet know how to steer it or control it. When living creatures come within a 500 yards/450m of the tower, it begins on its own to blast them with lightning bolts. What powers the western and southern thrones hold is a mystery that has yet to be unraveled. But they hope to eventually combine these powers with those of the scrying stone of Myth Drannor that is kept in Tower Ithfell.

Narrative for the PCs' Approach to Haelímbrar's Wall

Your trail over the past three days has been a constant climb, gentle at first and then in the last day steeper. You estimate that you've gone upward 1,000 feet/300m since leaving King's Reach. During that time, the white, peaks of Impiltur's snow-covered Earthfast Mountains have drawn slowly closer. Your trail of many names leads onward. *Centaur's Flight,* they called it in King's Reach. Impilturians call it *Haelimbrar's Trail*. And you've heard that the Earthfast dwarves call the trail *Llaird droggh*.

The trail continues through a pass that separates the Earthfast Mountains from the Earthspurs, but the way has been blocked by the Lords of Imphras II – spectacularly so. Across the half-mile/800m wide entrance to the pass is a wall of rock some 50 feet/15m high. From what you heard below, you know this is called Haelimbrar's Wall, nearly 10 feet/3m thick, according to reports, and virtually impenetrable.

Even from the distance, you can see the fortified walkway at the top of the wall, patrolled heavily by soldiers. Double gates of massive wood block the trail at the foot of the wall. High in the Earthspurs, to the north of the wall, stands of fortress castle made of dull grey brick. It looks as hospitable and inviting as a prison. Just as high but more distant and to the south in the Earthfasts stands a fey and evil-looking tower of black rock.

Game Master: These are Vordric-Dun, the garrison of the *Sword of Impiltur,* and Tower Ithfell of the *Wand of Impiltur.* In the unlikely event that a thunderstorm is taking place, the tower will be struck regularly by lightning bolts. Tower Ithfell can be reached only by magic. There is a road from Laviguer to Vordric Dun, but it is controlled at a gate, and only those with genuine official business are allowed to proceed to the fortress.

Laviguer Town:

Laviguer itself is a grim-looking town that never quite escapes the shadow of winter. It's situated in a small valley directly beneath huge mountain peaks to the south that give the sun only fleeting landscapes of this outpost settlement in the course of a summer day. In winter from late Uktar until late Hammer, when the sun is low in the southern sky, not a single ray of direct sunshine falls upon Laviguer.

As a result of the town's existence in mountain shadow, summers are short and cool and winters are long and cold. The village almost never has more than moderately warm temperatures and cool nights. Snow comes earlier than in warmer areas of the mountains and it stays on the ground longer. In winter, the temperatures may be a degree or two colder than elsewhere. Please adjust temperatures accordingly.

A treacherous, rapidly flowing creek called *Ilmater's Tears* flows from the Earthspurs in the north through the middle of Laviguer before it tumbles downward through crevasses of the Earthfasts, at last flowing into a small and hidden mountain lake south of Iron Dragon Mountain that is the source of a large underground river which flows past the halls of the Earthfast dwarves in the south.

Laviguer began as an outpost settlement that supported the fortress at Vordric-Dun as well as a few trappers and miners in the area. Old Laviguer ended on the western bank of Ilmater's Tears. Most of the older buildings still stand, but they've become somewhat dilapidated and are occupied for the most part by the class of questionable characters one invariably finds in those remote locations where a large military base like Vordric-Dun stands isolated from the rest of civilization.

Such fortresses create a vacuum that often is filled by those who would sell substitutes for civilization: Alcohol, prostitution, gambling and the like. With time, these factions moved in increasing numbers into old Laviguer, and the *"respectable"* citizenry resettled for the most part west of Ilmater's Tears. The town watch, comprised of soldiers from the village garrison, guards the bridge separating old Laviguer from the new town and keeps the scum out of the east side.

Many who travel into Impiltur for the first time over Laviguer are somewhat amazed to find something like Laviguer's old town in a paladin-ruled land like Impiltur. Indeed, if a paladin of Tyr like War Captain Rilaunyr of Ilmwatch were commander in Vordric-Dun, old Laviguer no doubt would be scoured regularly with clean-up actions of violent justice, and the local gallows would not suffer through disuse.

But Laviguer and Vordric-Dun are ruled by War Captain Haelimbrar, a paladin of Ilmater, who believes in compassion rather than the strict regimen of law and justice. Haelimbrar knows that the attractions of old Laviguer are sometimes necessary to maintain the morale of the thousands of Swords of Impiltur stationed in this bleak no man's land, soldiers who must be ready at all times to defend the kingdom with their lives. As a result, Haelimbrar controls the evil of old Laviguer with a tight rein, rather than attempting to destroy it with sword and noose. He tolerates those kinds of evil where the customer buys his own harm, but he is merciless with crimes of violence where life and limb suffer.

The Heralds of Imphras II regularly take prostitutes are from the bordello and houses where they work and a question them in isolation from possible pimps, to make certain that they are practicing their occupation voluntarily and of their own free will. In those few cases where it has been proven that prostitutes were forced to practice their trade in Laviguer, Haelimbrar's justice has reacted quickly with public hangings of the pimps. Similar swift justice has been dealt out in cases of murder and violent crime.

Constabulary power in Laviguer is vested in the commander of the city garrison of the Sword of Impiltur, directly inside of Haelimbrar's Wall. The garrison is under the direct command of Vordric-Dun, but its soldiers are members of a permanent detachment in Laviguer. They live in the town, most together with their families, rather than in the mountain fortress.

Most soldiers with families who serve in the city garrison live east of Ilmater's Tears, although many of those who are single have taken to the cheaper housing in the old town. While the evil in Laviguer is confined to the old town, it would be a mistake to write off the town's west side as being completely evil. The town west of the creek has a mixed population, albeit it one that has little in common with the rest of Impiltur's folk, except perhaps in the Traders Bay region.

During the winter when few brave the pass and caravan traffic is at a standstill, the old town is home to more than 150 mercenaries who earn their living in the summer months as headhunters, fighting the monster tribes in the High Country of the Vast or hiring out to guard caravans that travel to and fro from late Mirtul to late Eleint between the cities and towns of the Vast and Laviguer. Another 50 cattle drivers tend to make their home in the old town too, earning their money in the big cattle drives to King's Reach in Tarsakh and Eleint and then squandering it away the rest of the year.

Many of these mercenaries have a price on their head somewhere else. Any headhunter who comes to Laviguer to capture a wanted mercenary is sent on by Haelimbrar's troops to distant Lyrabar to obtain a royal warrant before being allowed to take any action against the wanted man. These seldom are issued, for the holy judges of Tyr demand evidence that provide due cause to suspect guilt, not merely a warrant, in most cases.

Only the systems of justice in Cormyr and Damara are fully honored by the holy judges of Tyr in Impiltur, who act upon the law of Imphras I, that no man in Impiltur may be held involuntarily without proof of his crimes. Because the kingdom is closely allied with Cormyr and Damara and the workings of their systems of justice are well known, these countries' warrants are viewed as due cause.

Those who act without a warrant find themselves making a long vacation in the dungeon beneath Vordric-Dun. Haelimbrar views most mercenaries as people who did wrong somewhere in their past, but who have left that past behind them, and in his interpretation of Ilmater's teachings, he believes compassion rather than the revenge of the law is called for.

Haelimbrar also has remarked more than once that he is convinced that the majority of the mercenaries who spend their winters in Laviguer would be quick to aid the Sword of Impiltur in battle, should the hosts of hobgoblins in the Earthspurs ever march upon Impiltur.

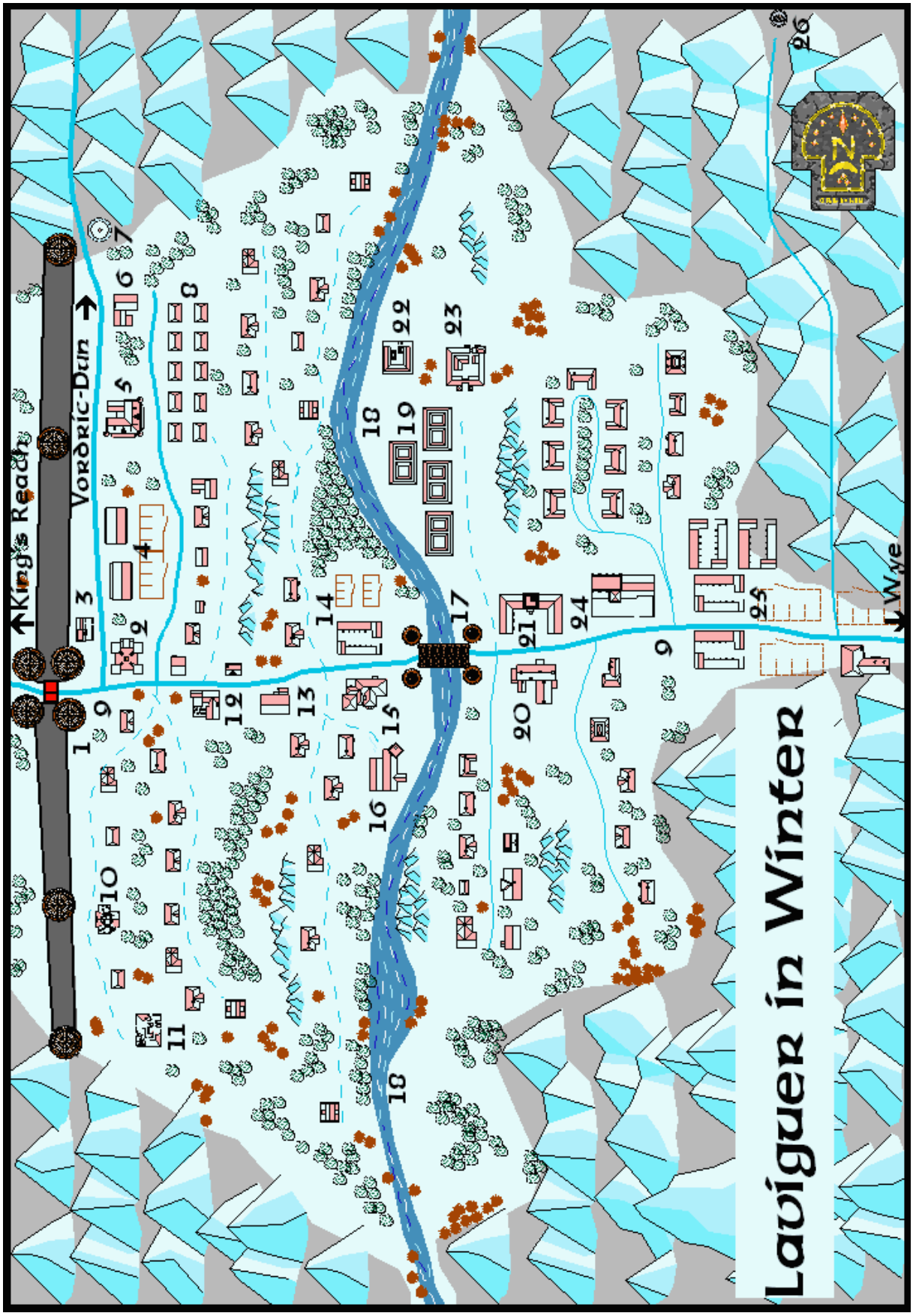
These mercenaries do indeed have a certain loyalty to Haelimbrar, if not to Impiltur itself, for Haelimbrar has provided them a sanctuary and a live-and-let-live environment, where they can exist as they wish to, even if that wish includes such questionable services as alcohol, barroom battles, prostitutes and gambling.

East of Ilmater's Tears live the *"respectable"* subjects of the queen in Laviguer, the true Impilturians who are responsible for Vordric-Dun's support services, the civil servants in the district government offices, the Heralds of Imphras II and the soldiers of the city garrison.

Although Laviguer is isolated, the regional government's high offices are located in the town because the governor, War Captain Haelimbrar, is in Vordric-Dun when he is in Impiltur. However, the lower level government offices for the district are found below the pass at the Fortress of Mal, where they are more accessible to residents of the district. The Heralds of Imphras II provide courier services for the government offices in Laviguer and Mal.

Beginning on the eastern edge of Laviguer, where the Laviguer Road begins its descent, and extending on into the pass are stockyards, some offering fresh horses to travelers and others holding cattle from southof the Badlands which are driven in late Tarsakh and early Eleint under heavy guard down the pass to King's Reach. From there, they move onward to be sold at market throughout the northern Vast. In the winter season, however, the stockyards are mostly empty, with only a few horse traders remaining in business year round.

Laviguer's small public shrines to Ilmater, Tymora, Kelemvor and Lathander are not buildings but rather small grottos built in open areas. The secret shrines to Mask, Talona, Talos, Auril, Loviatar and Cyric are in cellars in old Laviguer. The small, unattended shrine to Marthammor Duin, the deity of dwarven travelers (see also WotC's *Demihuman Deities*) is outside of town, at the end of a small footpath that leads about a mile north of Laviguer Road.



Laviguer Town

Laviguer Town Map

1 – Haelimbrar's Wall.

2 – City Garrison of the Sword of Impiltur.

3 – Duty Barracks of the City Garrison.

4 – Stables of the Sword of Impiltur.

5 – Duty's End Bordello. The bordello has a main barroom with drinks, sandwiches and striptease and nude dancers. All waiters and waitresses work in the nude. The male and female prostitutes who work in the bordello can be viewed standing nude in decorative cages that line the walls, keeping non-paying fingers off of the merchandise. In the cellar is a secret shrine to Loviatar. The Heralds of Imphras II do not appear to be aware of its existence.

6 – Thirsty Warrior Inn: A large inn with tavern that usually has at least one minor brawl each night. The *Warrior* is owned and operated by Karthumbrar, a retired captain of the Sword of Impiltur (hm fighter lvl 6, NG). Rooms in the inn usually are rented to traveling adventurers and mercenaries who have nothing against an occasional tavern brawl. Rooms run between 1 gold taler and 1 gold taler, 5 silver shiners per night. Because about 80% of Karthumbrar's clients are off-duty soldiers from Vordric-Dun, prices in the tavern are more reasonable. The only drink is *Steerbrau* from Wye, which costs 6 copper bites per quart/liter tankard. Bread and cold cuts go for 2 silver shiners a board. Hot food goes for 6 to 9 silver shiners. Food quality is mediocre. The only vegetables are pickles, sour kraut and potatoes.

7 – Guard Tower of the Sword of Impiltur.

8 – High Mountain Transportation Warehouses.

9 – Laviguer Road.

10 – Ruins – Kardan's Supplies. Destroyed by fire. The owner Kardan died in the blaze. **Known:** It was later determined that the fire was arson and that it was started by Kardan's competitors, the owners of *Dol Regeth Supplies.* Six persons associated with *Dol Regeth* were tried, convicted and hanged on murder charges. The store now has new owners. **Not known:** *Dol Regeth* is a covert operation of the Iron Throne. The first owner, Wyndon Darbell, was an overambitious and injudicious agent of the Throne who was publicly hanged. *Dol Regeth* still is a front of the Iron Throne. The current owner is Melban Tusand, a native of Orlimm in the Vast.

11 – Ruins – Banshee's Delight Bordello. The mostly wooden structure burned to the ground after a brawl in the Year of the Gauntlet (1369 DR) in which a wizard defended himself with a fireball. An estimated 40 persons died in the blaze, supposedly also the traveling wizard who caused it.

12 – Mountain High Inn. The inn includes a large tavern and dining hall, a hostelry and a gambling hall dedicated to Tymora. It's the favorite hangout in Laviguer for officers and non-commissioned officers of the Sword of Impiltur, who have a bit of money to squander, and for traveling adventurers and some merchants who are on the road. Rooms run from 1 gold taler, five silver shiners to 2 gold talers per person per night. Drinks are limited to *Steerbrau* beer from Wye (9 copper bites per quart/liter tankard), wines from Impiltur and the Great Dale (6 silver shiners to 3 gold talers per 8 oz./0.25ml glass) and various whiskies (1 to 2 gold talers per shot). Cold food starts at 8 silver shiners and goes to 1 gold taler. Hot food runs from 1 gold taler, 3 silver shiners to 2 gold talers, 5 silver shiners. Food is mediocre. Only conserved vegetables and those that can be stored in a cellar are available. At the gambling tables, the sky's the limit. The owner is Kelwen Schwarzrute, a general cleric (hm cleric 9) who came from Marsember in Cormyr. Kelwen was a cleric in the service of Waukeen, but he now prays above all to Tymora, although he secretly includes Llira and Mask in his prayers too. If Waukeen already has been returned in your campaign, Kelwen is not yet aware of it.

13 – Earthfast Iron: Smithy run by Daregh mac Tugnat (dwarf male master smith Exp 12, LN) , a native of Earthfast who left the dwarven city because of a feud of some sort that he refuses to explain.

14 – High Mountain Transportation Stalls.

15 – High Mountain Transportation Caravan Supplies: This business owns both the stalls (14) and the warehouses (8). High Mountain was established by a family in Outentown, but it was sold in the Year of the Tankard (1370 DR) to a group of investors from the Vast and Sembia.

High Mountain is the only business in Laviguer that can handle all the needs of caravans. The current manager is a native of Selgaunt named Dalwin Keerby (hm rogue lvl 6, NE). The new owners of High Mountain are agents of the Iron Throne. The Impilturian authorities do not seem to be aware of this, but because all things Sembian are viewed with suspicion in Impiltur since the takeover of New Sarshel, the Sword of Impiltur and the Heralds of Imphras II are keeping a close eye on High Mountain, which is a thriving caravan season business.

16 – Dol Regeth Supplies: Since the burnout of competitor Kardan (see No. 10), *Dol Regeth* is the only source of supplies for regular travelers in Laviguer. It also is a front of the Iron Throne. The current owner is Throne agent Melban Tusand, a native of Orlimm in the Vast. The authorities do not seem to be aware of the Iron Throne connection or even to be suspicious of Melban. A stop at *Dol Regeth* is necessary for travelers who want to properly equip themselves for a winter journey down the mountains.

17 – Guarded Bridge.

18 – Ilmater's Tears (creek). The creek is quite treacherous for anyone who attempts to cross it rather than using the bridge. Although it's only roughly 15 feet/5m wide, it has cut a channel some 6 feet/2m deep. The water roars down from the Earthspurs with such speed and fury that anyone who falls into the creek is liable to be swept away immediately and dashed against one of the many large boulders in the creek bed. The water flows with such force that it never freezes over, even in the coldest winter. The creek ends in a small, cold mountain lake hidden beneath Iron Dragon Mountain in the Earthfasts. From there the water continues to flow in an underground river that crosses the dwarven halls beneath Earthfast City.

19 – Civil Servants Housing.

20 – House of Imphras: The only truly respectable inn in Laviguer. The house is expensive, but the quality is quite good, considering that food and drink must be transported to Laviguer. Rooms cost 1 gold taler, 5 silver shiners to 3 gold talers per person per night. Drinks include *Steerbrau* from Wye (9 copper bites per quart/liter tankard) and wines from Impiltur and the Great Dale (bottles only, 7 to 25 gol talers). Meals run from 1 to 3 gold talers. Except in the warmest months, all vegetables are conserves or are from storage cellars. The innkeeper is Rumbulbrar, a native of Sarshel whose inn there went bankrupt after the crash of the bloodstone market.

21 – Laviguer Town Hall.

22 – Garrison, Heralds of Imphras II. This is a 40-man detachment. At least 15 Heralds are on patrol at any given time.

23 – Royal Government Offices and Customs Office for the Laviguer District.

24 –.Market and Slaughterhouse.

25 - Laviguer Stockyards. The stockyards continue on below the point where the city map ends. Travelers can find fresh horses here year round, but from Eleint until Tarsakh, the stockyards are mostly empty. In Tarsakh, cattle fed through the winter in the southeast are driven up into the pass and held in Laviguer until the weather permits their being driven down to King's Reach. In the warmer months, the stockyards begin to teem with ever more cattle until the great autumn drive in early Eleint, when they are driven under heavy guard down the pass to King's Reach. From there, they move onward to be sold at market throughout the northern Vast

26 – Shrine to Dumathoin.

Laviguer Road – Laviguer to Wye

The section of the road is patrolled by the soldiers of the Sword of Impiltur and by the Heralds of Imphras II, both stationed in Laviguer. It takes the better part of two days to travel down the mountain and two long days to travel up into the pass, when conditions are bad. In warmer weather, one can travel between Laviguer and Wye in a day.

In the seasons without snow on the ground, the road to Wye is relatively safe but uncomfortable. The only danger of attack is from bandits and robbers, and these are extremely unusual. In winter, small, starving bands of orcs occasionally creep down the mountains and attempt to waylay patrols or rare travelers, but such attacks also are infrequent. In winter, there seldom are travelers in the pass except for the patrols.

There are several small wayside huts along the road in its central stretch, where riders can camp at night, and there's a 50% chance that any given hut is free and not being used by a patrol of soldiers or heralds. The huts are too small to accommodate both a patrol and travelers. If your PCs come upon an occupied hut, they are welcome to make camp outside of it, but they'll have to come equipped to make a camp under severe winter conditions.

In times of genuinely heavy snow, it may be impossible to move on for a few days. There also are places where avalanches are possible.

Wye

Hamlet, Nonstandard (Visits by Heralds of Imphras II). AL: NG. 250 gp limit. Assets: 400,000 gp. Population: 95, Human. Authority figure: Caleb, human male, AL:NG, Com 5, Exp 2, innkeeper and generally recognized village leader; legal authority: Heralds of Imphras II who pass through. Others: Renzar, human male, AL:N, Com 3, storekeeper and Harper agent; Wilmar Ginnzh, human male, AL:NG, Exp 4, operates grain elevator; Sinda Pree, human female, AL:NG, retired ranger lvl 3, operates Wye Cattle and Horseyards; Kaun Hlimm, human male, AL:NG, Exp 5, blacksmith; Redarth Vorn, human male, AL:N, Exp 4, wainwright; Arthur Geddeth, human male, AL:LG, Exp 3, miller; Porbryl, human female, AL:NG, F&A monk of Chauntea lvl 9. Taxation: Benevolent.

Wye is a small, prosperous farming village inside a wooden wall with many wooden watch towers. The walled part of the village is less than a decade old. Wye began to exist when a retired cattle rancher named Caleb from Bambryn in the Vast crossed the pass and migrated to Impiltur in the Year of the Turret (1360 DR) and built himself a provisional cabin at the Y-shaped point where the road to Dunfee branches off from Laviguer Road, giving the village its name.

Once his cabin was completed, Caleb and hired help from Outentown and began building an inn at the crossroads, an inn which has grown substantially since then. Caleb named the inn after the intersection, the Wye Tavern and Inn, and opened it in spring of the Year of Maidens (1361 DR). Before the first snow had fallen, a few other buildings already had gone up, and the village of Wye began taking shape.

During the following years, Haelimbrar established a small garrison for the North Sword in Wye, and the local farmers who were settling the area decided to lightly fortify the village so that it could serve as a place of refuge in times of emergency – times which never have come to Wye since its founding.

Although the 20-foot/6m-high wooden wall has a number of towers, only those towers at the gates actually are manned. The others are intended for use only in the event that the village comes under attack at some time.

Wye has no local form of government whatsoever. Law and justice are the legal responsibility of the traveling Heralds of Imphras II. However, both the Heralds and the soldiers of the North Sword in the Wye Garrison as well as the villagers recognize the innkeeper Caleb as the unofficial leader of Wye, and his word is in effect law until the Heralds are in town again, which happens on the average every three days.

Wye Village Map

1 – Wye Tavern and Inn (with stable). The innkeeper is named Caleb is a retired cattle rancher from Bambryn in the Vast. The tavern and inn are rural and rustic but comfortable and well kept. Rooms run from 6 silver shiners to 2 gold talers per person per night, including stable fees. One part of Caleb's operation is a brewery run by Lenaunyr (hm, F&A monk lvl 3, NG), one of two monks of Chauntea in Wye who is a brewmaster of accomplishment. The inn's house brewery makes Wye Steerbrau, the only beer brewed between Laviguer and Mal (house beers excepted) and certainly the most popular beer between Laviguer, Mal and North Ford. Steerbrau is the only drink served by Caleb, but the price is excellent – 3 copper bites for a quart/liter tankard. Food prices vary with the season. In winter, meals run from 8 silver shiners to 2 gold talers. During harvest season, the prices fall, starting at 4 silver shiners and going up to 1 gold taler and 3 shiners.

2 – Renzar's Travel Supplies. Your PCs will find almost an conventional goods here that are needed for the continued journey. Prices run at 15% of PHB value. The owner, Renzar, once ran a similar store in Ravens Bluff but sold it and opened his new store in Wye in the Year of the Helm (1362 DR). Renzar is an agent of the Harpers, associated with the Shadowdale faction.

3 – Joint Garrison of the Sword of Impiltur and the Heralds of Imphras II. 50 Soldiers of Haelimbrar's North Sword are stationed permanently in the Wye garrison. There are no Heralds stationed in Wye, but patrols of Heralds do spend the night in the garrison when they stop in Wye.

4 – Wye Grain Elevator. This is a central merchandising point for farmers along the Laviguer Road. It serves an area starting in Wye and going halfway to Northford and Mal. Wilmar Ginnzh, a refugee from the Vilhon Reach, heads this family operation. Sembian merchants have been negotiating with Wilmar to buy into the company, but Wilmar shares the skeptical view that most Impilturians have of Sembia and has come to no agreements yet. Unknown to Wilmar, his negotiating partners have been agents of the Iron Throne.

5 – Wye Cattle and Horseyards. The stockyards of Wye were built as an investment by Prilaunyr of Hlammich, but it is an absentee ownership. Sinda Pree, a Damaran cattle rancher who fled her own land when it was invaded by Zhengyi the Witch King, runs the stockyards for its owners. The company sells horses year round and buys cattle from farmers along Laviguer Road and in the southeast for the big cattle drive to King's Reach in spring and fall. Wye Cattle and Horseyards drive the cattle as far as Laviguer, where they are sold.

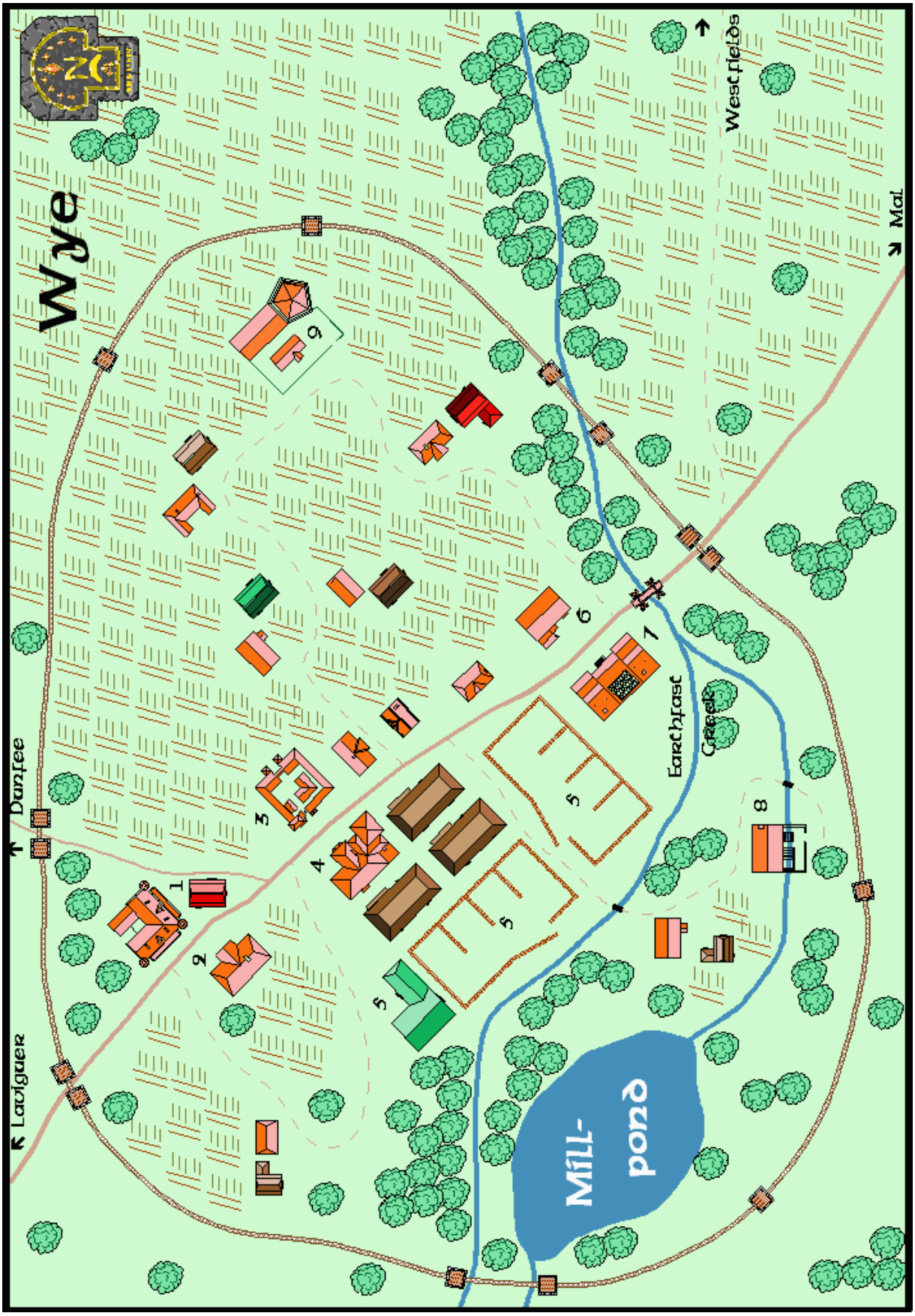
6 – Blacksmith Kaun Hlimm. Kaun is a master blacksmith, but he accepts no weapons for repair or other work, not having been trained as a weaponsmith. Kaun learned his trade in Sarshel but was forced to move when the economic depression there began after the crash of the bloodstone market some dozen years ago. In Wye, Kaun concentrates his work mainly on horseshoes, repairs of farm implements and contract work to produce and repair metal wagon parts for wainwright Redarth Vorn.

7 – Wainwright Redarth Vorn. Redarth left Sarshel at about the same time and for the same reasons as Kaun, and like Kaun, he found prosperity in Wye. In the summer season, Kaun is kept busy repairing wagons for farmers along Laviguer Road and for caravan masters. In the winter months, Kaun begins building new wagons commissioned by farmers of the valley.

8 – Wye Grain and Oil Mill. The father of miller Arthur Geddeth operated a small mill at the foot of the Trollcrag Mountains north of Blanaer in the Vast. After the mill was destroyed and most of Arthur's family was killed in a hobgoblin attack in the Year of Maidens (1361 DR), Arthur withdrew the family's savings and built the new mill in Wye, which is a prosperous operation.

9 – Shrine to Chauntea. The large building with defensive tower inside a stone wall would be viewed as a fortified temple were it in the hands of a another church. The entire complex is managed by the monk of Chauntea Porbryl, a native of Outentown. It is maintained in a joint effort of volunteer work by those who live within Wye's wall and farmers in the local area. The shrine has much more to it than meets the eye. It has been built to serve as a temporary barracks and kitchen for refugees in times of emergency (which have never come to Wye since its founding in the Year of Maidens – 1361 DR), and large reserves of food contributed to the shrine by farmers are stored in huge cellar complexes beneath the temple. Porbryl lives in the small cottage within the shrine's walls. The main clergyman for the shrine is not Porbryl, however, but rather Leetha Drughn (human female, AL:N, druid of Chauntea lvl 9) who wanders the agricultural areas along Laviguer Road and considers the shrine her base. Leetha also has rooms in the cottage on the shrine grounds which she uses when she is in Wye.

Other locations: Most of the unnumbered buildings on the village plan are simple farms. The house immediately southeast of the garrison recently was purchased by the aging Millith of Lathander, a retired priest of Lathander (human male, AL:LG, cleric lvl 8) who came to Wye from Tantras. Millith has been establishing a garden and a small shrine to the Morning Lord on his grounds, and he welcomes visitors. Although he has retired from church service, Millith still learns a full complement of spells which can help locals and travelers. Locals are not charged for the use of spells, but travelers are expected to pay a tithe. Millith uses part of the money he earns to buy unusual plants for his garden, but he contributes most of it to help pay for the maintenance of Wye's wall, bridges and the fortified shrine to Chauntea with its cellars. Millith views the fortified shrine as a tribute to Lathander as well, because the complex assures that more dwellers of the along Laviguer Road will survive to see a new day in times of need.


Wye
Ladiguer
Danfee
Mal
Westfields
Earthfast
Creek
Mill-
pond
1
2
3
4
5
6
7
8
9

Wye

Mal

Village, Conventional. AL: LG. 800 gp limit*. Assets: 1,200,000 gp. Population: 500 Human plus 750-man Fortress of Mal detachment, Sword of Impiltur. Authority figures: Sir Laenbrimbar. human male, AL:LG, Paladin of Helm, lvl 9, commander of military detachment, traveling Heralds of Imphras II. Others: Rodrimbrar, human male, AL:NG, War 5, Exp 8, brewmaster and innkeeper; Gerd Narambrar, human male, AL:NG, Exp 4, blacksmith; Sam Burdle, human male, AL: LN, Exp 5, Wainwright. Also: Secret *Maiden's Shadow* temple to Mask, see below and *Mal - NPCs of the Mask Temple* in the *Northern Journey Campaign Guide*. Taxation: Benevolent.

* Figures adjusted to include 750-man detachment of Sword of Impiltur.

The focal point in the young village of Mal is the ancient but well maintained fortress of the Sword of Impiltur, which is responsible for keeping Laviguer Road safe and patrolling the southeastern Earthfasts. The fortress is under the command of War Captain General Haelimbrar in Vordric-Dun. The local commander is Sir Laenbrimbar, a paladin of Helm.

The great fortress was built in the days of Impiltur's first kingdom on the site of an ancient Narfelli outpost, perhaps the westernmost outpost of Narfell at the time of its construction, if some records are to be believed. At the time that Impiltur rebuilt the fortress, orcs still were a threat in the Badlands. The outpost was intended to keep these and other monsters from gaining a foothold in the lowlands, from which they might one day threaten the coastal settlements of the humans. With time, the orcs, goblins and hobgoblins of the Badland were slain or driven northward into the Earthspurs.

After the old Impilturian royal army had patrolled the foothills of the Earthfasts above the Laviguer Road for many years, the orcs of the mountains also withdrew deeper into their range and began concentrating their attentions more upon the High Country of the Vast to the West. With time, parts of the fortress were closed. After the fall of the first kingdom and the degeneration of Impiltur into quarreling city-states, it was nearly forgotten, being revived briefly to train the army Imphras I brought against the hobgoblins of the Giantspires.

During Impiltur’s dark years the only guarantee for safety along the trail that now is Laviguer Road were the voluntary patrols of the paladins of Ilmater, ancestors of Imphras I and today’s Lords of Imphras II. Although most of the Fortress of Mal remained unused for centuries, the paladins saw to it that the outpost was kept up, and small parts of it served for centuries as their way station. After the coronation of Imphras I, the crown took over the maintenance of the structures of the fortress.

Only in the Year of the Wyrm (1363 DR), after caravan trade to and from the Vast on the Laviguer Road reached new levels, did the Lords of Imphras II became concerned that the orcs' attention might once again turn in Impiltur's direction.

Over the protests of influential coastal merchants who argued that the costs of maintaining the Fortress of Mal would be higher than the value of the lands being defended, the Lords of Imphras II reopened the fortress with a 750-man detachment of cavalry. The queen and her war captains rejected the merchants’ complaints, arguing that to leave the 220-mile/350km Laviguer Road unprotected would be an invitation to trouble that would soon spread as far as the coastal cities and the merchants’ own doorsteps.

In the Year of the Staff (1366 DR), the renovation and manning of the fortress were completed. Paladin Laenbrimbar commands 750 men, including six patrols of 20 men each who are at different locations between Laviguer and Mal at any given time. There always are nearly 200 other soldiers in 10 patrols of 20 men each riding through the foothills watching for any sign of orc activity. The crown also established a 25-member detachment of the Heralds of Imphras II in Mal.

The reconstruction of the fortress had hardly begun when the walls of the first building of what was to become the new village of Mal began going up. The builder was Rodrimbrar, a retired sergeant of the royal army. He saw the combination of a new garrison of soldiers far from home, increasing traffic on the Laviguer Road and the growing number of new farms along Laviguer Road as a sure guarantee that his new tavern and inn would provide him with the capital he needed to enjoy his retirement.

Rodrimbrar was right. His *Duty's End* (no relation to the bordello of the same name in Laviguer) is one of the most successful in all of Impiltur. In the Year of the Banner (1368 DR), Rodrimbrar withdrew from the active management of the inn, instead focusing on the management of the inn's new brewery. Some connoisseurs of the brewer's art contend that Rodrimbrar's beers are Impiltur finest.

He brews two varieties, both top fermented. His main brew is a dark, golden lager beer he calls *Defender Brau.* Rodrimbrar's second beer is named *Imphramator*, although he and most other folks simply refer to it as his *winter beer. Imphramator* is a dark brown double bock beer, rich and sweet with extra barley malt. *Imphramator* has a higher nutritional value than most other beers, and it is intended not merely as a beverage but also as a food supplement for the long winter months. Rodrimbrar begins brewing *Imphramator* in Eleint and continues through Tarsakh. It is not offered in the warmer months.

By the time Rodrimbrar opened his brewery, a small village had begun to grow beneath the Fortress of Mal and around *Duty's End*. Mal quickly reached a population of 300, and has about 500 inhabitants today. It can offer most basics that travelers and caravans seek, including a smith, a wainwright and travel supplies and rations. It also has a regional grain and oil mill. The main part of the village is between Laviguer Road and the fortress, which stands in the lower foothills. *Duty's End* is beneath the walls of the Fortress. A bit farther back, in the first of the foothills, is the *Orc's Deck,* a gambling den and the largest temple to Tymora in Impiltur.

Near it are the ruins of the *Leather Maiden* festhall and bordello that was destroyed by the Wand of Impiltur in the Year of the Gauntlet (1369 DR), after the matron of the house, who had been charged with kidnapping, enslavement and murder, refused to surrender to Impilturian soldiers.

The matron was a priestess of Loviatar who ran the above-ground level of the festhall as an above-the-board bordello. The cellar was a dungeon where slaves, mostly victims kidnapped in the Vast and smuggled into Mal, were imprisoned in cells and then used by sadistic worshippers of the Maiden of Pain, often dying under torture in the secret temple.

When this was discovered, the building was surrounded by soldiers. After the priestess used magic to attack the soldiers, an archmage of the Wand of Impiltur used his spellcraft to obliterate the festhall. The corpse of the priestess was found in the ruins. It is said that the ruins are haunted by night.

Behind these hauntings lies a secret that the Heralds of Imphras II would love dearly to know. Most of the Laviguer Road area is peaceful and threatened by almost nothing other than nature, but there are a few exceptions. On Laviguer Road and along the farm trails parallel to the road there are problems with bands of bandits and meazels who know their limits and are careful to attack only peddlers, small caravans and bands of travelers that they believe they can overwhelm.

The Heralds of Imphras II have succeeded in capturing or eliminating three such bands to date, but one or more still are at large and elusive. When chased, the bandits flee into the Badlands. There are indications that this band or these bands, if there are more than one of them, may have command over a certain amount of magic that they use to hide their tracks.

The bandits are opponents of Steward Hundelraun and his Zhentish operatives in the Grollburg Castle of the Badlands. The Heralds of Imphras II have gained information that the *House of the Master's Shadow* in Telflamm, the largest temple to the god Mask in all Faerûn, is making an all-out effort to gain a strong foothold in Impiltur and Damara, and that the robber bands plaguing Laviguer Road are a part of this operation.

The Heralds are indeed beginning to tap upon the truth. Several high priests from the temple in Telflamm and a group of illusionist-thieves who switched their allegiance to Mask after the disappearance of Leira are indeed masterminding an attempt to establish thieves guilds and underground temples to Mask throughout the Bloodstone Lands.

The Sword and Wand of Impiltur succeeded in completely destroying the Loviatar temple and its priestess. Nothing remains but the ruins, not even the ghosts that people believe they see there. But the former dungeon beneath the ruined temple to Loviatar has been rebuilt and converted into a secret temple to Mask called the *Maiden's Shadow*.

Two priests of Mask and a powerful illusionist are in charge of this temple. The ghosts said to be haunting the ruins are the work of the illusionist-rogue, who uses his magic to keep the curious away from the ruins.

The Heralds have not begun to suspect this site yet. Quite to the contrary, they believe it is better to allow it to remain haunted as long as the ghosts confine themselves to the ruins. They see this as an assurance that the worship of Loviatar will not be resumed there. In the meantime, the robber bands often have succeeded in fleeing into caves in the Badlands, which have been hidden with illusions.

Hundelraun and his Zhentarim cronies in the Grollburg Castle also are keen to end the bandits' activities. To date, the mercenaries have failed to prevent the bandits' attacks against caravans insured by the Zhentarim protection racket, Moonsea Assurance. As a result, Moonsea has been forced to cover the losses of insured caravans.

This is, of course, the goal of Mask's church in its operations on Laviguer Road. The church considers the Zhentarim protection racket to be a Xvimist transgression upon their deity's portfolio. The bandits on Laviguer Road are part of the church's attempt to drive Moonsea Assurance out of business.

The secret temple has five magical gates leading outward. Two are connected to the House of the Master's Shadow in Telflamm and the little known *Shadow Harbor*, a highly secretive Mask Temple in New Sarshel on the Easting Reach. The last two are to cavern hideouts within the Badlands, which are hidden by illusions. These gates also connect to New Sarshel and Telflamm. We have left the Badlands caverns unmapped so that the Game Master can place them at locations that best serve his or her campaign.

Mask's church is believed to be the richest in Faerûn. The *Maiden's Shadow* is much more than it seems to be. Above all, it, like *Shadow Harbor,* is used as a secret treasure stash for the entire region of the Inner Sea and the *House of the Master's Shadow* in Telflamm.

What other subterfuges and intrigues are being financed by Mask's church in Impiltur are uncertain, but there are those who say that Mask's church is becoming a factor in the backwaters of Traders Bay, and in Hlammach and even Lyrabar there are those who suspect that the church of Mask may be paying the bribes that are leading some influential subjects to urge Queen Sambryl that power be shifted from her paladins to a merchant government.

Although the Heralds have become wise to the plans of the church of Mask in Telflamm to move into the Bloodstone Lands and even have begun to suspect strongly that Mask's church is behind the robber bands on Laviguer Road, their investigation has been misled by the church's use of magic. The bands not only can seek refuge in the Badlands and use the magical gates to change their locations, but they also have magic that conceals their tracks, making them difficult to impossible to follow. The Heralds have not yet begun to suspect that the robbers use magic, much less the degree to which they use it.

Most adventuring groups will pass through Mal without even noticing these things that lie beneath the area in the background. If a PC band should begin to unravel these secrets of Mask's church, in particular the location of the secret temple, they can expect to be well rewarded by the Lords of Imphras II. Dungeon plans are provided for the temple beneath the ruins of the *Leather Maiden.*

Mal Town Map

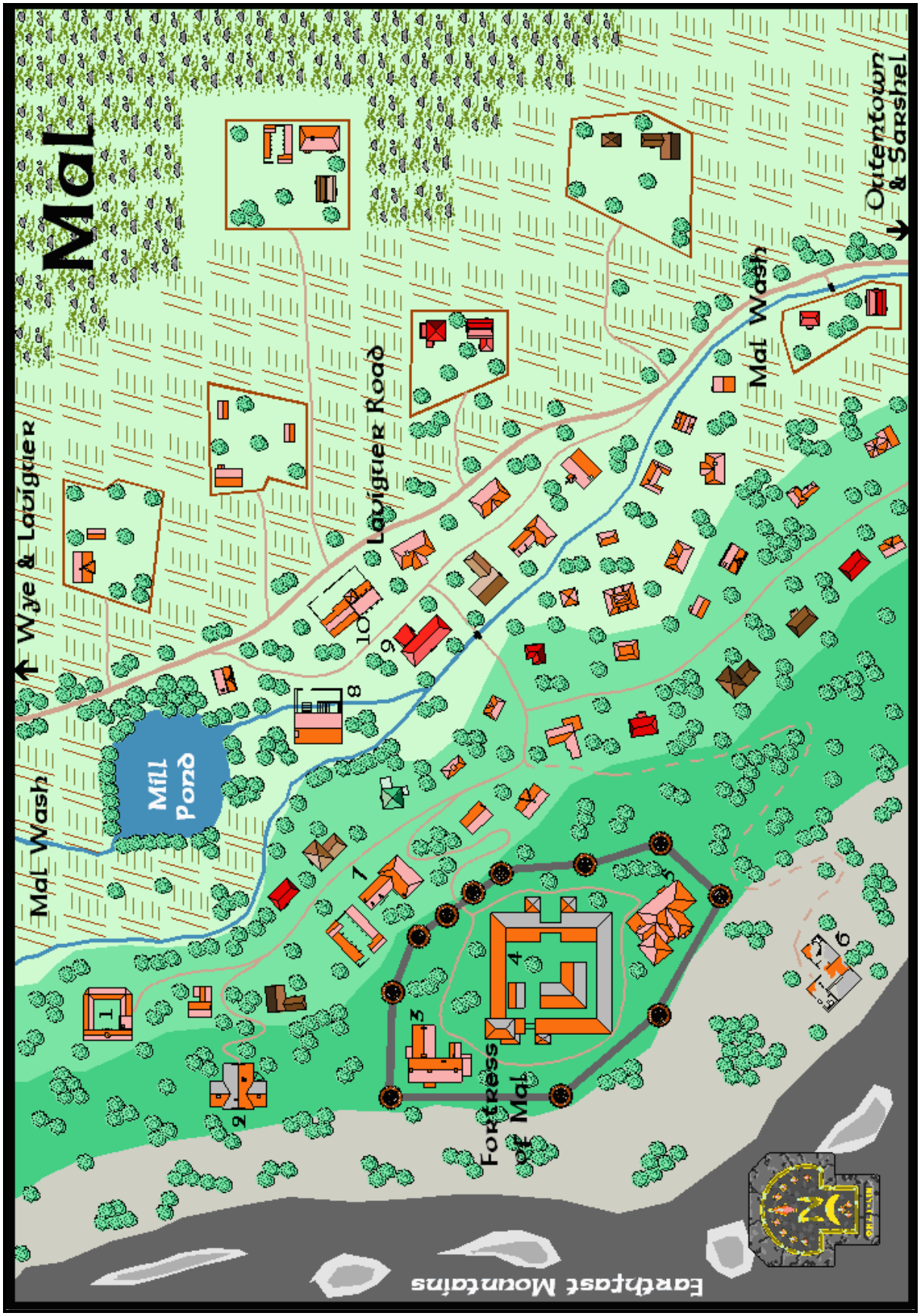
1 – Garrison of the Heralds of Imphras II.

2 – The Orc's Deck. Gambling casino, tavern and temple to Tymora.

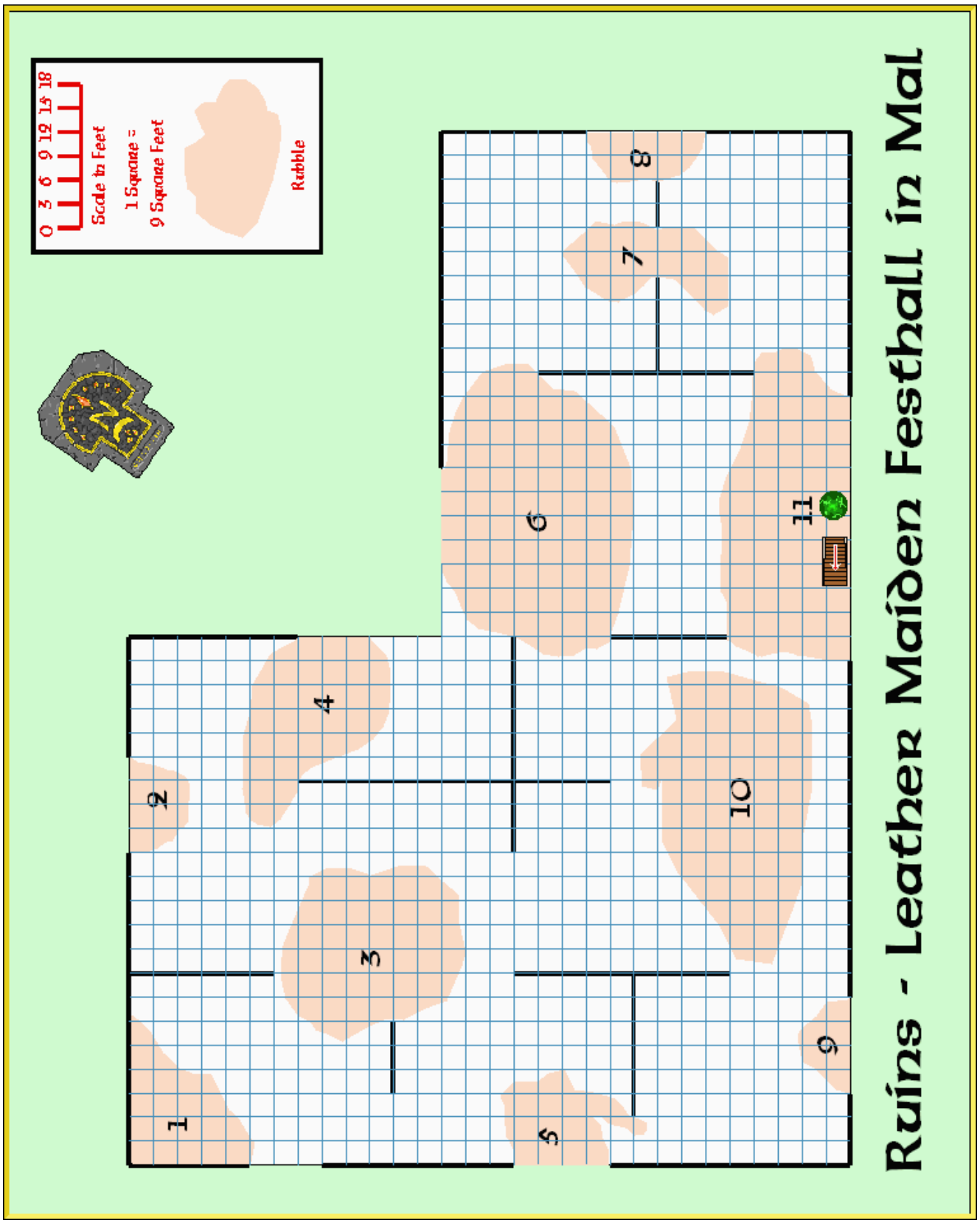
3 – Fortress of Mal – Headquarters of the Sword of Impiltur.

4 – Fortress of Mal – Garrison of the Sword of Impiltur.

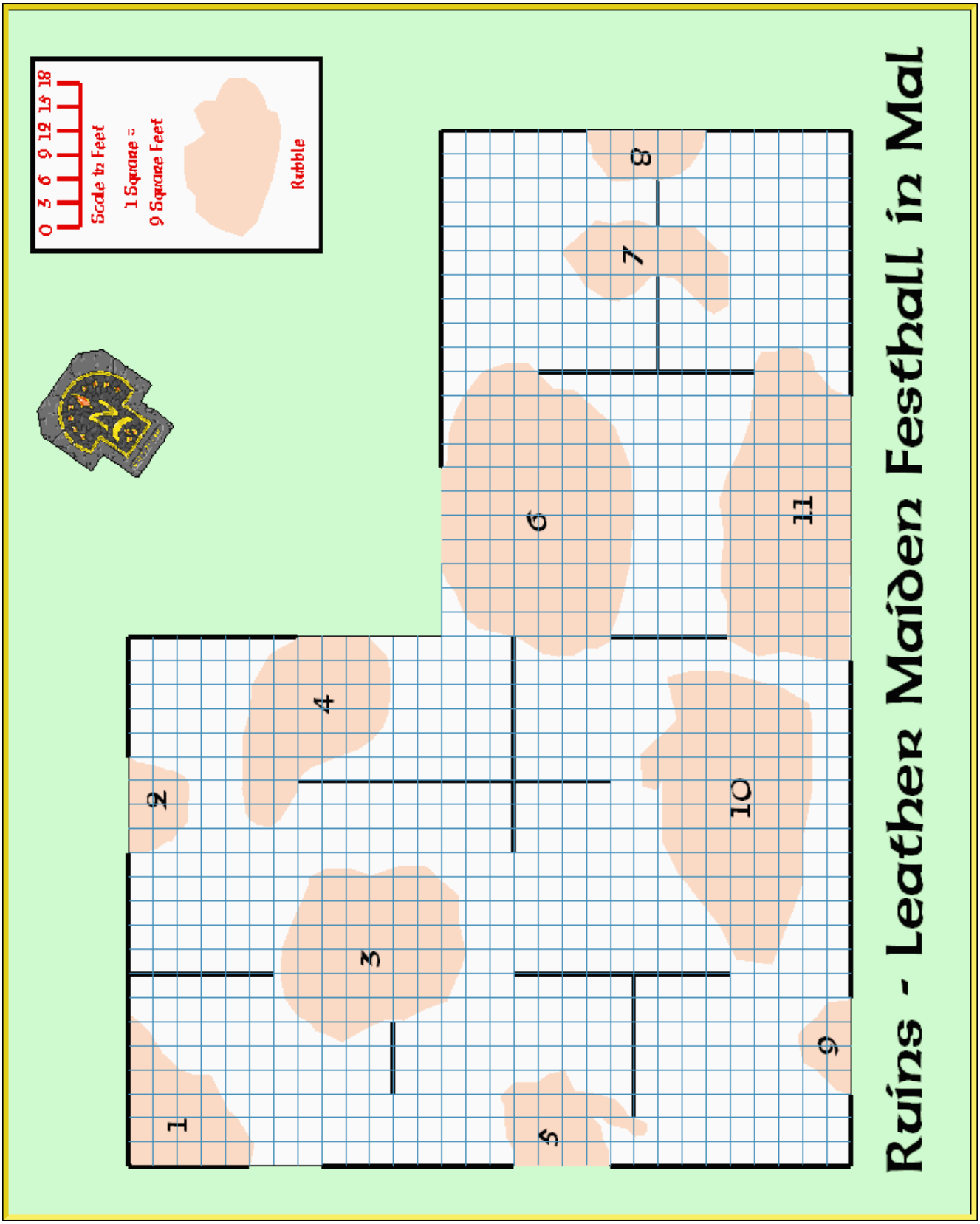
5 – Fortress of Mal – Regional Government Offices.


Mal
Wye & Lauigier
Mal Wash
Mill Pond
Lauigier Road
Mal Wash
Outertown & Sarshel
Fortress of Mal
Earthfast Mountains
1
2
3
4
5
6
7
8
9
10

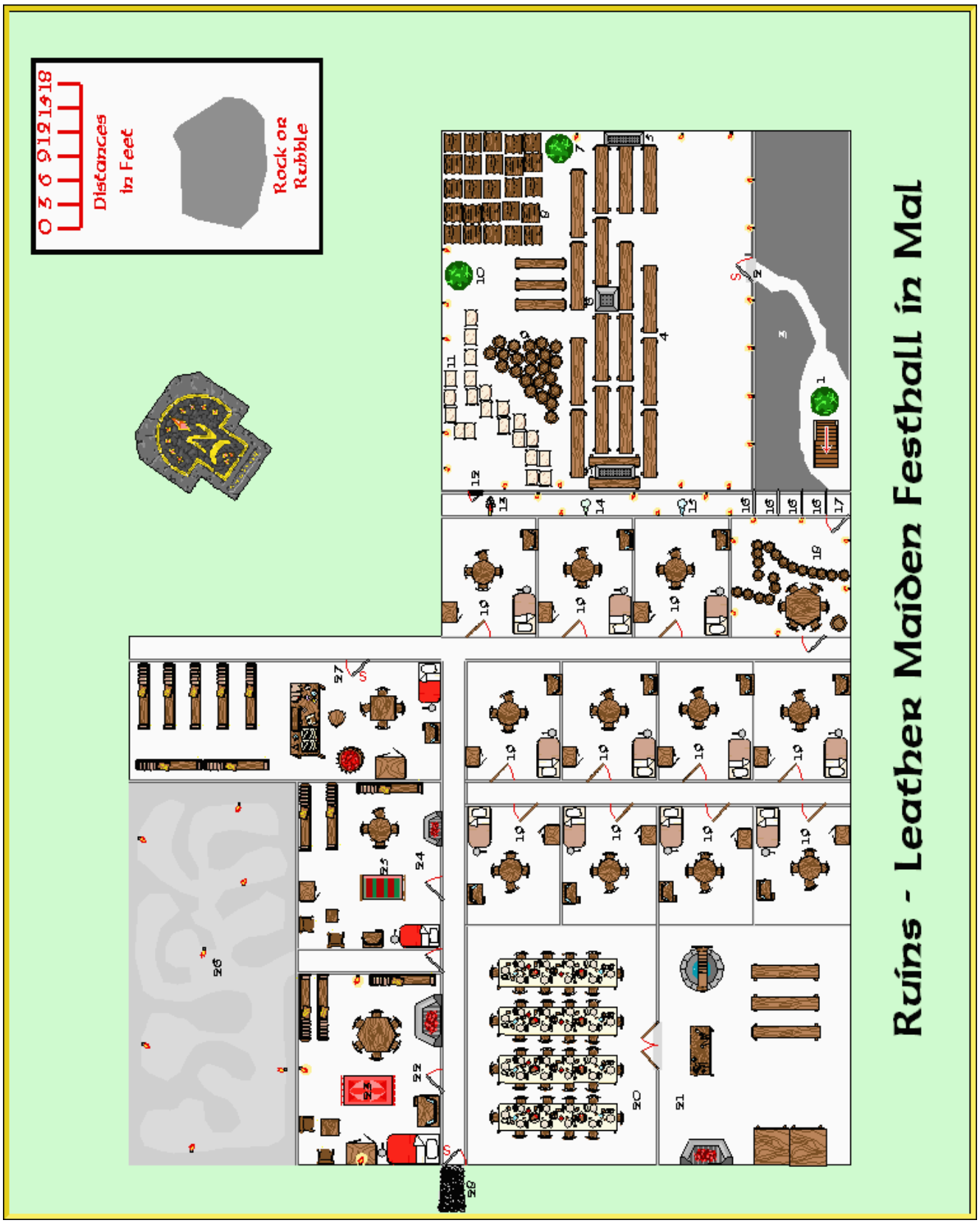
Mal



Leather Maiden Festhall ruins, Level 1 – Game Master's Map



Leather Maiden Festhall ruins, Level 1 – Players' Map



Leather Maiden Festhall ruins, Level 2

6 – Ruins – Leather Maiden Festhall and Bordello (Now a secret temple to Mask, separate maps and entry).

7 – Duty's End. Inn, brewery and stables. The stable master usually has four to six horses available for sale.

8 – Mill of Mal. A waterwheel-powered mill on the Mal Wash that grinds flour and stamps vegetable oil from grain seeds.

9 – Blacksmith Gerd Narambrar. Gerd accepts no contracts for weaponmaking or repairs, but he will produce or repair tools and farm implements and he shoes horses.

10 – Sam Burdle, Wainwright. Sam, native of Sevenecho in the Vast, builds and repairs wagons and sledges of all types. He is the only commercial source of sledges in Impiltur.

Dungeon Plans – Mask Temple *Maiden's Shadow*

Basic description: The temple beneath the ruins is reached exclusively by magical gates, therefore, there are no telltale tracks to be found that might hint at the existence of a subterranean complex. Residents of Mal and the Sword of Impiltur avoid the ruins because of the hauntings that are believed to take place there. If any tracks of any kind are found, they are those of wild animals crossing in the snow. Animals do not perceive the illusions that conceal the truth of the ruins to mortals.

Dungeon plan surface level: If you use the JPG maps, you'll find one for PCs and one for the Game Master. If you use the CC2/CM maps, there are separate layers for the Game Master and for the PCs. If the PCs go to the ruins, they should be given the plan. So little still stands of the festhall that the PCs can easily make out everything shown on the plan.

The PCs' map shows 11 separate numbered piles of rubble from the destroyed building. The numbers were assigned to lead PCs seeing the plan to think there is more to the rubble than is the case. The plan of Rubble on the PCs' plan with the number 11 shows what the PCs see, not what really is there.

If you look at the Game Master's plan, you'll find an easily accessible stone stairway that leads down to the dungeon temple of Mask known as the *Maiden's Shadow*. The rear part of the rubble on the PCs' map is an illusion that conceals the stairway and the guard. The temple always has a fighter keeping watch there, but he cannot be seen because he is concealed by the illusion. This illusion was created by the gnome Raugh, using two spells, *Mirage Arcana* (lvl 6) together with a modified version of *Permanency,* which he read from one of a number of such scrolls he purchased. The PCs stand virtually no chance of finding the temple from the ruins without first getting past this illusion.

Dungeon plan temple level: Although the NPCs in the temple do not have particularly high levels, the magic and the traps in this dungeon should make it extremely difficult for your PCs to get far. This should be viewed as a dangerous dungeon, perhaps a killer dungeon, unless your PCs already have a magical item to take care of every foreseeable situation.

1 – The Stairs. Each guard is equipped with a pair of magical glasses that allows him to see through the illusion of rubble which disguises him and the stairway. If the PCs manage to destroy the illusion, he will perceive this immediately. If the PCs succeed in disbelieving the illusion, he will have time to flee down the stairs before the PCs can act. At the bottom of the stairs, he will say the password *Pfustard,* which allows one creature to pass through the magical gate. The PCs will not be able to hear this password without having used magical means. As the PCs overcome the illusion, read the following:

> A portion of the rubble vanishes, suddenly revealing a surprised man standing at the top of a descending, stone stairway. However, the man reacts quickly to your appearance and disappears down the stairway.

If the PCs go to the stairway, they see the following:

> The stairway is made of stone from the Earthfasts and appears to be relatively new. It runs through a huge pile of rubble apparently collected from the ruins of the temple. Over a length of 13 feet/4m, it descends about 10 feet/3m. At the end of the stairway you can see nothing but swirling green light, perhaps a magical field of some sort.

If the PCs simply go through the gate without saying the password *Shadow,* they and any other living creatures within 15 feet/5m of the gate will end up at a cavern entrance in the Badlands. The location should be determined by the Game Master. If the PCs succeed in passing the magical gate, continue to encounter 2. If they make it through the gate and retreat back through it again without saying *Shadow,* they also will be gated to the cave entrance. The entrance is disguised by illusions. The PCs will see only rock.

2 - The Secret, Magical Door and 3 - Rubble. The passage was made by piling up rubble from the Loviatar dungeon ruins. The passage ends at a secret, magical door. *Detect Magic* will show an aura of alteration. The spell *Knock* will open the door. If the door is not detected by magic, then it has to be found before the PCs can proceed. It has neither a doorknob nor a lock. The password *Raugh* will open it.

> After passing through the seemingly magical light, you see a thin passage, no more than a foot and a half wide, that curves through the piles of rubble.

At the end of the passage:

> The passage comes to an end at a stone wall.

After passing through the door, the PCs enter a large storeroom, 16x24 yards/m in size. There is nothing of substantial magical value in the storeroom, nor will one find coins or jewels here. Such items are stored in the secret vault below positions 23 and 25. The merchandise within the storeroom has intentionally been positioned in a manner to force intruders to go through it on a labyrinthine path. Immediately inside of the door on the wall is a lever. It is in the middle position at present. If it is pushed upwards, it will lock disable the trap at location 6 for three rounds. At that time, the lever will spring back to the middle position. If the PCs pull the lever downwards, it will release a 6d8 HP delayed fireball in the middle of the doorway, causing equal damage on both sides. By the time the PCs pass through the door, 1d4+2 fighters trained in archery will be behind the sacks (position 11) waiting to attack the PCs.

1d4+2 rounds after the PCs have entered the storage room, two thieves who are concealed by an invisibility spell will slip through door 12 and each will try to sneak up behind one of the PCs, making a backstab attempt with a dagger tipped in Type C poison (save for fortitude against DC 20/vs. poison for 2d8 hp dmg or 25 hp dmg, takes effect within 1d4+1 rounds). The thieves then will be visible for a round, in which they swallow a potion of invisibility and try then to make their escape. The traps at 5 and 6 will be no hindrance to thieves, who have learned to quickly pass them by climbing on the sides of the shelves.

4 – Shelves. These shelves all are 7 feet/2m high and are filled with contraband, some of it quite valuable. There are quite a number of small barrels of whale oil stored here and there on the shelves, so any use of heat or fire in battle could cause an incredible blaze to break out. Other items on the shelves include valuable silks from Shou Lung, other textiles, stolen parchment books, food conserves, tools, art objects, etc.

5 – Spike traps. These are metal floor grates. It's no secret what they are. One can look through the grates and see a pit 10 feet/3m deep beneath the grates. These traps hold 30 large impaling spikes each a yard/meter long. The PCs need no special abilities to detect these traps. They can see through them and also determine that a trap will support no weight simply by tapping one with their weapons or other items. The PCs probably will find a way around the traps, but doing so will delay them, giving the assassin thieves more time to reach them. A PC falling into a trap will land on 1d4+2 spikes for 1d8+8 hp dmg each.

6 – Spike trap. This larger trap is in essence the same as No. 5, but it holds 80 spikes instead of 30. A PC falling into the trap will land on 1d6+4 spikes for 1d8+8 hp dmg each. This trap can be disabled temporarily with the level near the door at position 2.

7 – Gate to New Sarshel. Anyone who passes through this gate will arrive in the heavily-guarded storeroom of the *Shadow Harbor* temple of Mask in New Sarshel, but only those who say the password *Shadow* will reach New Sarshel. Anyone who doesn't say the proper password will gate to an illusion-disguised cave entrance in the Badlands. Anyone within 13 feet/4m of the person passing through the gate will be taken along.

8 – Crates of Stolen Whisky. This whisky was stolen from Sembian merchants who had docked in New Sarshel. It is too hot to be sold yet and is being stored in the *Maiden's Shadow.* Later, it will be gated to Telflamm and transported by ship to a distant buyer.

9 – Barrels of Beer from Mal. This shipment of bock beer from Mal was en route to Keelbest when it went astray. It will be gated in the next day or two to Telflamm, where it will bring a good black market price.

10 – Gate to Telflamm. The password for this gate also is *Shadow*. It works otherwise just like No. 7, except that the two possible destinations are the storage area beneath the *House of the Master's Shadow* in Telflamm and a disguised cave entrance in the Badlands.

11 – Barley malt extract. This came from the same caravan as the beer and will be transported along with the beer to Telflamm. At present, the guards are behind it with bows and arrows, waiting to fire two salvos per round at intruders. Each guard will fire eight arrows tipped with Type C poison (save for fortitude against DC 20/vs. poison for 2d8 hp dmg or 25 hp dmg in 1d4+1 rounds) before having to resort to normal arrows. The sacks, piled four feet/120 cm high, give the fighters an armor class bonus of –2.

12 – Entry to Quarters. If any guards survive the battle with the PCs and flee through this door, the last guard will throw a small black crystal through the door as he flees. This will activate a delayed and modified version of the priestly blade barrier spell which flashes through the doorway in a Figure 8 pattern to a yard/meter beyond both sides of the door, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 hp dmg. The barrier will vanish after 1d8+4 rounds.

13 to 15 – Magical Traps. Anyone who passes through door No. 12 without saying the password *Darkness* will activate these magical traps. They trigger in the instant a character passes them. Each trap remains for 3d4 rounds before disappearing permanently. The traps have the following effects:

- **13 – Wall of Flame** from floor to ceiling, 4d8 hp dmg, save for Reflex against DC 20/vs. magic for half dmg.
- **14 – Spout of Steam** from floor to ceiling, 4d4 hp dmg, no save
- **15 – Spray of poison gas.** The gas has the effect of Type J poison, save for fortitude against DC 20/vs. poison for 20 hp dmg or die immediately. The gas shoots out to form a thin wall from floor to ceiling and it spreads out one meter to either side after 1 round. New gas shoots out each time another person passes. The gas disperses after 1d4 turns.

16 – Deadly blades. These traps are physical. There are four in all. They are activated by pulling a lever inside the door of room 18. They are triggered by stepping on the stones in the floor directly before the trap. Any PC who triggers a blade must make a Reflex check against DC 18 (*D&D 3E*) or a dexterity check (*AD&D 2E*) or die by being bisected. The heavy metal blades will remain in the floor after falling and have a height of 4 feet/120 cm.

17 – Locked Stone Door. The heavy stone door to room 18, the watch room, will be locked. The door lock is a masterpiece of locksmithing, crafted by a locksmith in Mask's church in Telflamm. Any rogue opens this lock with a DC penalty of 10 or 2E penalty of 15%.

18 – Watch Room. A labyrinth of empty wine barrels, stacked two high to a height of 4 feet/120 cm, blocks the PCs' path. The PCs can knock the barrels down, but they then will have 1d4+4 barrels rolling around the floor in their area for 1d2 rounds. A PC has to make a dexterity check to get past the barrels or trip over a barrel and fall flat on his face for 1 hp dmg.

A certain number of fighters and thieves, armed with short bows, will fire at a few salvos at the PCs but with time to spare, they will run out of the room and slam the stone door behind them. It will lock automatically. This is a master lock too, but its craft is in its ability to lock automatically. It can be opened with normal chances.

Second Stage of Defense

At this point, your PCs should have been in the dungeon for at least one turn. One turn after the first attack round, Demarch Matt Darby will have ordered the second stage of defense to go into effect. Without the PCs being aware of it, these events will be taking place around them:

- Darby will have Raugh gate to Telflamm and a fighter to New Sarshel to call for reinforcements.
- Raugh and the fighter will gate back to Mal through gates 7 and 10.
- Raugh will rebuild the illusion atop the ruin, if necessary, and the fighter will keep watch there, to see if anyone or anything else is threatening the temple from the village below.
- Raugh will teleport from gate 10 to Telflamm and then from Telflamm back to the temple through the gate beneath position 23.
- The reinforcements from New Sarshel will arrive in 1d2+1 turns, that is, 1d2+2 turns after the first attack in the dungeon began, and begin moving through the dungeon from behind to find the PCs and attack them from the rear. You need to decide when they reach the PCs.
- The reinforcements from Telflamm will arrive in 1d2+1 turns (separate roll), that is, 1d2+2 turns after the first attack in the dungeon began, and begin moving through the dungeon to find the PCs and attack them from the ahead. You need to decide when they reach the PCs.
- Darby wants the PCs dead, so that they can tell no tales. If no one follows the PCs within a tenday's time, the temple will go back to business as usual. There no doubt will be tales of how the PCs fell victim to the ghosts haunting the festhall ruins, the Sword of Impiltur will send a daytime patrol to check the scene out, the soldiers will shake their heads sadly at the way the PCs' tracks simply come to an end, etc.
- Temple workers from Telflamm and New Sarshel already are moving the contents of the treasure vaults beneath rooms 22 and 24 into the vaults in the remote temples.

The following will take place as the PCs leave Room 18.

> The door opens onto a long, empty corridor, some 30 yards/meter long and a yard/meter wide, all lit by torches on the wall. Approximately halfway between your position and the opposite end of the corridor, another torch lit passage opens to the left. There are no doors visible.

Short pause.

> At least there was no door, but there seems to be one now, a bit beyond the passage to the left and some 20 yards/meters from your position. Suddenly, an ancient gnome comes out of the doorway and looks in your direction. He seems to be waving at you, but then he then he goes back through the door and vanishes.

Short pause.

> Where it came from is impossible to say, but a huge, wormlike creature with short legs has appeared in the corridor ahead of you, at about the point where the passage turned off to the left. Its body fills the almost the entire corridor, and it seems to be ambling now slowly and mindlessly in your direction.

The PCs are looking at an illusion of a carrion crawler created by Raugh. If they fail to destroy or disbelieve in the Illusion, they'll need to fight it.

19 – Barracks of the thieves and soldiers. By the times the PCs reach these rooms, they'll be empty of occupants. However, reinforcements may be coming from ahead or behind. The most treasure to be found in any of them would be a few coins, and these should be of mixed origin, from Impiltur and Telflamm and perhaps some coins from Sembia and the Vast as well.

20 – Dining hall. By the time the PCs arrive here, the hall will be empty. However, reinforcements may be coming from ahead or behind.

21 – Kitchen. By the time the PCs arrive here, the kitchen will be empty. However, reinforcements may be coming from ahead or behind.

22 – Matt Darby's Chamber. When the PCs arrive here, the room will be devoid of occupants. The furniture remains, but all valuables including the books already will have been removed. Darby and his followers may still be in the vaults below, transporting valuables to Telflamm and New Sarshel. One of two entries to the vaults is a secret trap door beneath the carpet (No. 23).

23 – Trapped trap door. The carpet covers one of two secret and magical trap doors that serve as an entry to the vaults. If the PCs lift the carpet, they will see nothing. To proceed, they need to find the secret door. To open it, they need to get past the first layer of magic that locks it. Normally, the door can be unlocked only by the bearer of a special symbol of Mask engraved with a secret rune of the church on the back. If the PCs manage to lift the door without deactivating the second layer of magic first, they will unleash the door's magical trap – four delayed 10d8 hp fireballs, one in each corner of the room. If any survive that, they are welcome to investigate further. The gates to Telflamm and New Sarshel function only with the symbol of Mask.

24 –Wilma Pryth's Chamber. The situation is identical to No. 22. The secret trap door is beneath the carpet (No. 25).

25 – Trapped trap door. The situation is identical to No. 23..

26 – Maiden's Shadow Temple. This is the actual temple to Mask. When the church took over the ruined cellars of the old bordello, they gathered all the rubble, placing part of it along the entry stairway (No. 3) to channel traffic und much of it here in room 26, to make a shadowy temple to Mask. The rubble forms a small series of dark caves with walls of rubble. Dim torchlight provides for slithering shadows. The temple is empty, but some reinforcements still may be hunting down the PCs.

27 – Raugh's Chamber. The ancient gnome illusionist well may decide to remain when the rest of the temple crew leaves. We've placed furniture in this room on our map, but we'll leave it up to you as Game Master to decide whether Raugh has vanished to New Sarshel or Telflamm with his valuables. If he's still in his chamber, it well may be that he will be using advanced variations of invisibility and will greet the PCs with a plethora of confusing and sometimes threatening or deadly illusions. It's in your hands. Before the PCs can get in, however, they have their work cut out for them. First they have to find the secret door. Then they have to unlock its magical lock. Before they can do that, they have to unravel a trio of magical traps placed upon the lock that will trigger when it's tampered with. The first trap teleports the PCs without error back to the top of the stairway (No. 1) on the surface. If they make their way back to Raugh's chamber, the second magic trap will reverse the sex of each PC. The third layer combines *Improved Invisibility, Mass Invisibility* and *Permanency* into one delayed spell. A third attempt to open the door without banning magic will make all of the PCs invisible, permanently, or until they can dispel the magic. If Raugh still is there when they enter his chamber, he no doubt will be invisible and using his magic to detect them. They of course will be unable to see Raugh or each other.

28 – The mysterious tunnel. The tunnel and the secret door that conceals it go back to the days when this was a temple to Loviatar. When reopening the dungeon, Matt Darby and his followers had little interest in exploring the tunnel to any depth, to find out what the priestess of Loviatar had been using it for. They used the rubble that was left after filling areas 3 and 26 to block off the tunnel entrance, but how deep into the tunnel the rubble was piled is unknown.

House of Many Tomes

Shown only on the Game Master's Map of Impiltur

Just what is to be found in this fortified abbey and temple to Oghma beneath the foothills of the Earthfast Mountains is a mystery known only to few. It is whispered that some or all of the ancient Narfelli tomes of magic found in Tower Ithfell in the Northwest and Kiriagoth's tower in Ilmwatch – if indeed any were found at all – were secreted away from the queen's *Library of Kiriagoth* in Lyrabar for safekeeping. Others contend that all of these volumes remain in the queen's library, some contend they all are in Tower Ithfell or still in Kiriagoth's Tower and there are those who claim to know that no such volumes exist at all.

It is known that the abbey operates anything but a public library. These who wish to enter must negotiate with the Oghmanyte priests and monks of the abbey who are under Loremaster Most Exalted Prespaerin Cadathlyn. For more details see the description of the *Ilian Nar Bards School* and temple to Oghma in the map description for the City of Lyrabar and also the information in the section *Major Centers of Worship* under the entry for Oghma on Page 133 of the accessory *Faiths & Avatars* from (TSR - 1996).

Outentown

Small Town, Conventional. AL: LG. 500 gp limit. Assets: 1,500,000 gp. Population: 1,500 mostly human. Authority figures: Harbembrar, human male, AL:NG, fighter lvl 12, commander, Heralds of Imphras II; Holy Justice Genumbryl, human female, AL:LG, cleric lvl 8, Priestess of Tyr. Others: Painbearer Narylaun, human male, AL:LG cleric lvl 8, priest of Ilmater; Morninglord Randall Turg, human male, AL:LG, cleric lvl 5, priest of Lathander; Luckbringer Daeryl Phipps, human male, AL:NG cleric lvl 8, priest of Tymora; Doomguide Nentil Darnn, human male, AL:LN, cleric lvl 3, priest of Kelemvor; Holy Champion Garth Mendol, human male, AL:LG, cleric lvl 2, priest of Torm; Dirk Smythe, human male, AL:LE, Exp 2, innkeeper and agent of the Iron Throne, Rual Hepbiraun, human male, AL: NG, Exp 4, wainwright; Fandil Hepbiraun, human male, AL:N, Exp 4, blacksmith; Jon Saegardssohn, human male, AL:NG, retired ranger lvl 5, purveyor of travel supplies. Taxation: Benevolent.

In many respects Outentown has as much and as little to recommend it as any other agricultural market town far removed from major population centers. But it also has an exception: The most important intersection in all of Impiltur.

The Heralds Road, which begins in the capital Lyrabar and winds far on to the northeast over Hlammach and Filur to the outpost of Ilmwatch and then beyond over the last fringe of the Great Dale into Damara passes through Outentown. And right in the center of town, the Laviguer Road crosses it. Laviguer Road once carried major traffic in both directions between the key port city of Sarshel and the Vast in the West.

Sarshel's glory has faded, but the traffic that passes between Outentown and the Vast continues to grow. Export trade simply comes to Outentown from all important points in Impiltur and then heads on westward over Mal, Wye and Laviguer, at last reaching King's Reach on the other side of the mountains. And in the same manner, Impiltur-bound trade within the Vast gathers in King's Reach and follows the same trail eastward to Outentown, where it disperses in all Impilturian directions.

That in itself is enough to give Outentown a somewhat different visage than most isolated farming centers, but Outentown has yet another singular facet. Anyone passing through Outentown also must spend the night there, if he or she has a travel goal farther than within the Outentown-Filur-Sarshel triangle, because the next available lodging is distant.

A third road also comes into the crossroad, the old dwarven trail that follows the treacherous high pass up to the dwarven Earthfast City, descending then through the deep Fire River Gorge and following the river down the High Country of the Vast into Raven's Bluff. The trail is open in the warmer months, but only the bravest and foolhardiest attempt to cross it between the Vast and Impiltur. As a result, most farmers in Outentown view the trail only as a wagon road out to their fields that meanders on westward to the mountains, to disappear there.

The town also is crossed by the narrow but rushing Mal Wash, which flows down from the Earthfasts between Wye and Mal and then meanders along the Laviguer Road, roaring through Outentown regardless of the season, and finally pouring into the Easting Reach at Sarshel.

As a result of the heavy traffic generated by the crossroads, the otherwise rural folk of Outentown get to see many kinds of faces and hear many kinds of tales that are rare in other such towns without a similar crossroads. This gives Outentown somewhat more of a metropolitan air than one would expect of it, but it also assures that certain dark and nefarious underworld elements are within the town that simply wouldn't bother with it, if the crossroads weren't there.

After agriculture, inns in Outentown and services to trade caravans are the most important local sources of income. However, with four relatively sizeable inns in town, the owners often have to compete with each other for guests. As a result, the visitor can expect a good room and fine food and drink without having to pay an exorbitant price tag.

Some 1,500 people live in Outentown, many of them local farmers, who maintain their houses, barns and sheds in the city and drive their wagons to fields and their cattle to pasture outside of the walled town. The town is defended by a 50-man garrison of the Sword of Impiltur that is subordinate to War Captain General and Admiral of the Fleet Rilaunyr in Ilmwatch. The Heralds of Imphras II maintain a 10-man garrison with support personnel on the town's north end.

Businesses in Outentown cater either to the needs of the local farmers and merchants, the traveler, or both. Stores, a combination smithy and wainwright and horseyards serve passing caravans as well. Small regional government offices are housed in the sizeable Hall of Justice, run by holy justices and paladins of Tyr. The hall is the court for Outentown, Keelbest and the entire Badlands southeast of Laviguer. The latter dispenses its own justice from Vordric-Dun.

In the courtyard of the Hall of Justice stands a permanent gallows, and the regional prison is in the dungeon beneath the hall. There also is a large shrine to Tyr within the hall. Most locals worship in the temples in the town that are dedicated to Ilmater, Lathander and Chauntea. The size of these temples is due to the combination of local and distant traffic passing through the town. *Imphras' Horseshoe,* the local temple and gambling hall to Tymora, is frequented mainly by travelers.

The town also has shrines to Kelemvor, manned by Doomguide Nentil Darnn, and Torm, manned by Holy Champion Garth Mendol, and open, unmanned shrines to Mystra, Helm and Selûne. These are used mainly by travelers, but the shrine to Mystra was built and is maintained by Luntalbrar, a local mage. There also are hidden, forbidden, unmanned shrines to Talos and Talona, both of which serve the few evil native Impilturians in Outentown as well as perhaps agents of evil.

A relatively new business in Outentown called the *Merchants Guild* is under the close scrutiny of the Heralds of Imphras II. The guild is not a guild at all but rather an investment company that buys and sells caravan shipments. Rumors are rife that the guild is an operation of the Iron Throne, made seemingly more credible by the fact that all those who work in the guild are recent immigrants from Sembia who speak with a Sembian accent. To date, the Heralds of Imphras II have been able to find no trace of wrongdoing on the part of the guild and also no evidence to link it to the Iron Throne.

In truth, the guild is a straight business, one that goes to great extents to stay straight too, because the guild building really is a front for its subterranean shrine to Mask and the new thieves guild that is being established there. Like the temple in Mal, this operation is being steered by the *House of the Master's Shadow,* the large Mask temple in Telflamm. And the *"clues"* indicating that the guild is an Iron Throne operation were planted by Mask's own followers, to keep things confused.

One of Outentown's more interesting residents is the ancient sage and diviner Luntalbrar, who obtains and sells information of all sorts, if the price is right. Like most civilian magi in Impiltur, Luntalbrar is pledged to work with the Wand of Impiltur in times of war.

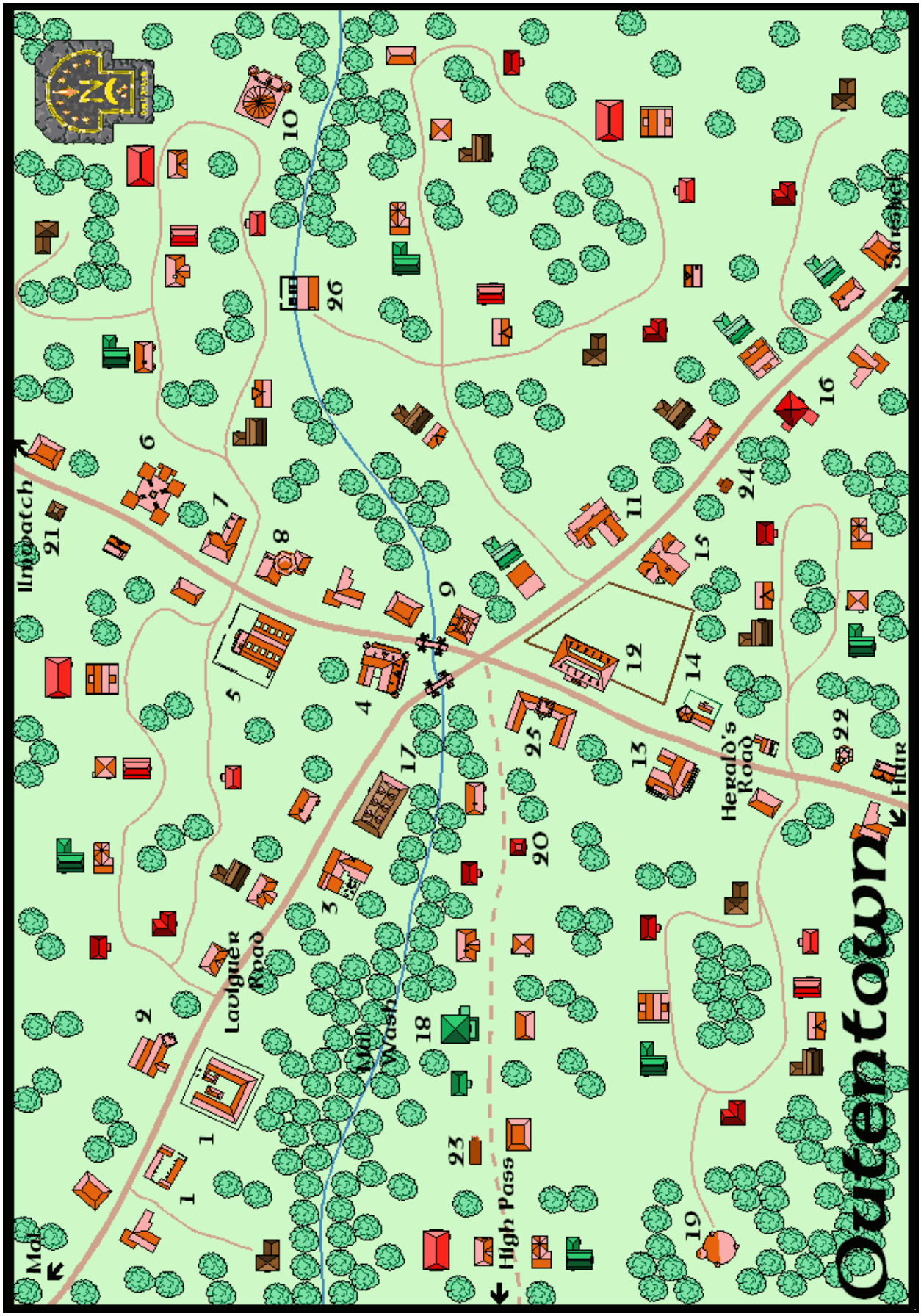
One thing that soon stands out in Outentown is prejudice. Locals do not like the immigrants who settled nearby agricultural areas. They refer disparagingly to these areas as the *"colonies,"* calling the residents there the *"colonists."*

Map of Outentown

1 – Garrison: Sword of Impiltur.

2 – House of the Impilturian Dawn, Temple to Lathander. Morninglord Randall Turg and his junior morninglords, Rem Talsar, cleric lvl 3, and Ilwid Keest, cleric lvl 1, both human male, AL:LG.

3 – Inn: The Impilturian Gate. This is Outentown's main inn for locals and for travelers and caravans on Laviguer Road and soldiers stationed in the town. Due to the presence of the Heralds of Imphras II and the local army garrison, there are no inns or taverns in Outentown where brawls frequently occur, although a brawl is likely to be in the *Gate* at those rare times when one does occur. The inn's tavern has two guest rooms with food service.


Outentown
Mal
Lavigner Road
Mal Wash
High Pass
Herald's Road
Hilir
Sarshel
Ilmpatch
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26

Outentown

The large guest room is used by caravan crews, merchants traveling the Laviguer Road, soldiers and adventurers. The smaller guest room is reserved, which is innkeeper Dirk Smythe's way of saying that it's open only to locals, who have no desire to mix with the transient customers. Dirk Smythe, who came to Outentown from Sembian Selgaunt in the Year of the Wave (1364 DR) and bought the gate. Smythe is the Outentown agent of the Iron Throne, but Throne activity here is limited to intelligence gathering and Smythe's quiet investments on the Throne's behalf in caravans and the wares they're transporting. The *Gate* has 12 single rooms at 8 silver shiners and 8 doubles at 7 silver shiners per person. Hot meals run from 5 to 8 silver shiners, cold meals from 2 to 4 silver shiners. The house brew costs 2 copper bites for a quart/liter tankard. The only other drinks are wines (2 shiners to 1 gold talers per glass, 7 shiners to 3 talers and 4 shiners for a quart/liter bottle) and whiskies (1 shiner to 7 shiners per shot), all from the Easting Reach and the Lyrabar area.

4 – Crossroads Inn. Outentown's most expensive inn is right in the crossroads just north of the Mal Wash bridges. The town's moneyed locals, who are few in number, can be found here, along with the wealthier traders who travel the Heralds Road from Lyrabar or Hlammach to Ilmwatch and the towns of the Merchants Run or Damara. The owner is Tethanyr (human male, AL:N, Exp 1), a junior son of a rich Lyrabar family who used his inheritance to buy the old, traditional inn in the Year of the Harp (1355 DR). The inn itself is a picturesque structure partly half-timbered, with the ground floor made of heavy stone brick from the Earthfasts. Inside, the furnishings are elegant works of wood, and the illumination is from lamps that burn whale oil. The *Crossroads* has 16 single rooms at 1 gold taler and 2 shiners per night and 8 doubles at 1 gold taler per person per night. Hot meals run from 7 silver shiners to 1 gold taler, cold meals from 4 to 6 silver shiners. *Defender Brau* from Mal costs 5 copper bites per quart/liter tankard. When it's in season, a quart/liter tankard of Mal *Imphrator* costs 6 copper bites. The only other drinks are wines (5 shiners to 2 gold talers per glass, 1 taler, 8 shiners to 7 talers for a quart/liter bottle) and whiskies (2 shiners to 1 taler per shot), all from the Easting Reach and the Lyrabar area.

5 – Hepbiraun Wagons and Smithy. This business caters both to local farmers and passing caravans. It is owned by the Hepbiraun brothers, natives of Outentown. Brother Rual is a wainwright and brother Fandul s a blacksmith. He does not work with weapons, confining himself to tools, farm implements and the like.

6 – Garrison of the Heralds of Imphras II. Only 10 heralds are stationed here, and most of the are under way at any given time. But the garrison also serves as an administrative center for all of the Heralds who work between Laviguer and Outentown, and it is the headquarters of their commander, Harbembrar and his deputy Lashiryl (human female, AL:NG, cleric lvl 8, Priestess Helm). As a result, the garrison also has a staff of about 30 civilian support personnel.

7 – Jon Saegardssohn's Travel Supplies. Saegardssohn is a native of Bezentil in the Great Dale. He ran a similar shop for several years in Bezentil, however there he specialized more in supplies for hunters, adventurers and members of the militia. His prices are about 5% higher than those in the PHB, if the items have to be transported to Outentown.

8 – Luck of Imphras, Tymora Temple and Gaming Casino. The priests here are Daeryl Phipps, a native of Ravens Bluff, and his assistant Luckbringers Lenanda Sar (human female, AL:NG, cleric lvl 5, Priestess of Tymora) and Witta Nill (human female, AL:NG, cleric lvl 1, Priestess of Tymora).

9 – Laviguer-Outentown Coster. The name of this organization is bigger than the business. It was founded in the Year of the Tankard by the Bethraunyr brothers, Seth (human male, AL:NG, War 2) and Rennet (human male, AL:N(E), Rogue lvl 3). It is their ambition to have large staging areas in Outentown and Laviguer that run the main caravan trade between Outentown and the Vast. At present, they have only a modest staging area in Outentown. Nonetheless, the business is successful and growing.

10 – The House of Bounty, temple to Chauntea. The temple is run by Nenna Thargh (human female, AL:N, F&A monk of Chauntea lvl 8).

11 – Sea Breeze Inn. The *Sea Breeze* is getting back on its feet again, after being closed for several years following the crash of the bloodstone market. Before Zhengyi's invasion of Damara, when Sarshel was the main harbor for transporting bloodstone, the *Sea Breeze* was Outentown's finest inn. It catered to the rich merchants who traveled to Sarshel to trade in bloodstone.

The closed inn was purchased in the Year of the Staff (1366 DR) by Qunumbrar (human male, AL:NG, Com 4), a native of Sarshel who had been forced to close the family inn there due to a lack of business. Qunumbrar and members of his family did the lion's share of the necessary restoration work and reopened the inn in the Year of the Shield (1367 DR). Although the expensive *Crossroads Inn* still has the best reputation among Outentown's hostelries as well as the proudest prices, the *Sea Breeze* certainly has the best food and the friendliest guest service. It also specializes in dishes of fresh fish and shellfish, brought in fresh daily from spring to late fall from the fish market of Sarshel. The *Sea Breeze* has 12 single rooms at 9 shiners per night and 6 doubles at 8 shiners per person per night. In season, the *Sea Breeze's* famous seafood entrees run from 6 silver shiners to 1 gold taler. Otherwise, hot meals run from 5 to 8 silver shiners, cold meals from 2 to 4 silver shiners. *Salt Wind Brew* from Sarshel costs 3 copper bites per quart/liter tankard. The only other drinks are wines (3 shiners to 1 gold taler per glass, 1 taler to 3 talers for a quart/liter bottle) and whiskies (1 to 8 shiners per shot), all from the Easting Reach and the Lyrabar area.

12 – Sampahn Morgon's Stables. Sampahn (human male, AL:N, War 7) was a Tuigan prisoner of war in the Great Dale who decided to stay in the West after being freed. His knowledge of sources brought him a quick and respectable income, after people came to trust him. He purchased the stables in Outentown in the Year of the Gauntlet (1369 DR). It already is known in Hlammach and Lyrabar as the source of the best horses in Impiltur. Sampahn's horses all are of high quality and well cared for. The process average 15% above those in the PHB.

13 – Falling Star Inn. Outentown's smallest in has decent food, drink and accommodations, not of which are exceptional. As such, it gets largely overflow traffic, rather than regular customers. But there's enough of that for innkeeper Sepp Senner (human male, AL:N, War 3, Exp 1), a retired cook in the Sembian army, to make a living on. The *Falling Star* has 6 single rooms at 6 shiners per night and 3 doubles at 5 shiners per person per night. Hot meals run from 4 to 7 silver shiners, cold meals from 1 to 3 silver shiners. Seep's house brew costs 2 copper bites per quart/liter tankard. The only other drinks are simple wines (3 to 5 shiners per glass, 1 taler to 2 talers for a quart/liter bottle) and whiskies (1 to 4 shiners per shot), all from the Easting Reach.

14 – Tear of the South, Ilmater temple. Priests: Painbearer Narylaun and his assistants, Painbearer Xartharyl (human female, AL:LG, cleric lvl 6, Priestess of Ilmater), Sister Haelumbara (human female, AL:LG, F&A monk lvl 4), Painbearer Eselraun (human male, AL:LG, cleric lvl 2, Priest of Ilmater).

15 – Rigfrida Togardsdottir's General Store. Food and general merchandise in line with PHB prices. Rigfrida (human female, AL:NG, Exp 1) is a war refugee from destroyed Rublshofn in the Great Dale. She opened her general store in Outentown in the Year of the Wyvern (1363 DR).

16 – Shrine to Kelemvor. Tended by Doomguide Nentil Darnn, a refugee from destroyed Ulfshofn in the Great Dale.

17 – Merchants Guild. House of trade and finance headed by the Sembian emigrant Sarl Kuning (human male, AL:NE, Rogue lvl 6). Beneath the guild house is Outentown's secret shrine to Mask.

18 – Shrine to Torm. Tended by Holy Champion Garth Mendol.

19 – Tower of the Sage and Diviner Luntalbrar.

20 – Shrine to Mystra.

21 - Shrine to Helm.

22 – Shrine to Mystra.

23 – Hidden Shrine to Talos.

24 – Hidden Shrine to Talona.

25 – Hall of Justice With Tyr Temple. Holy Justice Genumbryl and her aides, Holy Justice Hunara (human female, AL:LG, cleric lvl 5, Priestess of Tyr), Holy Justice Riflraun (human male, AL:LG, cleric lvl 1, Priestof Tyr), Sir Salninmbrar (human male, AL:LG, Paladin of Tyr lvl 7), Sir Tethlnyr (human male, AL:LG, Paladin of Tyr lvl 4).

26 – Outentown District Mill. The miller is a native of Outentown named Berylraun (human male, AL:NG Exp 3) . This is a combination stone and hammer mill, milling flour and pressing vegetable oil.

Northford

Hamlet, Conventional. AL: NG. 100 gp limit. Assets: 750 gp. Population: 150, 98% human, 2% dwarven. Authority figure: Steward Jespelaun, human male, AL:N, Fighter 14, Steward of the North District in Nornburg Castle; Punjihl Tethelraun, human male, AL:N, Aris 4, Exp 2, innkeeper (unofficial village leader), Official authority: Passing Heralds of Imphras II; Major Zimbrar, human male, AL:LG, Paladin (Ilmater) 10, commander of Fort Dambrar. Others: Heesters Burddh, human male, AL:NG, Exp 6, blacksmith; Heribert Pundrusk, human male, AL:NG, Exp 5, wainwright; Jasper Pundrusk, human male, AL:NE, Exp 4, wainwright; Till Euneth, human male, AL:N, ranger lvl 3. Taxation: Normal with agricultural tithing, hunting licenses, trade road tolls and mining taxes to Steward Jespelaun.

Northford is a small rafting, milling and service hamlet that exists largely to maintain the ford across the River Icehilt and to make it possible for the mountain town of Dunfee to send its wares onward to its markets. It lies at the northwestern foot of the Badlands, in the narrow valley of the River Icehilt that divides the Earthspurs from the Badlands. A bit more than a mile/2 km above Northford in the rocky hills stands the regional outpost of the Impilturian army, Fort Dambrar.

The military detachment is Northford's greatest economic pillar. All supplies for the fort are purchased from the merchants of Northford. Beyond that, however, the fort plays little role in the daily lives of the hamlet's residents. Soldiers from the fort usually are seen only when they ride through Northford. Major Zimbrar, the fort's commander, and his troops have a huge mission to fulfill. It's their job to keep the High Pass and the northern part of the Dunfee Trail relatively safe. Their area of responsibility begins at the Y in the trails east of the Nornburg.

The River Icehilt roars down the Earthspurs in a series of cascades and waterfalls some 10 miles/15 km southwest of Northford. From that point, the icy waters continue as rushing rapids for the next few miles/kilometers until the river valley levels, the descent becomes minimal, and the Icehilt broadens, becomes shallower and flows at a more leisurely pace.

The widest and shallowest stretch of the Icehilt is in Northford directly above a 16 foot/5m high waterfall. Below the falls, the Icehilt begins another descent that continues eastward along the foot of the Earthspurs until the pace slows again where the waterway turns to the southeast to flow through the Lyon's Oak Wood and on into Traders Bay.

Only the rapid flow of the Icehilt makes it possible for the hardy loggers and miners of Dunfee above in the Earthspurs to eke out a living. The costs of transporting Dunfee's wares down the mountain and across the land with sledges and wagons would destroy the town's profit span, but with the Icehilt providing the power, raftsmen can quickly move large amounts of cargo downstream through Traders Bay to the port at Keelbest.

Most of Northford is owned by the loyalist family Tethelraun of Dilpur, which also buys much of the lumber and ore brought down the mountain from Dunfee and then resells it on the domestic market as well as to the lands along the Sea of Fallen Stars. Development in Northford began in the Year of Maidens (1361 DR), when the Tethelrauns started a huge construction project along the ford to establish a raft building factory, a sawmill and workers' cabins.

The project was complicated to realize, due to the nature of the riverbed. Because of transportation costs it would have been economically infeasible to construct the raft building factory farther downstream from the ford, where the Icehilt flows somewhat more gently. At the same time, the north bank of the Icehilt was the only suitable area for constructing new rafts and launching them without having them immediately dashed against the large rocks in the riverbed that filled the south bank.

However, only the land south of the river was suited for channeling a millstream to drive the sawmill. As a result, the Tethelrauns built a cable transport system across the river. Raw timber brought down the mountain from Dunfee is unloaded at the raft works and transported by cable and pulley across the Icehilt to the sawmill. Cut lumber used to build rafts then is moved by cable back across to the north bank.

It did not take long after the opening of the raft works before the first orc attacks began, causing serious damage to the new operations as well as to some farms near Northford. The Tethelrauns already had been planning to erect an inn in Northford, to accommodate the merchants who travel frequently between the Laviguer Road and Dunfee.

These plans were expedited, and the family added a wing to the planned inn to act as a barracks for the Sword of Impiltur and the Heralds of Imphras II. The inn, the *Valiant Raftsman,* opened in summer of the Year of the Wyvern (1363 DR). It too remains in the hands of the Tethelraun family. It was expanded in the Year of the Sword (1365 DR) to include stables, corrals and horse sales.

The opportunity to earn money – through transportation and serving Fort Dambrar - also has brought other businesses to Northford. In the Year of the Staff (1366 DR), a blacksmith moved to the town to gain the extra trade generated by travelers and the military outpost. The following summer, in the Year of the Shield (1367 DR), two brothers, both craftsmen from Bay Town, tired of the corruption in which they had grown up, pulled up stakes and moved to Northford to establish a successful wainwright's business there.

Not all of Northford is shown on the *Northern Journey* map of the village. The road that runs eastward along the south bank of the Icehilt to Lyon's Oak and Keelbest is just below the area at the bottom of the map. About half a mile/a kilometer downstream from the main part of the village is the Northford raft landing.

There is heavy rafting traffic on the Icehilt during the ice-free months. The river is used not only to transport wares from Dunfee to the southeast but also to transport supplies back to Northford and the northwest. At the Northford raft landing east of the village proper, the flow of the river remains rapid but becomes somewhat more gentle, and there are fewer large rocks in the water.

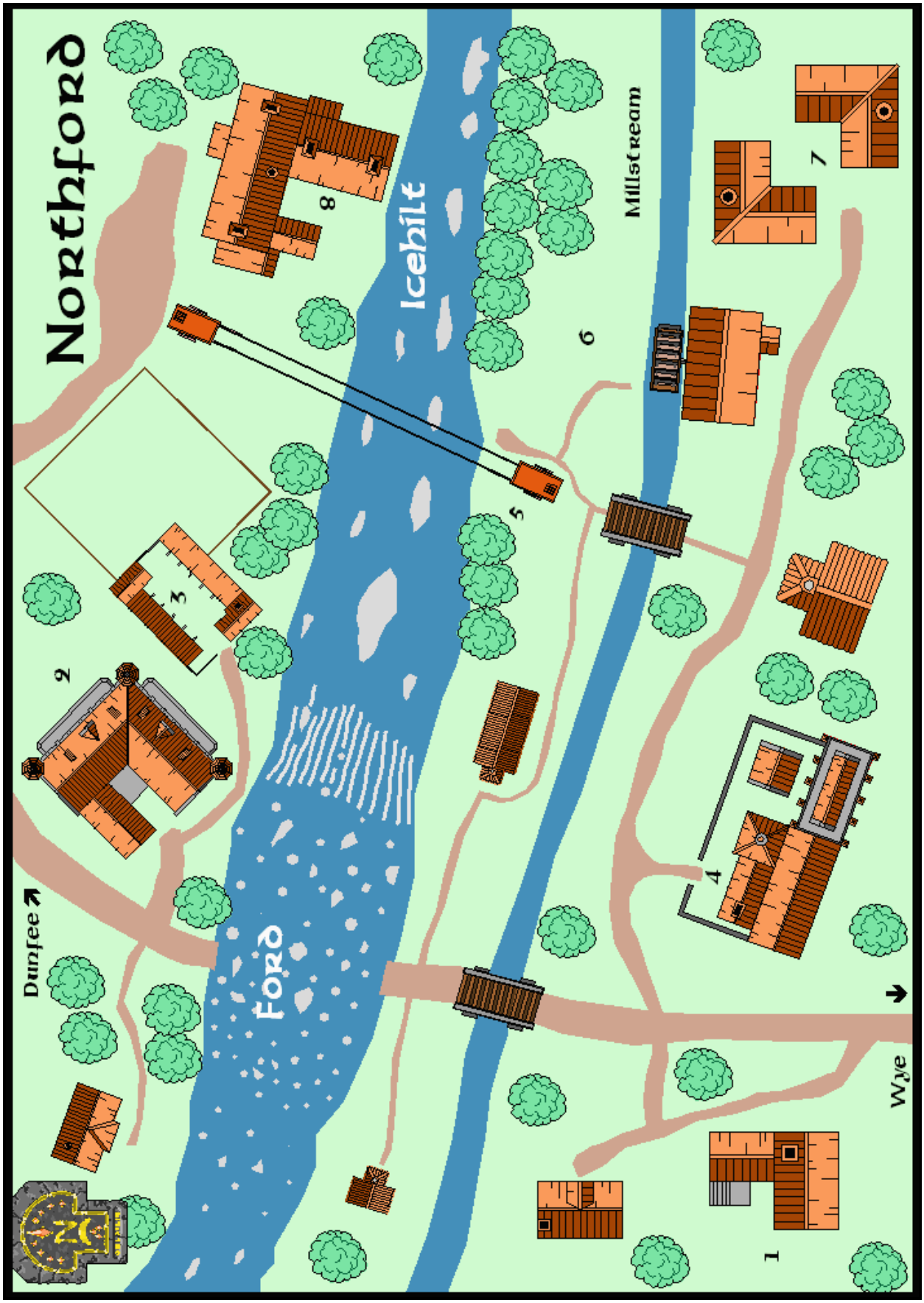
Most raft traffic begins and ends at the landing, not at the raft works on the north bank in the village. From the edge of the Lyon's Oak Wood to the landing, returning rafts are pulled upstream by horses riding the road on the south bank and poled by raftsmen to keep the rafts on course.

The most difficult rafting operations involve the heavier timber and ore shipments that are sent downstream from Northford. Because of the number of heavy-duty wagons that would be needed, this cargo cannot be transported by road from Northford proper to the landing. Instead, it is loaded onto rafts in the rapid, swirling waters beneath the raft works where usually only new rafts are launched.

Only Northford's strongest and most skilled raftsmen are able to steer these heavily laden rafts past the many deadly rocks in the rapids between the village and the landing, and they alone are able to pole the empty rafts back upstream against the strong, rapid current from the landing to the village.

Northford is not a prime spot for your PCs to seek out adventure, but they most certainly will spend a night here in the *Valiant Raftsman,* if they decide to travel to Dunfee or between Northford and Lyon's Oak. There are no true villains living in Northford, although one of the wainwrights, Jasper Pundrusk, receives a payment of 10 gold talers a month from a traveling merchant of Keelbest's Easting Reach Coster for all information he can gather from travelers. The coster is a new front operation of the Iron Throne.

While adventures per se are unlikely in Northford, the PCs can pick up all kinds of interesting tidbits from travelers in the *Valiant Raftsman* as well as perhaps providing a few tidbits for Jasper Pundrusk and the Iron Throne. The rafts also provide your PCs with a convenient means of travel in both directions, allowing their horses to rest, and to travel quickly downstream. Passage between the Northford landing and the landing at the edge of Lyon's Oak Wood costs 1 gold taler, one way.



Northford

Map of Northford

1 – Heesters Burddh, Blacksmith. Burddh (human male, AL:NG, Exp 6) is an accomplished blacksmith without talents for weapon or armor work. He migrated to Impiltur from Chessenta a dozen years ago. He has prospered since his move to Northford.

2 – Valiant Raftsman Inn. The owner is Luun (human male, AL:NG, Aris 12) of Dilpur, who heads the loyalist Tethelraun family that controls much of Northport. The innkeeper is his nephew, Punjrar, a crafty businessman in his late 30s. The *Valiant Raftsman's* food and drink are respectable. Accommodations are spartan but comfortable. The *Raftsman* has 18 single rooms at 7 shiners per night and 10 doubles at 6 shiners per person per night. Hot meals run from 5 silver shiners to 1 gold taler, cold meals from 3 to 6 silver shiners. The house beer, a lager, costs copper bites per quart/liter tankard.

3 – Valiant Raftsman Corrals. The corrals belong to the inn. They are used to stable guests' horses and the animals of those who wish to travel without horses by raft or by foot in the Northford area. The corrals also deal in horses, buying at 10% under PHB prices and selling at 10% over PHB prices.

4 – Pundrusk Wagon Works. Owned by the brothers Heribert and Jasper Pundrusk, natives of Bay Town on Traders Bay. This is a large plant that buys mountain lumber from the sawmill and custom-made metal parts from Heesters Burddh. The two wainwrights have a team of a dozen workers who produce wagons of all sizes and light and heavy duty sledges, not only for road trade but also for local farmers.

5 – Icehilt Transport Cable. Owned by the raft works, the cable is used to transport mountain timber across the Icehilt to the saw mill and cut wood back to the raft works.

6 – Northford Wood Works. Sawmill owned by the Tethelraun family. The master sawyer is Hennet Arnugh (hm NG lvl 0), an immigrant from the Vilhon Reach.

7 – Northford Cabins. The cabins are owned by the Tethelraun family. They are intended mainly to house workers at the different works of the Tethelraun family, but when there are vacancies, adventurers can rent rooms in the cabins at 1 gold taler for a tenday.

8 – Northford Raft Works. Owned by the Tethelraun family. The raftmaster is Till Euneth, an immigrant from the area east of Ylraphon in the Vast. The raft works produces heavy duty rafts for transporting lumber and ore, middleweight rafts for transporting farms products, passengers and livestock and lightweight rafts for private persons. Commercial rafts have a lifespan of three to five years, assuring the raft works of continuing business.

Fort Dambrar

Military fort – small town-sized, Nonstandard: Military. AL: L-NG. 800 gp limit. Assets: 40,400 gp. Population: 1,010, 99% human, 1% other. Authority figure: Major Zimbrar, human male, AL:LG, Paladin (Ilmater) 10, commander; two Wands of Impiltur, human male or female, AL: various, Wizard 6, Sorcerer 5; 1 Chaplain, human female, AL:LG, Cleric of Ilmater 6; 1,000 soldiers of the Sword and Wand of Impiltur, human male and female, AL: various, Fighters and Warriors 1-8;. Taxation outside the fort: Normal with agricultural tithing, hunting licenses, trade road tolls and mining taxes to Steward Jespelaun. Encounters: See *Impilturian Badlands* in the new encounters section of the *Northern Journey Campaign Guide* Version 8.1.

Fort Dambrar differs from the other three military outposts in the Badlands in that there are few settlers living in the direct vicinity of the military outpost who make a de facto hamlet or village of it. The fort is in a stony pocket of the Badlands directly above Northford. There are no large meadows near the fort that can serve for sheep grazing or any other kind of agriculture. Only a few prospectors' shacks stand outside the fort's walls.

Major Zimbrar and his soldiers have the toughest mission among the four military outposts in the Badlands. They not only must guard the Dunfee Trail from the Xorn Wash northward to Northford and the Icehilt Trail eastward from Northford to the Lyon's Oak Forest, but they also must protect the High Pass to the Damaran border on Lake Icemelt and the rest of the Dunfee Trail to Dunfee. For that reason, Zimbrar commands twice as many soldiers as most of the other forts.

Unlike the other outposts, there's only emergency help available for adventurers and other travelers at Fort Dambrar. Those who pass through its isolated mountain pocket are expected to go the last mile/2 km downhill to Northford if they're in need of lodging, food or supplies. The same applies to the prospectors who have shacks in the vicinity of the fort. The stores within the fort are intended to serve only the soldiers stationed there.

At present, Major Zimbrar's troops are having serious problems with orcs along the High Pass and with large numbers of grimlocks coming up from the Underdark and onto the Icehilt Trail.

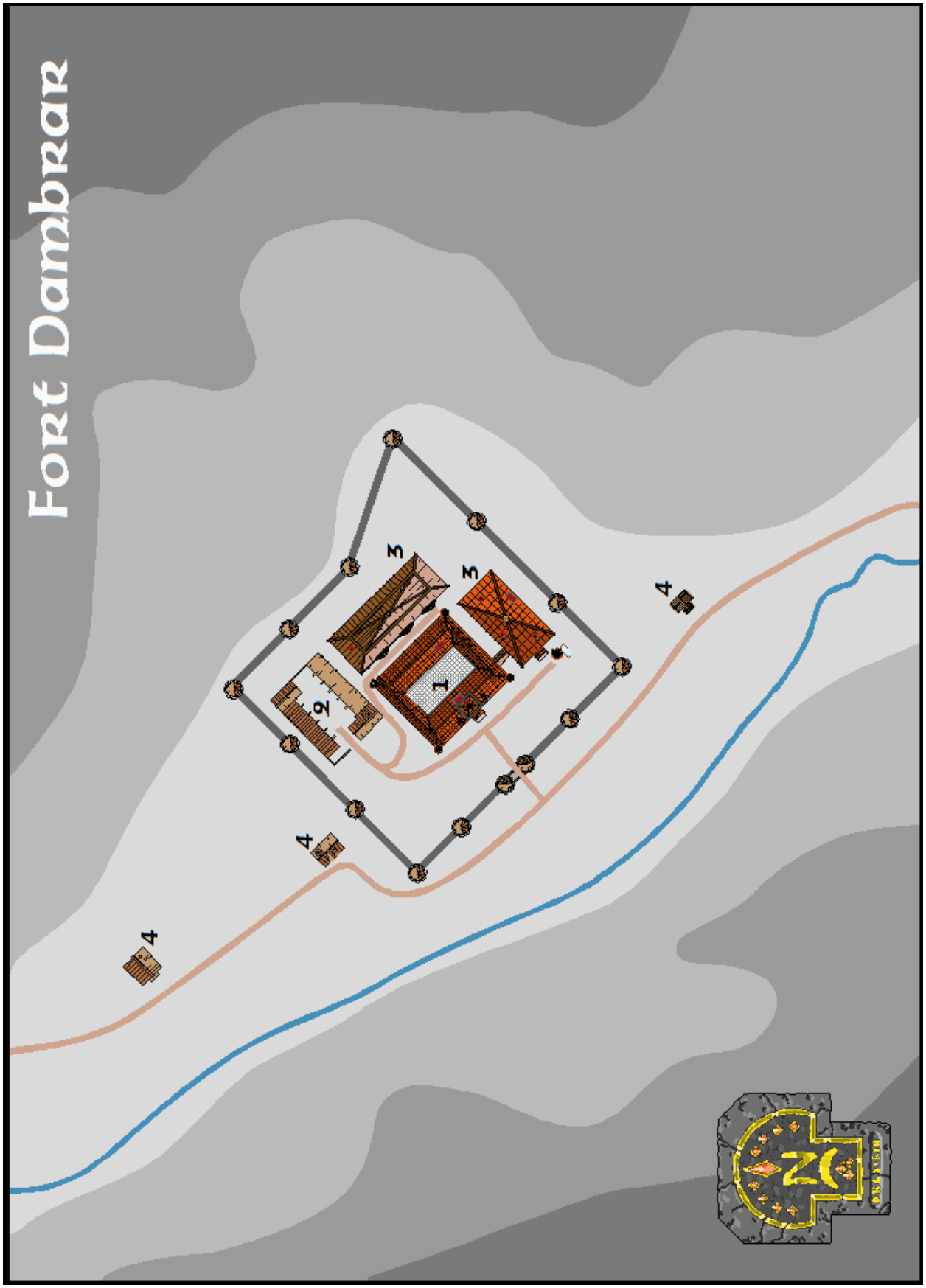
Map of Fort Dambrar

1 – Administration and Officers' Quarters.

2 – Stable.

3 – Barracks. Each of these buildings is five stories high with housing room for 100 soldiers on each floor.

4 – Prospectors' Shacks.



Fort Dambrar

Nornburg

Hamlet, Conventional. AL: NG. 100 gp limit. Assets: 1,625 gp. Population: 325, 98% human, 2% dwarven. Authority figure: Steward Jespelaun, human male, AL:N, Fighter 14, Steward of the North District; Nelsembra, human female, AL:CN, Sorcerer 15, mistress and mage of the steward; *"Marshall"* Trenskyr, human male, AL:CN, Fighter 13, commander of the steward's mercenaries. The Mercenaries, all human male and female, AL: various: Two wizards 11 and 8; one cleric of Tempus 7; one cleric of Ilmater 5 and 225 mercenary fighters, warriors, rogues and rangers, 0 to 12. Taxation: Normal with agricultural tithing, hunting licenses, trade road tolls and mining taxes. Encounters: See *Impilturian Badlands* in the new encounters section of the *Northern Journey Campaign Guide* Version 8.1.

Jespelaun, still a tough fighter with his 55 years, had managed to reach the rank of major and a battalion commander's position before resigning his commission with the Wand of Impiltur. The savvy officer knew that that the chances of non-paladins advancing beyond his stage in the Impilturian army were poor although not impossible.

Well-staked from his military gelt, he and other companions who left the military went off adventuring in the Vast, where they found a substantial treasure of gold and ancient dwarven heirlooms. They kept the former and sold the latter to ancestors of the old dwarven clans of the Vast. When the Impilturian crown announced its intention of forming four stewardships for the Badlands, Jespelaun applied for and was awarded one of them. With his adventuring gains from the Vast, he financed construction of his non-luxurious but formidable Nornburg.

As steward of the Badlands' north district, Jespelaun has the first line responsibility for quelling monster activity within his district, where the soldiers of Fort Dambrar have the primary responsibility of keeping the trade routes relatively safe. In times of emergency, of course, both the steward and the military are pledged to come to each other's aid.

Jespelaun's main source of income is in the commissions he receives from the crown for the protective services that he provides. These come up to 8,000 gold talers monthly plus a gold taler per slain meazel, grimlock, etc. The latter figure is of note, because the mercenaries of the Nornburg have been successful hunters.

With the presence of the steward, both the high valley surrounding the Nornburg and the Xorn Wash Valley on the southern border of Jespelaun's district have become relatively safe for resident shepherds. Large flocks graze the scrub grasses in both valleys. The steward collects a 10% tithe from meat and wool sales. Because the two valleys are closer than any other Impilturian agricultural area to Forts Dambrar and Tilraun as well as the mountain settlement of Dunfee, mutton, lamb and wool sales from the northern district generate good profits and tithes.

The shepherds of the north district do, of course, have to have to make strong profits to make their stay in the Badlands worthwhile. The steward's mercenaries do offer a respectable measure of protection, but there still are frequent monster raids upon grazing flocks, and every year, more than one shepherd loses his or her life in such raids.

A diet that consists only of mutton and lamb would make life in the Badlands dreary indeed. As a result, the forts, castles and shepherds' settlements also offer a good market to hunters and fishermen. Lone hunters would, of course, have poor chances of survival in the Badlands. For that reason, most hunters have joined small hunting companies of four to eight experienced hunters who are warriors or rangers and who operate similarly to adventuring bands.

There are no businesses in the north district, but the Nornburg is a substitute for them to some extent. Jespelaun keeps a well-stocked storehouse, where hunters, shepherds and others who live in the Badlands can buy supplies. Adventurers or rare travelers in the Badlands can room in the castle. Very spartan guest rooms, a bit chilly and drafty in winter, are available, if needed. These rooms are not normally heated, but guests are supplied with all of the firewood they need. Such accommodations cost a gold taler per night.

Guests also can eat and drink in the mercenaries' mess within the castle. Meals also cost a gold taler daily, but the money buys all that one can eat and drink three times a day. Drink is limited to the house lager from the *Valiant Raftsman* in Northford and fresh well water.

In the dark winter months when little travel is possible, Traders Bay swamp whisky is substituted for beer. However, Jespelaun is looking for a brewmaster ready to build a house brewery that makes it beer from purchased barley malt and dried hops. The steward discourages long stays by outsiders except when weather prohibits travel or when he is doing business with the guests.

In a pinch, travelers also can buy a few weapons from the steward's armory. The dwarven master weaponsmith, armor maker and blacksmith who work for Jespelaun in the castle will repair travelers' items, but work that needs to be done for the steward's mercenaries always has first priority.

Game masters who bring their parties into the Badlands should understand the mindset of most of those who live there. Badlanders tend to be people who have faced adversity in their earlier years and who have come out ahead against. Lives of luxury do not interest them; roughing it and making it through hard times do not frighten them.

Badlanders tend to be people who have a strong sense of independence and a desire to control their own lives. The lawfully-good structured life of the cities and villages of Impiltur's lowlands, based upon the social molds created by the Ilmatari Lords of Imphras II paladins who rule the land, are anathema to them. This is not because they are evil, but because they want to be free creatures who live in an environment that makes no attempt to control or shape them.

The fine things that money can buy are no value to them. They cherish the wilderness lives they lead, and they attach much more value to things like the firewood that they chop, split, stack, age and then burn, than a princess in a noble castle would value a diamond worth thousands of gold talers.

Map of the Nornburg Settlement

1 – The castle and its defensive tower.

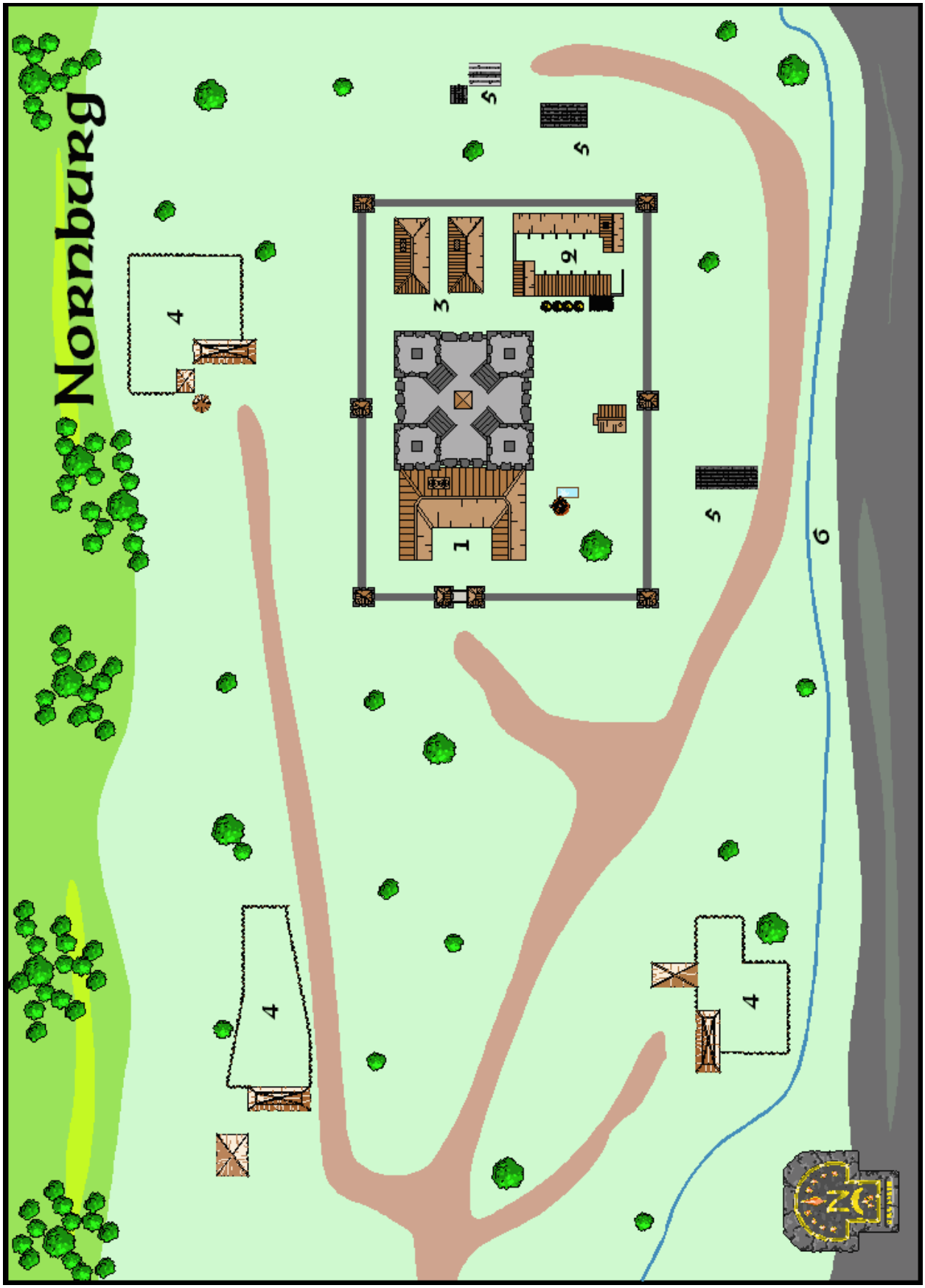
2 – Mercenaries' Stalls.

3 – Mercenaries' Barracks.

4 – Shepherds' Farms.

5. Prospectors' Housing.

6 – Nornflow Creek.



Nornburg fortress castle

Fort Tílraun

Military post, village size, Non-Standard. AL: NG. 200 gp limit. Assets: 2,550 gp. Population: 510, 99% human, 1% other. Authority figure: Major Lundilara, human female, AL:LG, Paladin of Ilmater 10, commander. Cleric of Ilmater, human female, AL:LG, Cleric 7; Cleric of Tempus, human male, AL:CG, Cleric 6; two Wands of Impiltur, human male and female, AL: various, Wizard 4 and Sorcerer 7; 500 soldiers of the Sword of Impiltur, human male and female, AL: various, Fighters and Warriors 1-9. Taxation: Normal with agricultural tithing, hunting licenses, trade road tolls and mining taxes to Steward Siminraun. Encounters: See *Impilturian Badlands* in the new encounters section of the *Northern Journey Campaign Guide* Version 8.1.

Major Lundilara is responsible for patrolling the Dunfee Trail from Wye northward to the Xorn Wash the swamp trail eastward through the swamp to Blue Fang and then northward and southward from there to the northern edge of Lyon's Oak and southward to Orc Creek.

The fort will offer passing travelers a single night's food and lodging for 1 gold taler, but if the weather allows, the guests are expected to continue their journey on the following day. If not, Major Lundilara can extend their stay.

At present, the major and her troops are having serious problems with meazel raids upon travelers on the part of the Dunfee Trail between Meazel Creek and the Xorn Wash. There also are never-ending conflicts with trolls in the swamplands of the east.

Map of Fort Tílraun

1 – Fortress Castle. Administrative headquarters and officers' quarters.

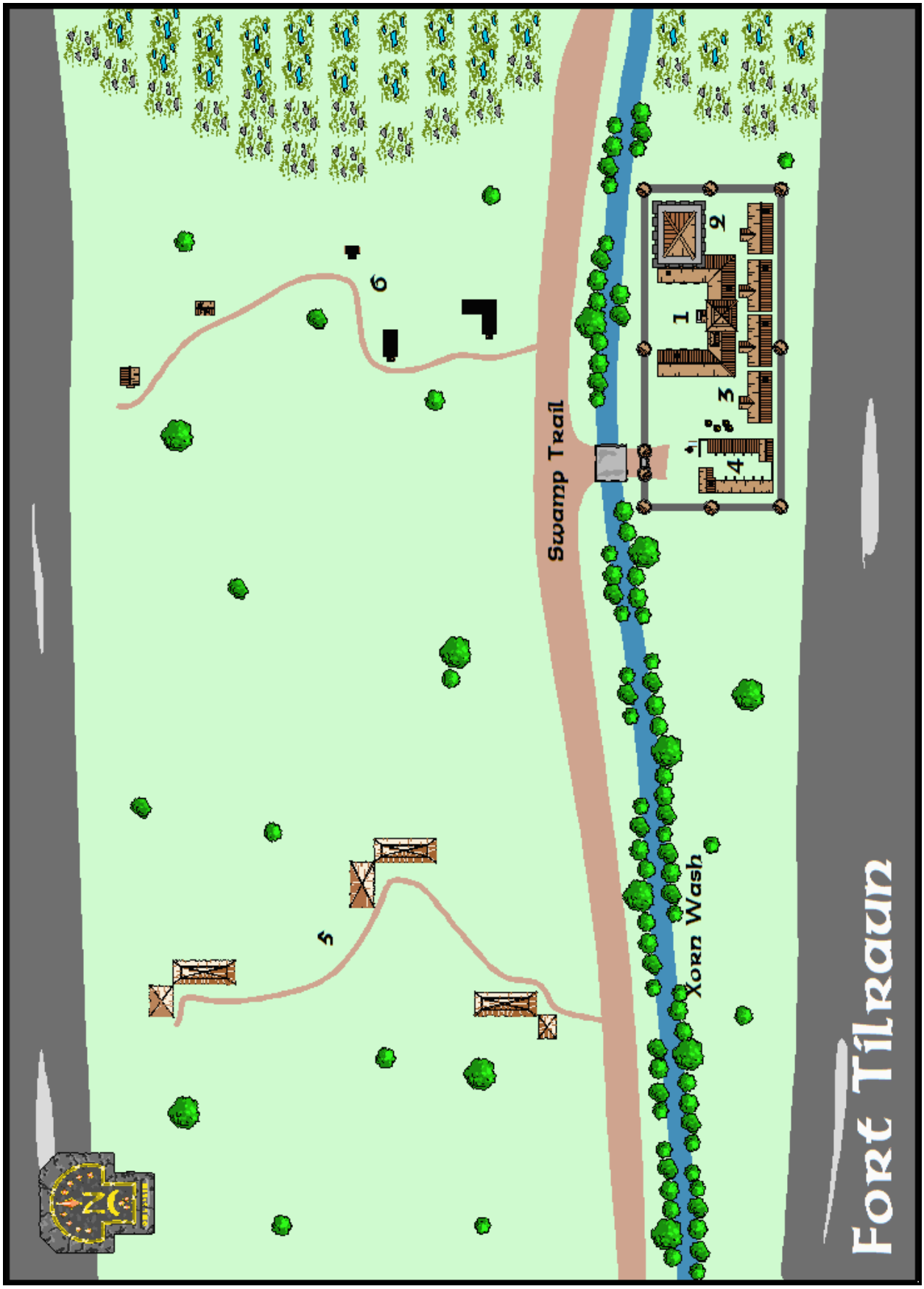
2 – Defensive Tower.

3 – Barracks.

4 – Stable.

5 – Shepherds' Homesteads.

6 – Prospectors' Shacks.



Fort Tilraun

Castle Suhmar

Hamlet, Conventional. AL: NG. 100 gp limit. Assets: 1,250 gp. Population: 250, 98% human, 2% dwarven. Authority figure: Steward Siminraun, human male, AL:N, Fighter 13, Steward of the Central District; Tombrar, human male, AL: N, Conjurer 15, mage of the steward; Wandara, human female, AL:CG, Cleric of Tymora 8; Jundrar, human male, AL: N, Cleric of Tempus 3; Kondrar, human male, AL: N, Fighter 14, commander of the steward's mercenaries. The Mercenaries, all human male and female, AL: various: 200 mercenary fighters, warriors, rogues and rangers, 0 to 12. Taxation: Normal with agricultural tithing, hunting licenses, trade road tolls and mining taxes. Encounters: See *Impilturian Badlands* in the new encounters section of the *Northern Journey Campaign Guide* Version 8.1.

Siminraun, aged 49, spent his military career in the Wand of Impiltur commanding patrols along the Laviguer Road. When he resigned his commission, he had reached the rank of captain. After the leaving the military, he spent three years in different adventuring groups that braved the dangers of the Earthspurs northwest of Impiltur. Most members of both bands left their lives behind in the mountains.

Siminraun's second band found an incredibly valuable dwarven treasure from the ancient days of Sarphil in the mountains: Only the steward and two of his companions managed to leave the Earthspurs alive, but they did so with the most valuable pieces of the dwarven treasure still in their hands. Siminraun used his share to stake his position as steward of the Central District and to build Castle Suhmar, named after his father.

As steward of the Badlands' central district, Siminraun has the first line responsibility for quelling monster activity within his district, where the soldiers of Fort Tilraun have the primary responsibility of keeping the trade routes relatively safe. In times of emergency, of course, both the steward and the military are pledged to come to each other's aid.

Siminraun's main source of income is in the commissions he receives from the crown for the protective services that he provides. These come up to 8,000 gold talers monthly plus a gold taler per slain meazel, grimlock, etc. The latter figure is of note, because the mercenaries of the Nornburg have been successful hunters.

In his district shepherds and prospectors confine themselves largely to the Meazel Creek Valley and the forest land north of it. The steward collects a 10% tithe from meat and wool sales. He also licenses hunters and prospectors as well as collecting caravan tolls.

There are no businesses in the central district, but Castle Suhmar is a substitute for them to some extent. Siminraun keeps a well-stocked storehouse, where hunters, shepherds and others who live in the Badlands can buy supplies. Adventurers or rare travelers in the Badlands can room in the castle. Spartan guest rooms, a bit chilly and drafty in winter, are available, if needed. These rooms are not normally heated, but guests are supplied with all of the firewood they need. Such accommodations cost a gold taler per night.

Guests also can eat and drink in the mercenaries' mess within the castle. Meals cost a gold taler daily, but the money buys all that one can eat and drink three times a day. Drink is limited to Steerbrau from Wye and fresh well water. In the dark winter months when little travel is possible, Traders Bay swamp whisky is substituted for beer. The steward discourages long stays by outsiders except when weather prohibits travel or when he is doing business with the guests.

In a pinch, travelers also can buy a few weapons from the steward's armory. The weaponsmith, armor maker and blacksmith who work for Siminraun in the castle will repair travelers' items, but work that needs to be done for the steward's mercenaries always has first priority.

Unlike the other steward's bastions, Castle Suhmar has its own court shepherd, a large flock and a court butcher, who not only slaughters and butchers the sheep but also venison from hunters.

The crown pays Siminraun a commission of 7,000 gold talers monthly plus a gold taler per slain meazel, grimlock, etc.

Map of the Castle Suhmar Settlement

1 – The Castle.

2 – The defensive tower.

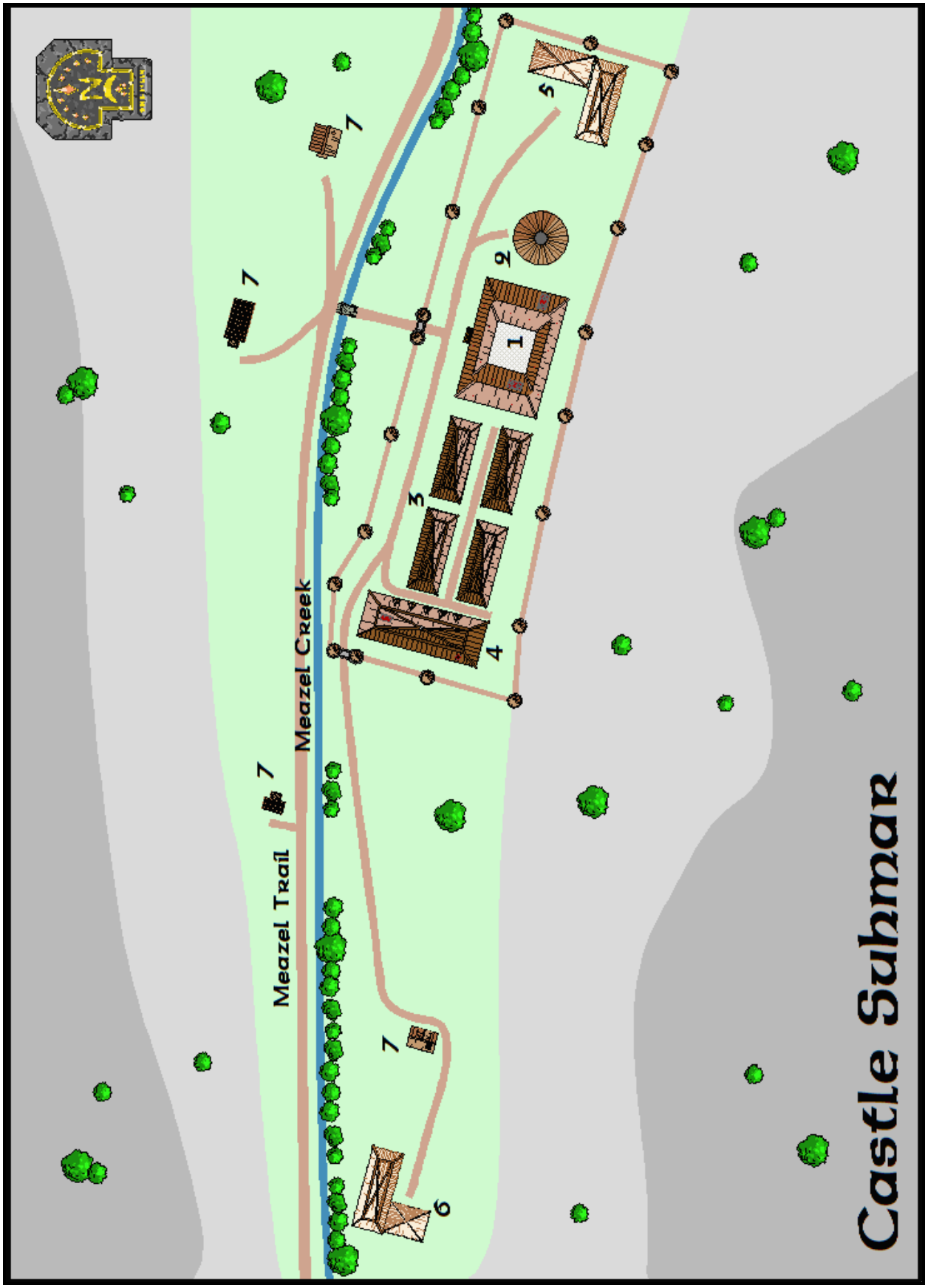
3 – Mercenaries' Barracks.

4 – Mercenaries' Stable.

5 – Court Shepherd's Farm.

6 – Shepherd's Farm.

7. Prospectors' Housing.



Castle Suhmar

Larmhold

Hamlet. Conventional. AL: NG. 100 gp limit. Assets: 1,875 gp. Population: 375, 99% human, 1% other. Authority figure: Steward Larmar, human male, AL:N, Fighter 14, Steward of the Southern District; Nilmaryl, human female, AL: CN, Sorceress 14, mage of the steward; Gundlraun, human male, AL: N, Cleric of Tempus 5; Wilmara, human female, AL: N, Fighter 13, commander of the steward's mercenaries. The mercenaries, all human male and female, AL: various: 210 mercenary fighters, warriors, rogues and rangers, 0 to 12. Other: Milton Hardin, human male, AL:NE, Expert 8, operator of the Badlands Weaving Mill and Iron Throne agent; Tandilaun, human male, AL:NG, Expert 3, owner of the White Lamb tavern. Taxation: Normal with agricultural tithing, hunting licenses, trade road tolls and mining taxes. Encounters: See *Impilturian Badlands* in the new encounters section of the *Northern Journey Campaign Guide* Version 8.1.

Steward Larmar ended his military career with the Sword of Impiltur as a captain in command of a combat company. He used both his inheritance and savings from his military gelt to finance his stewardship and construction of the Larmhold.

The other *Lords of the Badlands* view Larmar's castle as being the one *"safe"* stronghold in the four districts and also the most prosperous. The use of the word *safe* is exaggerated, but the Larmhold is less endangered than the others due to its proximity to the heavily-patrolled Laviguer Road. In most years, Larmar collects more tax revenue than the other stewards.

While the Larmhold itself is less threatened than the other stewards' castles, his mercenaries have serious problems in the district's breadbasket, and they have to cope with them almost constantly. In the center of Larmar's district east of Larmhold are two sizeable valleys and a forested plateau between the stony hills.

These areas are ideal for grazing sheep. Nearly 60 shepherds and their families settled in these two areas. With almost 200 people and more than 20,000 sheep in this area, Larmar constructed an outpost large enough to house 50 of his mercenaries at any given time. For some time, all went well in the two shepherding areas and Larmar collected taxes at an enviable level.

That changed dramatically in autumn of the Year of the Unstrung Harp (1371 DR), when gibberlings began rising from the forested plateau in large numbers attacking both sheep and their mercenary defenders, both of which the gibberlings devour. It appears that there is a huge subterranean settlement beneath the forested plateau whence the small monsters come. Larmar's mercenaries have taken a large toll of gibberlings, but their numbers seem to be endless. Many mercenaries have fallen as well, and the steward has to pay a high gelt to draw replacements.

He would, of course, be willing to reward any adventuring party that succeeds in ending the threat of the gibberlings. Larmar's court mage, the sorceress Wilmara, believes that a deep spawn probably is in the depths below the forested plateau, spawning new gibberlings faster than the stewards' mercenaries can eradicate them. If that's the case, finding and destroying the deep spawn would be the key to ending the threat of the gibberlings.

Of the four stewards' castles' locations, only Larmhold's environs have developed into a genuine hamlet of sorts. Within a mile/2 km or so of the castle live more than 100 shepherds and prospectors. Near the castle are both a tavern that serves small meals and a weaving mill. If passing travelers need a night's lodging, they can take a spartan room in the castle at a gold taler a night. Steward Larmar's staff also has a store in the castle where locals and travelers can buy supplies.

Because the castle stands only about 100 feet/30m higher than Laviguer Road, it never is snowed in for more than two or three days' time. After that, sledges can make their way down to Laviguer Road and meet traffic there, if it is open.

The crown pays Larmar a commission of 7,500 gold talers monthly plus a gold taler per slain meazel, grimlock, etc.

Map of Larmhold

1 – Castle.

2 – Castle Stables.

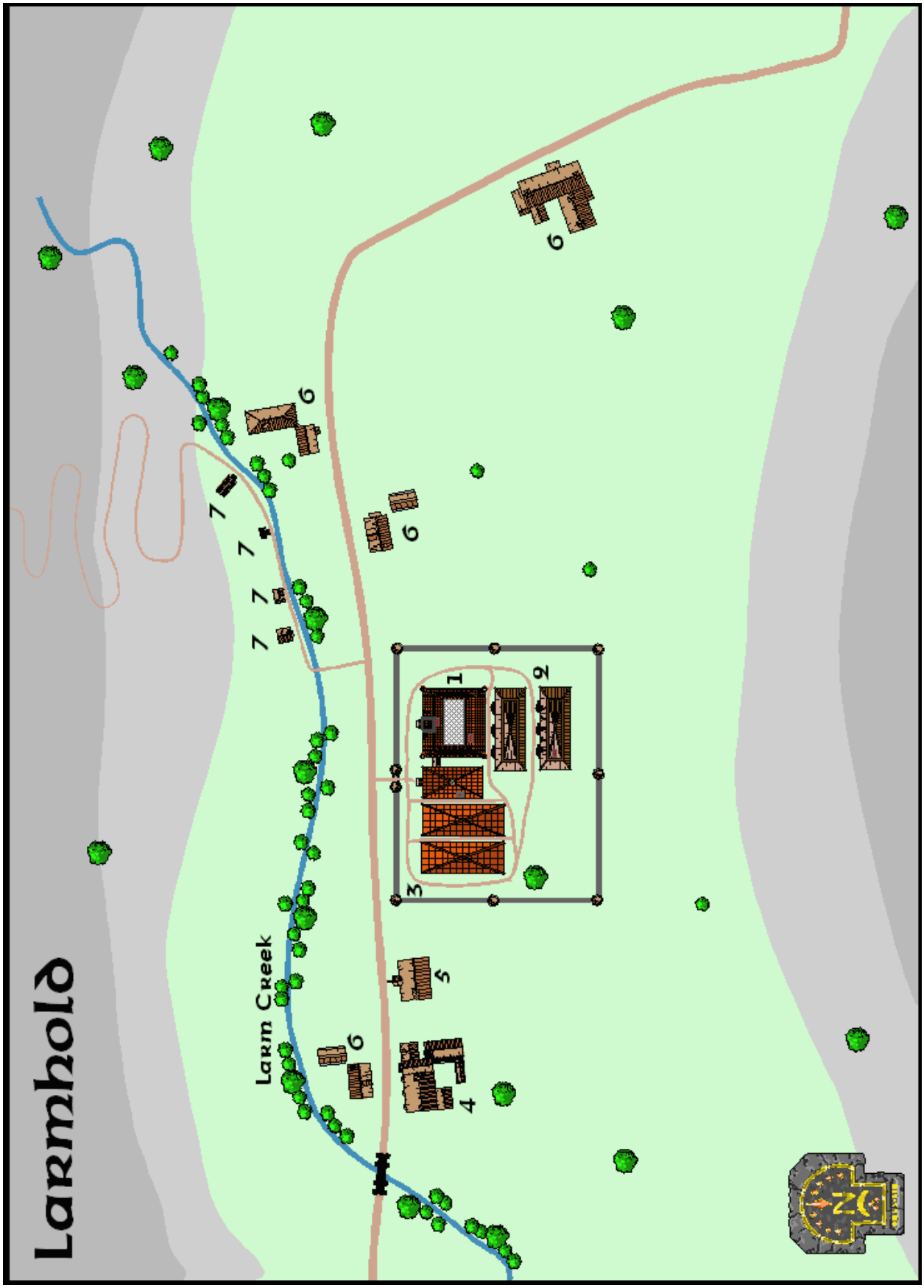
3 – Mercenaries' Barracks.

4 – Badlands Loom Weaving Mill. The mill is a front operation of the Iron Throne. The ostensible owner but really the Throne's manager is a Damaran immigrant, Milton Hardin, age 44, human male, AL:NE, Expert 8. The mill is a purely conventional business operation of the Throne and not one of its rackets or criminal activities. The mill buys wool from many of the Badlands' shepherds and weaves it into commercial fabric. Hardin employs 14 weavers, two administrative persons, two teamsters and two laborers, all human male and female, AL: various, Commoner 1 and 2.

5 – White Lamb Tavern. The owner is Tandilaun, human male, age 48, AL:NG, Expert 3. He serves his own house brew, a lager at 4 copper bites per quart/liter tankard, and small warm and cold meals at prices from 5 to 8 silver shiners. The meat is almost always some sort of lamb or mutton.

6 – Shepherds' Farms.

7 – Prospectors' Shacks.



Larmhold

Fort Talan

Military post, hamlet size, Non-Standard. AL: NG. 100 gp limit. Assets: 1,600 gp. Population: 320, 99% human, 1% other. Authority figure: Commander of the military detachment, male of female, AL:LG, usually a Paladin of Ilmater, levels 8-10. Various clerics of Ilmater and/or Tempus usually are on duty, along with 300 soldiers of the Sword of Impiltur from Fortress Mal, all human male and female, AL: various, Fighters and Warriors 1-9. Taxation: Normal with agricultural tithing, hunting licenses, trade road tolls and mining taxes to Steward Larmar. Encounters: See *Impilturian Badlands* in the new encounters section of the *Northern Journey Campaign Guide* Version 8.1.

Fort Talan is different from the other military outposts in the Badlands. It is not a military installation in its own right but rather a detachment of Fortress Mal. As such, it is manned by routiinely changing personnel from the fortress. The detachment's main mission is to guard traffic on the Orc Creek Trail from Wye to the confluence with Meazel Creek.

Outside of the two valleys under Steward Larmar's jurisdiction in the center of the district, there are few other settlers in this area. A traveler can take a night's lodging with board in the castle at a gold taler per night. The castle is in a box canyon. The valley directly south of it is an open scrubby plain that would be ideal for shepherds, but problems with meazels drove all but a few of them out of the area years ago.

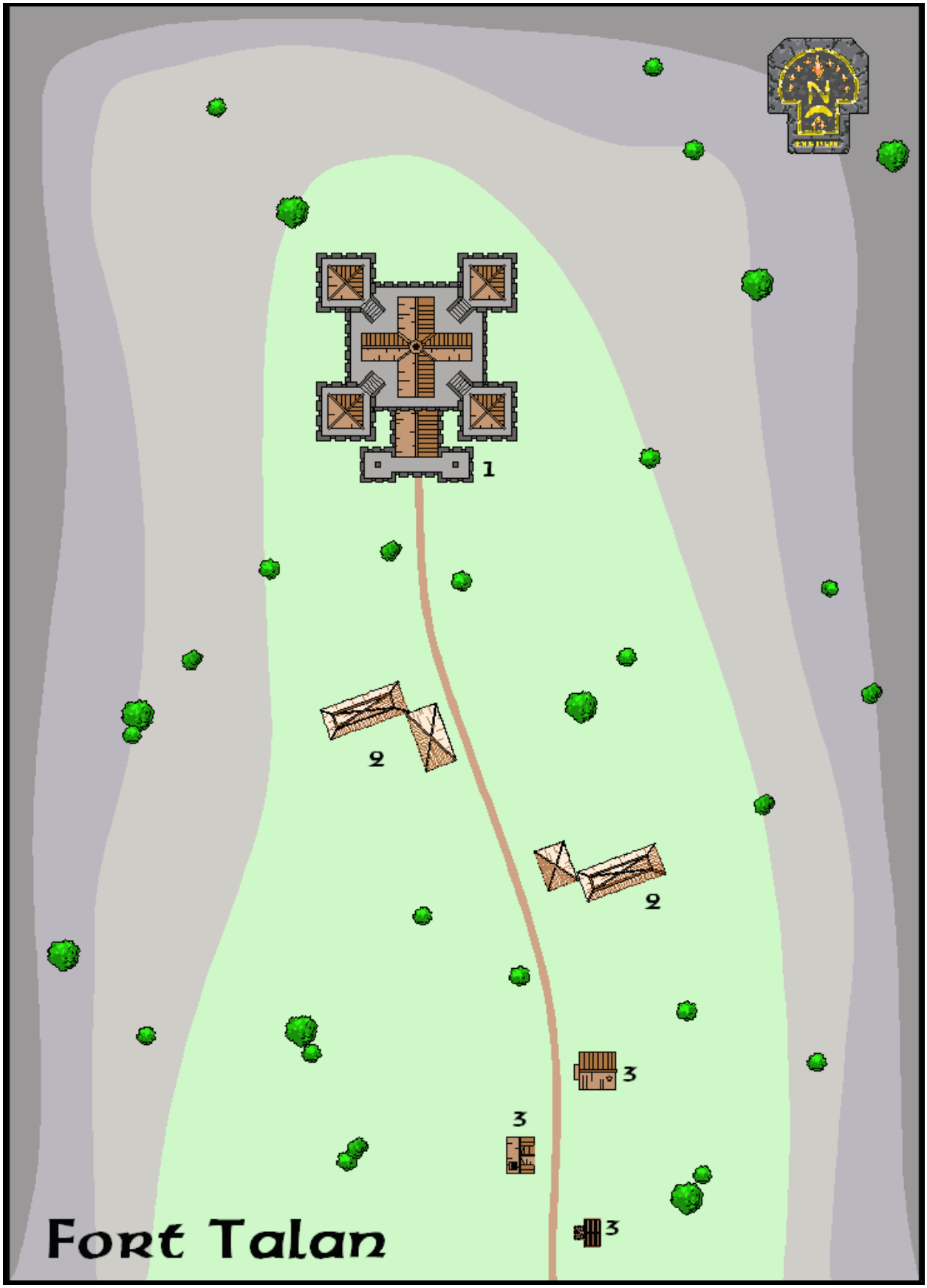
In the past two years, there also have been problems with grimlock patrols coming to the surface to the south and southeast of the fortress. Several prospectors working that area have disappeared and presumably were enslaved or eaten by the grimlocks.

Map of Fort Talan

1 – Fort Talan.

2 – Shepherds' Farms.

3 – Prospectors' shacks.



Fort Talan

Waldburg

Military post, village size, Non-Standard. AL: NG. 200 gp limit. Assets: 6,200 gp. Population: 620, 99% human, 1% other. Authority figure: Major Natharskyr, human male, AL:LG, Paladin of Ilmater 11, commander. Cleric of Ilmater, human female, AL:LG, Cleric 5; Cleric of Tempus, human male, AL:CG, Cleric 6; two Wands of Impiltur, human male and female, AL: various, Wizard 7 and Sorcerer 6; 600 soldiers of the Sword of Impiltur, human male and female, AL: various, Fighters and Warriors 1-9. Taxation: Normal with agricultural tithing, hunting licenses, trade road tolls and mining taxes to Steward Hundelraun. Encounters: See *Impilturian Badlands* in the new encounters section of the *Northern Journey Campaign Guide* Version 8.1.

Major Natharskyr has the responsibility for patrolling and securing all of the land at the foot of the Badlands northeast of the Laviguer Road and northwest of Merchants Run. This once was considered light duty, compared to the work the other outposts of the Sword of Impiltur were required to do in the Badlands, but in the last decade, the mission of the soldiers in the Waldburg has become increasingly difficult and dangerous.

The reason for this change is the growing number of meazels coming up from beneath the Badlands, large bands that even have begun to dare raiding small caravans on the two main roads of Impiltur. The problem already reached such proportions five years ago that War Captain General Haelimbrar in Vordric-Dun was forced to send an additional 100 soldiers to the Waldburg, and to date, he has been unable to order them back.

Unfortunately, Major Natharskyr is not aware that the source of his problems is the steward of his district, Hundelraun in the Grollburg. No one has become aware yet of Hundelraun's Zhentarim connections and operations or even become suspicious of him.

Natharskyr is not fool enough to believe that the meazels are emerging and operating on their own initiative. He is convinced that their raids are being organized, and he also has put together the fact that customers of Moonsea Assurance are spared but those who refuse to buy insurance are the sole targets of the meazels.

The major has sent reports of his suspicions on to Haelimbrar, who has paid only cursory attention to them to date. Haelimbrar thinks the major's fantasy is a bit too active. However, the general does not shirk his duty. He is required to pass on any information that may have to do with financial crime to the Ministry of Finance in Hlammach. Finance Minister Rulmgar has taken interest in Major Natharskyr's reports regarding the connection of Moonsea Assurance to the raids and has promised to initiate a full-scale investigation, but he has not done so yet.

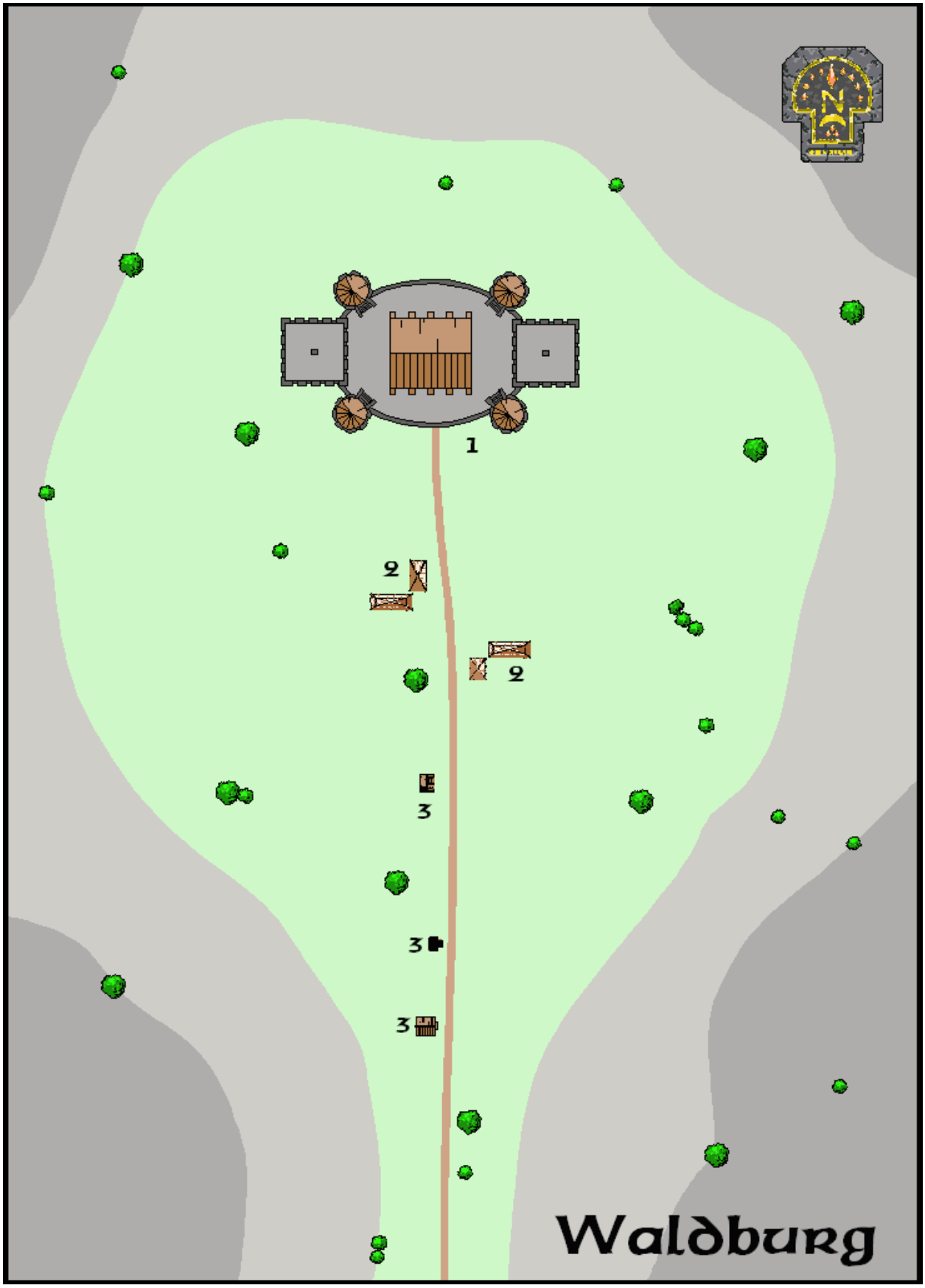
Like Fort Talan to the northwest, the Waldburg is in a box canyon. There are some shepherds and prospectors in the canyon's valley south of the castle, but in the southeastern district as a whole, there is relatively little of either type of activity. North of the box canyon is a forested plateau where hunters and trappers have their shacks. This area has been raided recently by grimlocks, but Steward Hundelraun has the main responsibility for providing protection.

Map of the Waldburg

1 – Waldburg Castle.

2 – Shepherds' Farms.

3 – Prospectors' shacks.



Waldburg

Grollburg

Hamlet, Conventional. AL: NG. 1,000 gp limit*. Assets: 35,000 gp*. Population: 350, 98% human, 2% other. Authority figure: Steward Hundelraun, human male, AL:NE, Fighter 4, Expert 15, Steward of the Southeastern District and Zhentarim operative; Narthoon, human male, AL: NE, Wizard 16, mage of the steward and Zhentarim agent; Luminin, human female, AL:LE, Cleric of Iyachtu Xvim 11, Zhentarim agent; Bastilaun, human male, AL: NE, Fighter 17, commander of the steward's mercenaries and Zhentarim agent; Raghnar Geely, human male, AL:LE, Rogue 15, liaison with the meazels, Zhentarim agent; Narzkhorgh, meazel male, AL:CE, Fighter 16, commander of the meazel raiders; Garangh, dwarf male, AL:LE, Fighter 8, Expert 7, weaponsmith and armor maker. The mercenaries, all human male and female, AL: various: 240 mercenary fighters, warriors, rogues and rangers, 0 to 12. 80 of these mercenaries are former Zhentilar with various neutral to evil alignments. Taxation: Normal with agricultural tithing, hunting licenses, trade road tolls and mining taxes. Encounters: See *Grollburg – the Key NPCs* and *Impilturian Badlands* in the new encounters section of the *Northern Journey Campaign Guide* Version 8.1.

* Unusually high due to Hundelraun's wealth and covert Zhentarim operations.

Steward Hundelraun of the Southeastern District is a special case, although the crown is quite unaware of many aspects of it. Hundelraun is the son of Eickelnyr, a paladin of Ilmater who had a career as a high-ranking officer in the Sword of Impiltur. Eickelnyr sent his son into training to become an Ilmatari paladin, but Hundelraun lacked the strict devotion to law required for that calling and, put plainly, didn't make the cut.

However, he showed no other faults in his schooling. On the contrary, Hundelraun showed all signs of having high aptitude in many fields. He graduated with honors from the university in Lyrabar, specializing in the study of trade and finance. Being from a military family, Hundelraun had given little thought to a career outside of the army. He accepted a commission in the quartermaster's corps of the Sword of Impiltur and by the time he reached the age of 45, he had become the Quartermaster General in Lyrabar, the officer in charge of the entire supply system for the Sword of Impiltur.

As such, Hundelraun was one of the highest ranking non-paladin officers in the Sword of Impiltur. He also was the army's highest ranking officer who was dishonest, and that trait quickly evolved from dishonesty to corruption. Hundelraun was recruited by agents of the Zhentarim and became an important covert operative of the Throne. For several years, he saw it to it that supply contracts went to Zhentarim fronts and to organizations that had paid the Black Network bribes to gain military contracts for them.

These operations always were run in a manner that left no thread which led back to Hundelraun. Indeed, the Quartermaster General appeared for all intents and purposes to be a model of the honest officer. Nonetheless, with time, the lid flew off of the corrupt skimming and bribery operations, as both Hundelraun and the Zhentarim knew it one day would.

All of the threads uncovered by military investigators led from the Black Network to lower and middle-ranking officers of the quartermaster's corps. Those officers who were arrested actually believed themselves that they were the top level of the operation, so well was it planned.

The investigations turned up nothing that shed a bad light upon Hundelraun, but it was clear to him and the Zhentarim that their operations needed to be shut down for a few years. The Black Network already had new plans for Hundelraun, who was in full agreement with them.

Moonsea Assurance, the Zhentarim protection racket, started after the rise back to power of Fzoul Chembryl in Zhentil Keep, was just getting a foothold in Impiltur at the time. Chembryl personally placed Hundelraun in charge of it. However, it was clear that his position as Quartermaster General would interfere with his new job rather than aiding it. Hundelraun needed his own isolated base of operations.

At this time, the stewardships were being offered in the Badlands. Hundelraun resigned his commission as Quartermaster General, saying that the corruption in the quartermaster's corps occurred under his leadership, and that his honor demanded of him that he take the consequences for his failure. This move displeased Regent War Captain Kyrlraun, who valued Hundelraun's service as Quartermaster General. But as a paladin, he had no choice but to accept what Hundelraun's honor required of him.

Hundelraun then said he wished to continue serving Impiltur, and he would do so by applying for one of the stewardships of the Badlands. There was, of course, never any question the he would be chosen as one of the stewards, after his high rank in the army and resignation as a point of honor. Hundelraun, the evil, corrupt and self-serving son of the paladin Eickelnyr, became he Steward of the Southeastern District.

Financing the Grollburg or producing the capital to hire mercenaries was no problem; Hundelraun not only had the savings from his officer's gelt and his profits from his corrupt Zhentarim operations but also a huge inheritance from his family. The Grollburg is the largest and most luxurious of the four stewards' castles.

Although the crown is unaware of it, every third mercenary of the 240 hired by Mundelraun is a covert operative or hireling of the Zhentarim. Many of them are former lower level army officers who were involved in Hundelraun's corrupt patronage and skimming operations but who were not caught. Hiring these people was not an act of generosity on Hundelraun's part. To the contrary, each of them has been placed precisely within the mercenary host, so that an alarm can be sounded immediately if any other mercenaries begin having suspicions.

The method that Hundelraun uses to run the protection racket is relatively simple. Covert Zhentarim couriers carry messages between the Grollburg and the agents running the sales offices of Moonsea Assurance in Impiltur's cities and settlements. When caravan drivers turn down an insurance offer from Moonsea Assurance, word of the refusal is taken to the Grollburg, where Hundelraun and his henchmen analyze whether the caravan can be attacked with a reasonable chance of success. If so, a raid is planned.

The center of operations is not in the castle proper but rather in the steward's mansion inside the wall next to the castle. Deep below the mansion in a luxurious dungeon reached through secret passages one finds the home of Narzkhorgh, meazel male, AL:CE, Fighter 16, the leader of several thousand meazels in various cavern complexes beneath the Badlands. Narzkhorgh and his current wives live together in the Zhentarim-built dungeon complex.

Hundelraun and the Zhents provide Narzkhorgh with all he desires in return for his services. His desires are modest by human standards. What he enjoys most are occasional human slaves, which the Zhentarim have no difficulty supplying.

Narzkhorgh's followers get to keep everything they recover from the caravans they attack including whatever human prisoners they may take. With his connections, Hundelraun has no difficulty learning when and how target caravans will travel. As a result, the meazel bands are enjoying greater gains at much lower risks than were possible before Hundelraun's time.

Hundelraun and his Zhent henchmen are no fools. They know that a time will come when they no longer can rely upon Meazel raiders to pressure reluctant insurance customers. There is some likelihood that the crown and merchants organizations will jointly raise the funds needed to hire mercenaries to sweep the Badlands in large scale meazel hunts.

They also know that the more powerful that Narzkhorgh becomes, the more likely it will be that he decides to operate independently, including against Hundelraun and the Zhents. Manshoon's magi in the Citadel of the Raven already have prepared for that problem.

They have developed a virus deadly to meazels. If the day comes when Narzkhorgh becomes impossible to control, the Black Network will see to it that he and his top henchmen are infected. After their deaths, Hundelraun believes, the meazels soon will revert back to the small and chaotic bands they were before Hundelraun's time.

Before that day comes, Hundelraun and his Zhentarim henchmen hope to have most of the main trading companies in Impiltur signed up for insurance from the Moonsea Assurance Co. There are two possible hooks at this point that some game masters may wish to use in their campaigns:

- The Impilturian crown will reward any adventuring groups with great riches if they can crack the secret of Hundelraun and his meazel agents. To date, the crown doesn't have the least idea what is happening.

- Among the biggest operations refusing to date to buy insurance are the various fronts of the Iron Throne. The leader of Throne operations east of the Dragon Reach, the wizardess Shandaril in Damaran Heliogabalus, has told her managers in Impiltur that she will not tolerate extortion attempts in Impiltur. If the meazels become too fervent in their attacks upon caravans of Throne fronts, it is quite likely that one of those fronts will put up a substantial fortune to draw and pay large numbers of mercenaries to scour the Badlands of meazels. This could at some times help and at other times interfere with PC operations against the meazels.

Meanwhile, Hundelraun and his henchmen know their racket will come to an end someday. They already are busy planning what their next racket will be.

The highest of Hundelraun's henchmen is the Zhentarim wizard Narthoon, human male, AL: NE, Wizard 16, who officially is the steward's court mage. He is followed in the hierarchy by Luminin, human female, AL:LE, Cleric of Iyachtu Xvim 11, and Raghnar Geely, human male, AL:LE, Rogue 15. Luminin is Chembryl's spiritual advisor to the steward (who has no real interest in Xvim's faith or any other). Geely, who seldom is seen around the Grollburg, is the Zhentarim liaison with Narzkhorgh and the meazels. All three are Zhentarim agents from the Moonsea.

Their operations, of course, are conducted in the shadow and the darkness, outside of the sight and beyond the knowledge of the Lords of Imphras II or their Heralds. What one does see when looking at the Grollburg is a steward with a seemingly dedicated devotion to his duty, keeping the southeastern district as safe as possible from monsters.

Hundelraun's district encompasses all of the Badlands east of Fort Talan to Traders Bay. His mercenaries appear to be having a difficult time dealing with large bands of gibberlings that have begun to surface in the district. Such battles are indeed taking place, but they are to a certain extent being staged.

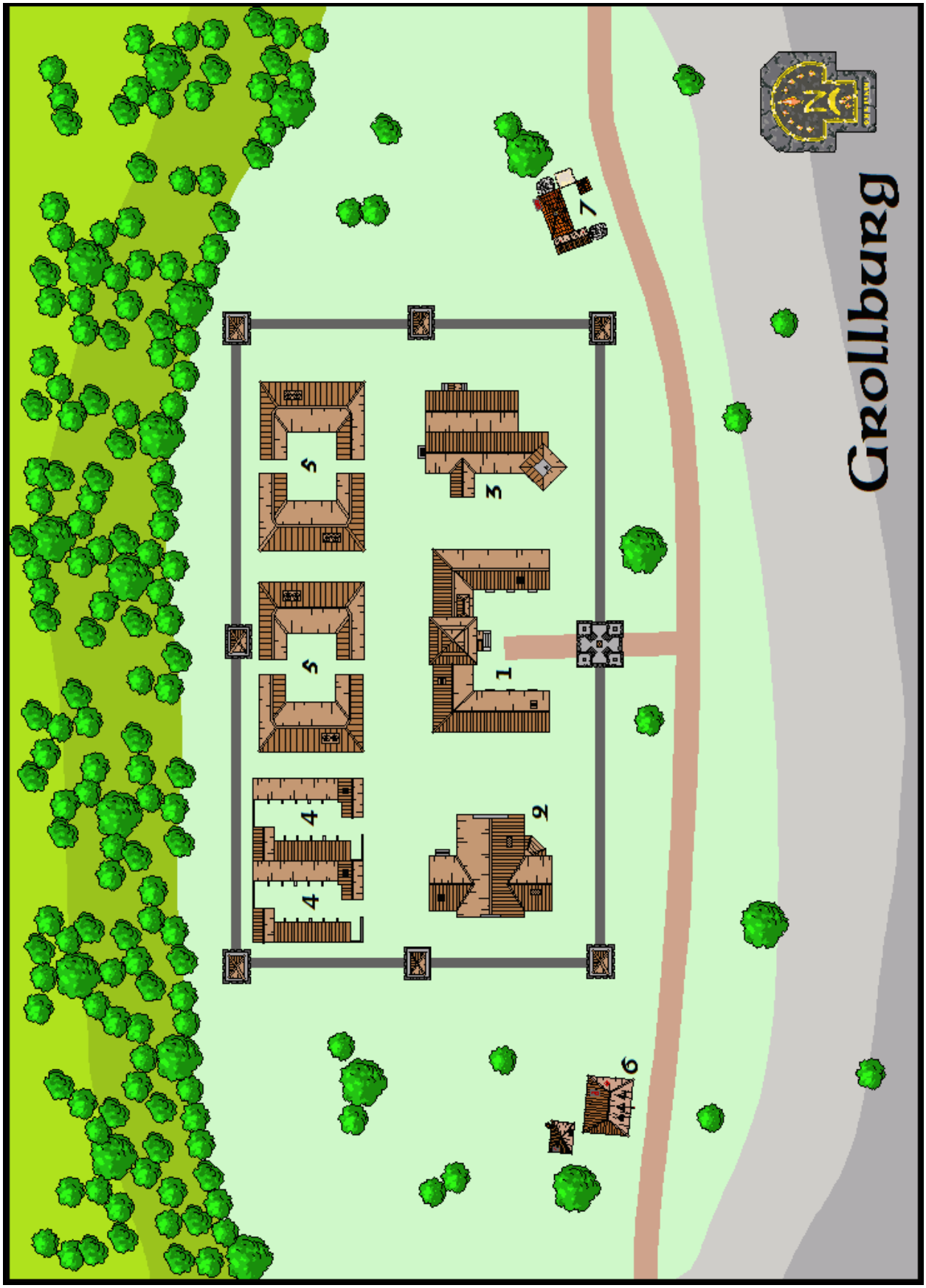
The meazels and the gibberlings beneath the Badlands have been at war for decades. The Zhentarim has outfitted Narzkhorgh and his followers with human weapons and some magical items, to give them the edge in the subterranean warfare. Most bands of gibberlings that emerge on the surface actually are fleeing meazel attackers. The steward's mercenaries then intercept the fleeing gibberlings and engage them in battle. This leaves the impression that Hundelraun and his troops are heroes in the service of the crown.

Within the Badlands, the Grollburg is the employer that most mercenaries prefer. Hundelraun pays his men more than the other three stewards do. For their entertainment, he also has built the Badlands Inn and the Grollburg Smithy, facilities not available in the other stewards' castle compounds. Hundelraun built both to minimize the amount of time unwanted visitors might spend in the castle complex. Uninvited guests seeking food and/or lodging can find it only in the inn.

The inn is a large tavern-restaurant with six seldom-occupied guest rooms. The smithy is run by master weaponsmith and armor maker Garangh, dwarf male, AL:LE, Fighter 8, Expert 7, who was driven out of Hillsafar Hall in Vaasa after being found guilty of cheating customers there. The evil dwarf's services are free to all paid mercenaries of the steward.

Rare visitors to the Grollburg can take rooms in the inn, and Garangh also will repair their weapons and armor for a fee. Most visitors are Zhentarim from other areas who come to the Grollburg on covert business. Adventuring bands are rare in the southeastern district of the Badlands. There are a few prospectors and shepherds in the district and several licensed hunters and trappers who work the district's forested high plateaus. Land suitable for sheep grazing is limited, leaving the district with only a handful of shepherds.

The crown pays Hundelraun a commission of 7,500 gold talers monthly plus a gold taler per slain meazel, grimlock, etc.



Grollburg

Map of the Grollburg

1 – Main Castle Building. The steward's above-the-board operations are directed here. Few people who work in this building are aware of Hundelraun's Zhentarim connection or operations. Hundelraun's steward's chamber and the reception and dining rooms for guests are in this building. Narthoon, Luminin and Raghnar Geely live in the building's tower.

2 – The Steward's Mansion. This is Hundelraun's private residence. It also is the operating center for all covert Zhentarim operations. The secret, hidden entrance to Narzkhorgh's dungeon complex is in the cellar of the mansion.

3 – Warehouse and Watch Tower.

4 – Stables.

5 – Mercenaries' Barracks.

6 – Badlands Inn. The steward owns this facility. Innkeeper Gendilaun, human male, AL:N, Expert 4, operates it for him. Meals are made of venison, boar and trout purchased from hunters. Side entrees are storage vegetables and potatoes from the Outentown and Mal areas. Meals run 5 to 9 silver shiners per serving. Gendilaun serves his own unnamed lager beer at 4 copper bites per quart/liter tankard and medium quality Traders Bay swamp whisky at a silver shiner per shot/0.1l glass. The six single guest rooms, usually used only by visiting Zhentarim, are available at 5 shiners a night. They are adequate, and a generous supply of firewood is on hand in the winter.

7 – Grollburg Smithy. The steward also owns this facility. It's the job of the master weaponsmith and armor maker Garangh, dwarf male, AL:LE, Fighter 8, Expert 7, to keep the weapons and armor of the steward's mercenaries in good repair. The evil dwarf's services are free to all paid mercenaries of the steward. Garangh is capable of making weapons of masterpiece quality, but he has no time to fulfill such commissions from outsiders.

Lyon's Oak

Lyon's Oak was first defined in WotC's campaign accessory *Faiths and Avatars,* under the heading for Silvanus.

Thorp, Nonstandard (druidic). AL: NG. 40 gp limit. Assets: 240 gp. Population: 12 Human Druids. Authority figure: Grand Druid Umbumbrar, human male, druid of Silvanus, lvl 14.

Few are those who travel to Lyon's Oak, for there usually is little reason to go there, but visitors are received in a friendly manner. The monastery is in a small clearing in the heart of the Lyon's Oak Wood. There one finds a large, ivy-covered, wooden building occupied by the druids of Silvanus and the rangers who work with them, along with several smaller functional wooden buildings. Next to the main structure is a smaller, wooden guest building, usually partly occupied at any given time by a traveling patrol of the Sword of Impiltur or by a group of Heralds of Imphras II. The druids will put up passersby at no cost for one night but will extend this deadline only if the weather makes travel difficult. They divulge little about their work to travelers.

C. The Northern Mountain Lands

One of Impiltur's great remaining frontiers is the dangerous, mountainous land through which the uncharted border between Damara and the Impilturian kingdom runs. Exactly where the border crosses the mountains in most areas is impossible to say, because no one has precisely defined it, except in a general sense on Lake Icemelt and in the Dunfee area.

The Kingdom of Impiltur claims the southeastern third of Lake Icemelt. The rest is considered to belong to the Damaran provinces of Arcata and Carmathan. Less than a mile/about a kilometer north of the Impilturian mining town of Dunfee, along a narrow and treacherous mountain track, is a stone marker dated in the Year of the Rock (1286 DR) that claims to mark the Impilturian-Carmathian border, but it is unknown who erected the borderstone or with what authority it was established. Nonetheless, it is recognized by Damarans and Impilturians alike as a valid marking today.

There is no one in the Earthspur Mountains north of Impiltur's Badlands to dispute where the remainder of the border would be, other than the thousands of orcs who are the real rulers of most of the mountains and the stubborn prospectors that they have not yet found and killed.

The mountain borderlands begin at the foot of the point where the Earthspur and Earthfast Mountains ranges meet. The steep but relatively wide trail of the High Pass climbs the mountains, following the roaring path of the River Icehilt, as its cold waters thunder down rapids, waterfalls and cascades from Lake Icemelt. Peddlers and a few caravans use this route, but the majority of the traffic comes from Impilturian soldiers and Heralds of Imphras II, who keep a close watch on the goblinoid-infested peaks and accompany most of the peddlers who seek to visit the mountain villages of Damara on the other side of Lake Icemelt.

This route is not recommended for solitary travelers or small groups. Orcs keep just as sharp an eye on the High Pass as soldiers and heralds do on the orcs. Solitary travelers and small bands are seen as easy prey by the orcs, and such groups seldom survive their ill-planned journey into the mountains unscathed, if at all.

The High Pass is a dead end, as far as Impilturian destinations are concerned. Before reaching the villages of Damara, travelers will come only upon occasional prospectors who have managed to elude the orcs and small but highly fortified watchposts of the Sword of Impiltur.

Once a traveler does reach Lake Icemelt, he will find only treacherous paths leading northward along the two sides of the lake. The western way is the more purposeful of the two. Usage has destroyed its riskier pitfalls. Anyone wanting to transport goods must use the western route. It is at least capable of carrying light, narrow mountain wagons.

On the northwestern side of the lake, the crude wagon track at last intersects with the somewhat better Damaran mountain road that connects the mining towns of Tomrav and Sudrav in the province of Arcata. Travelers who succeed in reaching Sudrav then can descend the switchback trail down the mountainside through mysterious Earthwood Forest onto the Damaran plain.

The first 10 miles/15km of the western trail is not man- or monster-made trail at all. It begins at the shore of Lake Icemelt at the point where the High Pass trail reaches the lake and winds then along a narrow ledge made by shifts of the mountain stone. Sheer cliffs of rock, nearly 100 feet/30m high, ascend from the lake at this point, and the trail ledge winds along the side of the cliff about halfway up its side.

This route is only for those who are highly agile. At times, the ledge dwindles to a width of a foot/30 cm or so. At other times, it is missing completely, and one must risk a jump of a yard/meter or more to reach the point where it continues. In addition, the Damaran north wind rushes through the mountain gap above Earthwood, blasting the cliff wall with gale forces on many days of the year.

Those who do survive the ledge come at last into a craggy track that runs through the orcs' domain north of Dunfee. From there one can follow one's way around the rest of the lake until reaching the paths that wind downward through Earthwood.

Less dangerous but by no means safe is the eastern trail at the foot of the mountains that follows the south bank of the River Icehilt eastward until reaching the settlement of Northford, where the trail fords the river and climbs up into the Earthspurs to the village of Dunfee.

The true rulers of most of the Earthspurs are the hobgoblin, goblin, orc and giant kingdoms and tribes who have the real say among the peaks. Not all of these are on unfriendly terms with the human rulers below, but the non-hostile settlements are the exception.

The most notable exception is the fabled hobgoblin city kingdom of Karadâzh in an isolated valley of the Earthspurs somewhere between Dunfee in the East and Lake Icemelt and the High Pass in the West. Before becoming War Captain in Vordric-Dun, Haelimbrar had been commander of the Sword of Impiltur in Dunfee, leading the fierce Impilturian troops there who often found themselves in battle with members of the various orc tribes in the surrounding peaks and with the disciplined hobgoblin soldiers of War Chancellor Radahnzâgh in Karadâzh.

Haelimbrar noted that his troops and the soldiers of Karadâzh were doomed to continually take heavy tolls upon one another, to the mutual glee of the orc tribes that both armies also fought constantly. Haelimbrar had taken many hobgoblin prisoners, who were forced to work in the logging operations of Dunfee. Through these prisoners, Haelimbrar learned much about Karadâzh and its war chancellor, and he also came to fully appreciate the high intelligence of hobgoblins.

As a gesture of good will, he freed 50 hobgoblin prisoners in the Year of the Crown (1351 DR) and sent them back to Karadâzh with a message for War Chancellor Radahnzâgh, suggesting a parley for their mutual gain. With thousands of troops guarding both sides, Haelimbrar and Radahnzâgh met a few months later in an isolated mountain pass between Dunfee and Karadâzh and forged a treaty that both have held well since that time.

Haelimbrar and Radahnzâgh quickly agreed that their common enemy was the ravaging orc tribes, and that they would be wiser to concentrate upon defending themselves against the orcs rather than fighting one another. It also was determined during the negotiations that there were many wares that could be traded between Karadâzh and Impiltur. For Haelimbrar, trade meant an opportunity to barter food products in return for much needed ore and timber from Karadâzh.

In the end, both sides exchanged prisoners and agreed to establish houses for diplomatic delegations in each other's cities. Impiltur maintains a permanent delegation in Karadâzh, and Haelimbrar made the long disused hunting lodge of King Lashilmbrar, built in the Year of the Carrion Crow (1229 DR), available to Karadâzh.

However, despite more than two decades of peace, the relationship between humans and hobgoblins in the mountains remain cautious at best, and it is necessary for the Heralds of Imphras II to strictly enforce laws in Dunfee prohibiting mistreatment of hobgoblins in the town. Under the treaty, humans from Impiltur need visa-like passes from the House of Karadâzh in Dunfee to travel into Karadâzh, and visitors from the hobgoblin city need Impilturian passes to come to Dunfee.

The Sword of Impiltur enforces this requirement only loosely, while the hobgoblins of Karadâzh do so strictly. Any human who ignores the many warning signs in the mountains and enters Karadâzh without a pass can expect to spend a year doing hard labor in an iron mine or a timbering crew before being tossed out of the hobgoblins' land again.

THREATS: The greatest threats are from the orcs, stone giants and other goblinkind in the mountains.

TRAVELERS: Those who ride north usually are soldiers, heralds, persons who deal with the mines in the mountains, travelers seeking an arduous but relatively quick route into Damara or adventurers.

Dunfee

Small Town, Conventional. AL: CG. 1,200 gp limit*. Assets: 72,000 gp. Population: 1,200, 96% Human, 2% Dwarven, 2% Other. Authority figure: Commanders of the Heralds of Imphras II (varying). Others: Innkeeper Wendell Ringhh, human male, AL:NG, Exp 2, War 2; Arbatan the Outfitter, human female, AL:N(E), Rogue lvl 5; Wainwright Garett Tarnth, human male, AL:NG, Exp 5; Weaponsmith Khêzl Dûrad, dwarf male, AL:LG, Exp 7; Weaponsmith Darin, dwarf male, AL:LG, Exp 5; Blacksmith Nen Tanrumbyr, human male, AL:NG, Exp 6; Diviner Baunlyr, human male, AL:NG. diviner lvl 18. Taxation: Benevolent.
* Adjusted for mining riches.

The origins of Dunfee are lost in time, but most people who have occupied themselves with the matter think that the mountain town began as a disorganized hamlet of disgruntled prospectors from the area between Sudrav and Ravensburg in Damara, perhaps dating back to the days before the Damaran kingdom was founded.

Impilturian historians believe that the ramshackle prospectors' community was first *"discovered"* by Imphras I before he was king, in his battles against the hobgoblin tribes. There are records in Lyrabar indicating that Impilturian troops stumbled upon Dunfee quite by accident, and this was the first time that Impiltur was aware that humans lived in this part of the mountains.

One old text tells us, *" … and yung Imphras asket, what be then ye Nayme o' yon faire hammlet, and a prospector sayeth to him, 'We donnet call it nothing,' and then yung Imphras asket, what be then yer Nayme, and ye prospector sayeth to him, 'I beeth o' ye Nayme Dunfee!' Imphras answerethed then, 'Goode and so beeth! We shall nayme yon hammlet Dunfee!"*

Whether this account is historically accurate also remains open to question, but it appears that Imphras I found a hamlet of refugee prospectors from Damara high in the Earthspurs somewhere in the late 11th Century (DR), and after taking the throne, sent his soldiers there to claim it as a part of Impiltur, just as he had done with the High Pass. The first Impilturian outpost was built in Dunfee in the Year of Embers (1201 DR), according to records of the Sword of Impiltur in Lyrabar.

The same records claim that the troops who traveled to Dunfee to establish the outpost found the hamlet largely in a state of ruin but still populated by cantankerous prospectors. The area, it seems, was overrun regularly by orcs, but most of the prospectors managed to save their skins by keeping a watch and hiding in caves before the orcs reached their mountain cabins and huts.

With the arrival of Imphras' royal army, the visits by the orcs quickly diminished and a semblance of security and order came to Dunfee. More than that, investors seeking to earn quick money began to hear of the silver and gold lodes in the Dunfee area. After arriving in the cold and isolated border town, most gold grubbers immediately retreated southwards, for they learned that the best veins of gold and silver were in craggy and isolated areas of the mountains surrounding Dunfee, particularly to the East. These areas were difficult to reach and protect, and orcs trod regularly there.

A few remained, however, establishing private assaying offices, where they bought ore from prospectors and then sold it at higher prices to merchants in the Impilturian coastal cities. Druids and monks of Chauntea investigating the area found many rare mountain herbs growing in remote valleys. Only one druid remained in the area, but several monks stayed on, tending the herb-rich valleys and harvesting from their crops each year.

At first. the herbs were sold in Dunfee for medicinal purposes, but after a few years, the monks built the large Mountain Snow Distillery in eastern Dunfee, where they now distill the famous Impilturian herbal liqueurs that bring high prices in the great cities of the West across the Dragon Reach.

Soldiers who served in Dunfee and who enjoyed the quiet isolation of mountain life had noted the abundance of deer and other wildlife in this part of the Earthspurs and began retiring in small numbers in Dunfee to take up the hunt. Early in the current century, in the Year of the Mace (1307 DR), they formed the Dunfee Hunter's Guild, which meets monthly in the hall of the Orc Skull Tankard Inn.

Both the guild and the innkeeper pay a gold taler apiece of the bounty of 2 gold talers offered for each orc skull brought to the inn, and no guild member would consider drinking his beer from anything but an orc skull tankard. It is tradition in Dunfee to chase each quart/liter tankard of beer down with a cleansing shot of the monks' herbal liqueurs. Guild members use special shot glasses made from the upper thigh bone of orcs.

In the Year of the Grimoire (1324 DR), the guild had amassed money enough to build its Earthspur Smokehouse. The operation buys each guild hunter's fallen quarry, butchers it, and then sells a part of the meat to local butchers. The rest is cut into hams and smoked, sliced and packed in salt brine or made into smoked sausage, all of which is sold at a respectable price in the lowlands of Impiltur. Smoked and packed meat from Dunfee is a regular offering of Impiltur's better restaurants in the cold season, when dark, sweet double bock beer is served in ceramic tankards at just a bit below room temperature (when, of course, a fire is keeping the room warm).

Modern Dunfee has garrisons for the Sword of Impiltur and the Heralds of Imphras II, the distillery, the smokehouse, three butcher shops, an outfitter's shop, three blacksmiths, a wainwright and a huge timbering operation. There are many small stretches of high forest in the mountain valleys surrounding Dunfee. Some are logged, but most are the domain of heavily-armed (due to orcs) bands of hunters who bring in deer and a breed of mountain boar local to the area for sale to the smokehouse, butchers and inns.

A rugged trail known as the Dunfee Track leads eastward out of Dunfee through the mountains almost all of the way to the peaks above Lyon's Oak. In addition to the 1,500 persons who live in the immediate Dunfee vicinity, another 1,000 or so humans work or guard mines that stretch along the Dunfee track to the east. The last mines are above Lyon's Oak and the confluence of the Icehilt and Great Imphras Rivers.

The Dunfee Track also leads to large public and private logging camps east of town. The public logging camp is a penal colony. The prisoners who work in the royal logging camp are housed in dungeons beneath the small, walled-in sawmill and timbering operation in Dunfee. The prison mill produces only enough timber to supply Dunfee, because the saw blades can turn only when the Karadâzh Wash is thawed and flowing.

The majority of Dunfee's population lives in cabins and huts on the lower slopes outside of town. The more prosperous residents have their own houses in town. There also are large, barracks-like wood cabin complexes in the town where most of the common workers live, and at times, adventurers also take rooms there.

Dunfee, as one might guess, is a cold town. In winter, richly scented pine smoke tends to spiral upward through a myriad of chimneys, inviting all to the warmth within. Dunfee usually is free of snow from late Mirtul until early Eleint. Mixed weather is possible in the rest of Mirtul and Eleint, and the town usually is blanketed in snow from late Marpenoth until late Tarsakh. From late Nightal until early Ches, the snow usually stands so high that there is virtually no traffic in or out of town. The towns' residents do keep foot trails shoveled clear through the village itself, but all trails into and out of Dunfee usually lay under 7 to 10 feet/2-3m of snow.

The heavy snow cover also offers the settlers winter protection from orcs and other attackers, although frost giants do cause trouble at times. The mountain trails around Dunfee that the orcs use to prey upon prospectors in the warm months are easily subject to avalanches in the winter. The same would be true of the large slope on the southeastern edge of Dunfee, but small and relatively harmless avalanches are set off by magic at regular intervals, to prevent heavy snow from accumulating.

Temperatures can drop as low as –40℉/-40℃ in Hammer and Alturiak, and they may climb once or twice as high as 80℉/27℃ in mid-Flamerule. However, regardless of the time of year, direct sun rarely falls on the village before 7 a.m. or after 3 p.m., due to the mountain shadows.

There is one peculiarity about Dunfee: It is absolutely against the law to insult, make disparaging remarks against or otherwise mistreat hobgoblins. The same goes for half-hobgoblins, and there are several of these in town. A few even are important citizens.

For the 300 years since Imphras I drove back the hordes of hobgoblins from the Giantspires in the Northeast, Impilturians had managed to retain hobgoblins as their preferred enemy. The laws that protect hobgoblins in Dunfee were not enacted as the result of a sudden change of heart.

Most humans in Dunfee are willing to accept the half hobgoblins among them, but they'd just as soon that the full hobgoblins would remain at home in Karadâzh from where they come. However, those who live in Dunfee also recognize how unrealistic this wish is. They know the hobgoblins of Karadâzh will come to Dunfee; it's merely a question of whether they come in war or in peace. Those who work in the mountains have battles enough with the orcs and the occasional stone and frost giants in the surrounding areas. There also are rumors that a yeti ravages the mountains still farther north, east of the northern tip of Lake Icemelt.

The peace treaty with the hobgoblins of Karadâzh was sealed more than two decades ago, and to date, the hobgoblins of Karadâzh have fulfilled that treaty to the very letter. Not only that, but they also have maintained trade between Karadâzh and Dunfee, to the mutual benefit of both. Most residents think that tolerating the presence of a few hobgoblins in the town is a small price to pay for that.

But there are those in Dunfee who contain a silent rage in the knowledge that hobgoblins may walk freely in Dunfee. In the 21 years since the treaty was signed, there always have been those who contend that Karadâzh entered into the treaty only to be able to place agents in town, to reconnoiter freely, until the army of Karadâzh is prepared to use this intelligence in a massive surprise attack upon the town. Others argue that the Sword of Impiltur and the Heralds of Imphras II keep a close watch on the hobgoblins, and that Impiltur has its own delegation in Karadâzh, making a surprise attack impossible, but this argument fails to impress the critics.

Another argument is on a more emotional level. There are many human prospectors – male and female - working the mountains around Dunfee and beyond, in more dangerous parts of the Earthspurs. Most of these humans are in a sense renegades. They have abandoned the relative civilizations of Impiltur and Damara below and seek an unregulated life outside of society in the rugged, cold mountains.

The same is true for many hobgoblins. Not all hobgoblins in the Dunfee area are from Karadâzh either. There are an estimated 100 to 200 renegade goblins in the mountains around Dunfee who have left Karadâzh or other hobgoblin settlements for the same reasons that humans go to the mountains. Occasionally, human and hobgoblin prospectors strike up friendships and build bonds with each other, but in most cases, they simply stay out of one another's way.

However, not all of the humans in the mountains are good persons. Some have formed small bands and go from claim to claim, murdering individual prospectors and robbing them of their ore. Likewise, some of the renegade hobgoblins in the mountains do the same, but the reaction among humans is substantially greater.

Over the years, there also have been cases of rape between humans and renegade hobgoblins, with perpetrators and victims on both sides. In the past two decades, seven human prospectors have been hanged in Dunfee for raping female hobgoblin prospectors, and five renegade hobgoblins have been hanged for raping human women. In Karadâzh, six hobgoblins and four humans have suffered horrible deaths that stretched over a period of several days for such crimes.

These crimes have resulted in another problem, a population of half hobgoblins. Such persons are not allowed in Karadâzh. The hobgoblins there have a strict regimen of law, and breeding with other races is punishable by death. The mixed offspring of such breeding are expelled mercilessly from Karadâzh, if born there. Some half hobgoblins fend for themselves in the mountains outside the lands claimed by Karadâzh, but most end up in Dunfee.

The town has slowly learned to accept half hobgoblins, and some of the 40 or 50 mixed breeds in town have risen to positions of respect. In general, the human genes tend to dominate in hobgoblins, and most look, act and think in general as humans do. The main thing that marks them apart from humans is their skin color, which tends to run from tan-orange to red tones.

Still another ground for the resentment of hobgoblins can be found in the different ways Dunfee and Karadâzh treat outsiders. Karadâzh is a fully regimented society where all things are done under a system of rules and laws. *"Exception"* is a word that does not exist in the Karadâzh dialect of the hobgoblin tongue.

The law in Karadâzh says that outsiders are not allowed within unless they have a pass. The hobgoblins have stationed guards at all entries to the settlement and have marked their perimeters with signs in the common tongue warning of this law and the dire consequences to be faced by those who violate it. Nonetheless, there are those humans who insist in sneaking into the hobgoblin domain at times, for whatever reason, and who are caught.

Their case is heard by a hobgoblin chieftain who invariably finds them guilty. There can be no other verdict, because the law of Karadâzh is simple; the outsiders are there without a pass, therefore they are guilty. Just as invariably, the violators will be sentenced to a year's servitude in a logging camp or a mine. No other sentence is considered, because this is the only sentence the law foresees.

After being sentenced, the human prisoner is required to serve all 365 days, then is issued an exit pass and is turned over to the Impilturian delegation in Karadâzh. There is only one means by which a prisoner can be freed: He can be released from one day's servitude at the *end* of his sentence for each gold taler paid to the war chancellor's palace.

A representative of the Impilturian delegation is always present at such hearings. The prisoner may send word back to bring money to pay for his release, if he has any, and the Impilturian authorities always are informed of such arrests and the date when a prisoner's sentence will end.

There is a similar law for Dunfee, saying that hobgoblins from Karadâzh may enter the lands under Impiltur's control only if in possession of an Impilturian pass. The peace treaty was less than a year old when a holy judge of Tyr threw the law out in the Year of the Dragon (1352 DR). The priest pointed out that the law pertaining to hobgoblins deals only with hobgoblins from Karadâzh, but there is no law prohibiting renegade hobgoblins or those of other tribes from moving freely in the Dunfee area.

The judge said such a law would be proper if there were hostilities between Impiltur and Karadâzh, but quite to the contrary, both Impiltur and Karadâzh were enjoying the benefits of a peace treaty at the time, which he termed prima facie evidence that residents of Dunfee are more secure in their dealings with the hobgoblins of Karadâzh than in their dealings with other hobgoblins, therefore the law requiring a pass is unjust and illegal under royal law.

The irony of the matter is, that no regimented, law-abiding hobgoblin of Karadâzh would even *think* of traveling to Dunfee without a pass. The hobgoblins of Karadâzh do not, in fact, understand how the Heralds of Imphras II and the soldiers of the Sword of Impiltur can be disinterested in their passes. Some humans in Dunfee fail to understand this too.

Whatever the case may be, both the Sword of Impiltur and the Heralds of Imphras II stopped controlling passes immediately after the ruling by the holy judge, although they still politely examine passes, when hobgoblins from Karadâzh decide to show them.

However, no Game Master should view the problem with hobgoblins in Dunfee as a critical matter. The locals have adjusted to the fact that hobgoblins are among them, and they also understand that the hobgoblins in Dunfee are every bit as intelligent as their human counterparts, they behave civilly and, in general, are no worse than the town's humans.

Visiting Hobgoblins from Karadâzh are more inclined to be found in the *Damaran Eye* inn than in the *Orc Skull Tankard.* The latter is the inn where adventurers and travelers of lesser upbringing tend to hang their hat in Dunfee. Although these folks usually understand the law in Dunfee well (or learn it at hard labor if they don't), many still have a way of looking at hobgoblins in an unfriendly manner that brings tension into the atmosphere.

The slightly more expensive *Damaran Eye* draws a more sophisticated and tolerant crowd that can accept the presence of hobgoblins at neighboring tables. That notwithstanding, hobgoblins and humans tend to sit with their own in the *Eye,* although there often are table-to-table toasts in the later hours after glasses and tankards have been refilled.

Dunfee
Kandozh
Kandozh Wash
Lake Icemelt
Logging Camps
Northland
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17

Dunfee

Map of Dunfee

The *Northern Journey* map shows only the main part of Dunfee. Much of the population lives in small huts and cabins on the sides of the slopes surrounding Dunfee, beyond the map's perimeters, and another 1,000 or so live along the Dunfee Track, which stretches eastward through the Earthspurs to the area above Lyon's Oak Wood and the confluence of the Icehilt and Great Imphras Rivers.

A small creek, the Karadâzh Wash, roars through the town during the thawed months, but it freezes over higher in the mountains in the dead of winter and comes to a standstill then in town. There also are two steep mountain peaks within the town. A few small cabins have been built on their gentler slopes, but for the most part, the two peaks are bare. Atop one of them, however, is the tower of the ancient diviner Baunlyr, a native of Dunfee. A footpath that is an excruciating climb even in the temperate months leads to the tower. Those who reach it can pay Baunlyr to do research as a sage.

1 – Garrison: Sword of Impiltur. About 150 highly trained soldiers from Fort Dambrar are stationed here.

2 – Orc Skull Tankard Inn. Dunfee's biggest and most popular hostelry is the place where most locals as well as adventurers and caravan workers tend to head when they're in the mountains. The innkeeper, an emigrant from Ravens Bluff named Wendell Ringhh, goes 50-50 with the Dunfee Hunters Guild and pays a bounty of 2 gold talers per orc skull brought to the inn. The orc skulls then are turned into tankards, in which the house beer is served. The hunters guild maintains a meeting hall in a wing of the inn. Ringhh buys barley malt and hops extract from merchants and uses it to brew his house beer. (No barley or hops grow in Dunfee; the season is too short.) The *Orc Skull Tankard's* food and drink are respectable, when one considers the difficulty in offering a variety of food in the isolated mountain area. All meat served in the inn is fresh game of excellent quality, and the vegetables from Damara such as potatoes, carrots and onions that can be stored for long times in cellars also are of quality. The dried herbs and dried or preserved vegetables that are used for many dishes do leave some things to be desired. High culinary season in Dunfee is in late Eleasias, when mountains mushrooms and berries are harvested and brought into town to be made into dishes served with game. Accommodations are spartan but comfortable, although a touch chilly in deepest winter. The *Tankard* has 26 single rooms at 8 shiners per night and 16 doubles at 7 shiners per person per night. Hot meals run from 7 silver shiners to 1 gold taler and 2 shiners, cold meals from 4 to 7 silver shiners. The house beer costs 2 copper bites per quart/liter tankard. Local herbal liquor costs 5 silver shiners per shot.

3 – Garrison – Heralds of Imphras II. A dozen heralds are stationed in the garrison. The city jail is a dungeon beneath the garrison. Prisoners with sentences of nine months and less are confined there, along with prisoners who have been sentenced to death and who are awaiting their hangings. Prisoners serving longer terms are confined in the Royal Timber Penal Colony (No. 9).

4 – Mountain Snow Distillery. Run by monks of Chauntea, the distillery makes some of Faerûn's finest herbal liqueurs. They are exported as far west as Waterdeep.

5 – Earthspur Smokehouse. This smokehouse and brine barreling plant is used to conserve game brought down by members of the Dunfee Hunters Guild, which owns the smokehouse.

6 – Damaran Eye Inn. The smaller and quieter of Dunfee's two inns caters to the wealthier locals and traveling merchants. The innkeeper is an emigrant from Chessenta named Dartan Bruggh (hm N lvl 0). He buys barley malt and hops extract and uses them to brew his house beer. (No barley or hops grow in Dunfee; the season is too short.) The *Damaran Eye's* food and drink are respectable, when one considers the difficulty in offering a variety of food in the isolated mountain area. All meat served in the inn is fresh game of excellent quality, and the vegetables from Damara such as potatoes, carrots and onions that can be stored for long times in cellars also are of quality. The dried herbs and dried or preserved vegetables that are used for many dishes do leave some things to be desired. High culinary season in Dunfee is in late Eleasias, when mountains mushrooms and berries are harvested and brought into town to be made into dishes served with game. Accommodations are comfortable but a bit spartan. The *Eye* has 20 single rooms at 9 shiners per night and 12 doubles at 8 shiners per person per night. Hot meals run from 8 silver shiners to 1 gold taler and 4 shiners, cold meals from 5 to 9 silver shiners. The house beer costs 3 copper bites per quart/liter tankard. Local herbal liquor costs 7 silver shiners per shot.

7 – Arbatan the Outfitter. Arbatan was a swindler in the city of Emmech in Thesk who fled to the northwest when the Tuigan Horde invaded eastern Thesk. Her store in Dunfee sells almost anything a hunter, prospector, adventurer or traveler in the Dunfee area might need, at about 25% above PHB prices.

8 – Dunfee Wagons & Sledges. When Zhengyi's hordes rolled over Damara, wainwright Garett Tarnth closed his shop in Arcatan Valls and made the dangerous passage across the mountains and past Lake Icemelt into the Impilturian sanctuary of Dunfee. There he found that the retiring local wainwright was selling his business, and Garett bought it with the savings he had taken with him. About two-thirds of the company's production is in sledges, the remainder summer wagons.

9 – Royal Timber Colony. This is a prison camp, where about 300 convicts live in subterranean dungeons. Most of these prisoners are hardened criminals sent to Dunfee by the court of Ilmwatch to serve long – often lifelong – sentences at hard labor. However, local convicts who are sentenced to more than nine months hard labor also end up here. The prisoners work the state logging camps east of Dunfee and, in the warmer months when the Karadâzh Wash flows, they operate the small sawmill above grounds inside the walls. The mill can produce only enough lumber to supply the Dunfee area.

10 – House of Karadâzh. This walled mansion was built in the Year of the Carrion Crow (1229 DR) by King Lashilmbrar as a summer hunting lodge, but no successive monarch ever was interested in traveling to Dunfee to hunt. As a result, it was maintained over the years by the crown, but it saw little use. Since the signing of the peace treaty with Karadâzh, the lodge has been turned over to the official delegates of the hobgoblin city state of Karadâzh as their residence in the city.

11 – Khêzl Dûrad, Weaponsmith. This grizzled and disgruntled dwarf is a master weaponsmith who makes no comments whatsoever upon his origins.

12 – Darin's Smithy.. Darin is another of Dunfee's few dwarves, and he and his partner run an unusual smithy. Darin is a master weaponsmith from Bruenor Battlehammer's clan, which has returned to Mithral Hall far away in the Northwest. Darin says frequently that he intends to return home, now that Mithral Hall has been reclaimed, but he has made no moves yet to leave. In the Year of the Wave (1363 DR) Darin elevated his journeyman blacksmith, Raunlyr (half hobgoblin male, AL:CG, Exp 2) to a full partner and master. They have between them a journeyman weaponsmith, an apprentice weaponsmith, two journeyman blacksmiths and an apprentice blacksmith.

13 –Tanrumbyr, Blacksmith. Tanrumbyr, a native of Dunfee, works only with farm implements, tools, etc. and he shoes horses. His smithy is the largest in Dunfee. He has four journeymen and two apprentices working for him.

14 – Lashilnyr, Butcher. Lashilnyr (half hobgoblin male, AL:N, Exp 4) owns Dunfee's biggest butcher shop. Lashilnyr's specialty is an assortment of smoked venison and boar sausages that are seasoned with mountain herbs mixed according to Lashilnyr's own secret recipes, taught to him by his hobgoblin mother. His sausages are offered for sale on premise and in the *Damaran Eye,* but most of his wares are shipped off in wax-sealed crates to be sold in the Impilturian lowlands. Lashilnyr employs another master butcher, four journeymen and four apprentices.

15 – Dev Karsten, Butcher. Karsten (human male, AL:NG, Exp 4), a native of Dunfee, is the village butcher who sells his meat and sausage direct to consumers for cooking at home. Karsten has a journeyman and two apprentices.

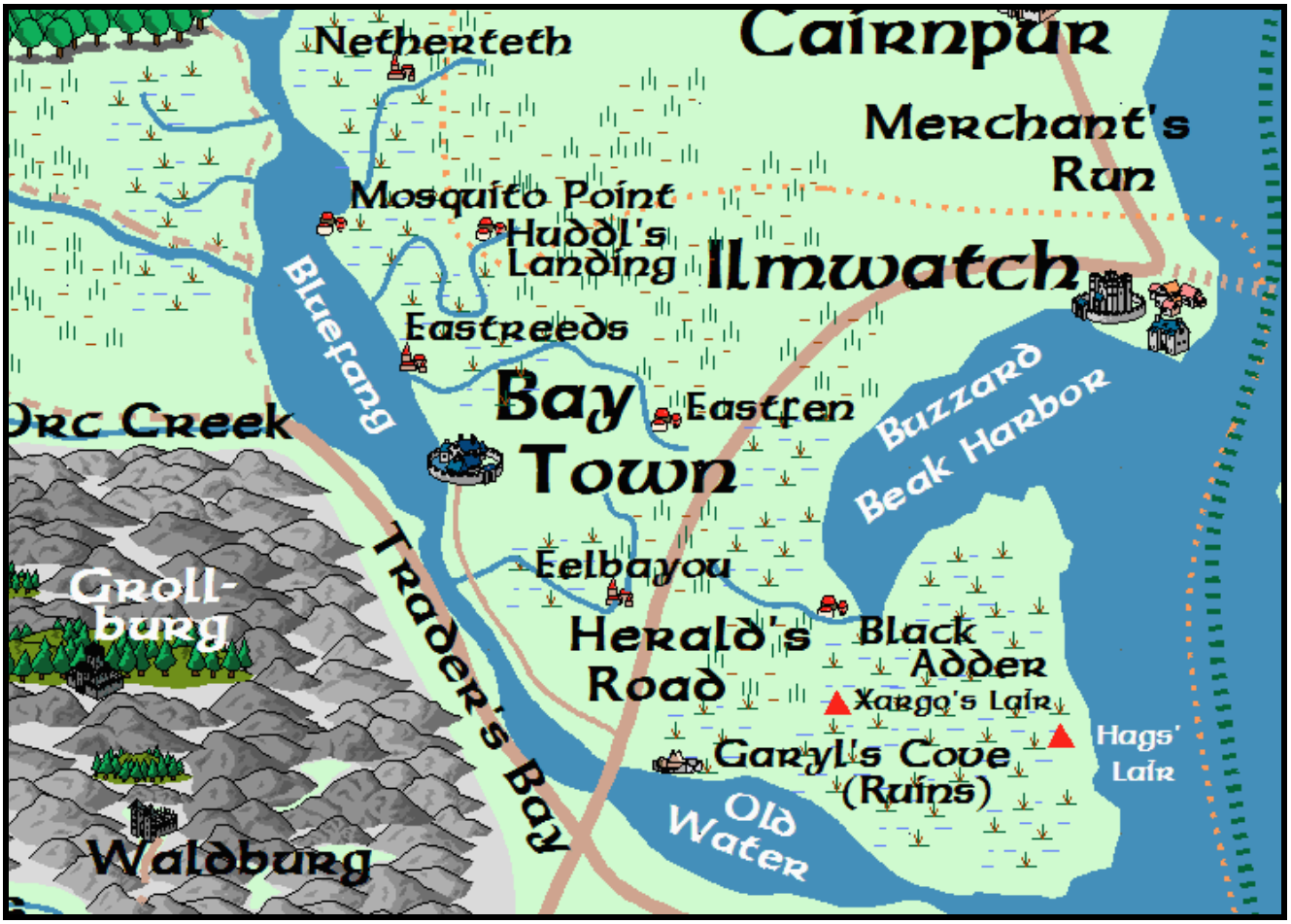
16 – Kartulraun, Butcher. Kartulraun (half hobgoblin male AL:N, Exp 3), a native of Dunfee, specializes in block sales of freshly butchered meat. He delivers to both inns, both garrisons, the House of Karadâzh and the prison camp but makes no direct sales to the public. He employs two journeymen and four apprentices.

17 – Baunlyr's Tower. The diviner Baunlyr is a native of Dunfee who left the mountains in his late youth and traveled to Lyrabar, to learn the mage's art. He returned to Dunfee at age 50 in the Year of the Shadows (1358 DR), shortly after the gods had returned to their homes on the planes and before the fall of Zhengyi in Damara, and he built his tower atop a crag in the southwest corner of Dunfee. He does sell sage services to those who seek them and are willing to brave the excruciating trail to the top of his crag, 500 feet/150m above the rest of the village. Exactly what Baunlyr does with most of his time in Dunfee is unknown, but it is said that he was a close associate of the wizardess Queen Sambryl in the capital, that he still communicates over the distances with her through magic, and that he holds the northern watch over the Earthspurs for her from his high tower.

D. The Swamplands

Game Master: If your PCs enter the Traders Bay swamplands, you will want to use the enlarged map of this area to find the various locations that are described. If you are working with the *Campaign Cartographer 2 Pro* maps in FCW-Format, the Traders Bay enlargement is a layered view within the main Impiltur map (IMPILTUR.FCW). You need to open the Impiltur map and then take the following steps:

- Click the menu options *View, Windows* and *View Sets* (in older Versions, *View* and *View Sets*).
- Pick the view named *Traders Bay* and click OK.
- Click the levels symbol, to open the levels menu.
- Click off the *H* in the Hide column for the following layers: *Traders Bay* and *Traders Bay English.* (If you're using the German language layers, activate *Traders Deutsch* instead of *Traders English.*
- When printing, click the option *Active Window* in the *View to Print* group.
- After you're finished with the enlargement, set all of these options back as they were.



The Swamplands

The swamplands are a virtual fourth kingdom within the land of Impiltur, although they legally are a part of the Kingdom of Impiltur. All attempts by the Lords of Imphras II to *clean up* the swamplands have been an abject failure, with one exception. Traders Bay and Buzzard Beak Harbor once were havens for pirate ships. War Captain Rilaunyr's blockades of the harbor and the mouth to Traders Bay did succeed in driving pirates out of the swamplands.

The swamps are a genuine thorn in the side of the Lords of Imphras II. Since the catastrophic failure of War Captain Rilaunyr's attempts to *clean up* Traders Bay in the Year of the Wave (1364 DR), the Impilturian paladins only have been able to wring their hands in despair at this black spot on their kingdom's map, but no one has been able to come up with a solution short of the current plots being bandied about to drain the swamps. Even this plan is the subject of considerable skeptical scrutiny within the war captains' own ranks, and one of the leading skeptics is none other than Queen Sambryl.

Critics of the swamp drainage pale at the question of what will happen if this project goes wrong, and no one, not even the project's most avid supporters, will hazard a guess as to what the answer might be. The queen also asks who might be prepared to finance this undertaking, but to date, its leading advocate, War Captain Rilaunyr of Ilmwatch, a justice-seeking paladin of Tyr, can reply only that he is seeking an answer. There is no indication at present that the residents and denizens of the swamplands are worried that Rilaunyr may one day fulfill his obsessive dream.

The swamplands are one of the most interesting areas of Impiltur, both geologically and demographically. When the southern corner of the Great Glacier melted and with it later the ice tundra of Impiltur at the foot of the Earthspurs, most of the new land that emerged was in the stony Badlands. But the tundra along both sides of Traders Bay had formed a shallow pocket in the land, 6 to 10 feet/2 to 3m lower than sea level. The waters of the mountain melts above roared down the Sidewinder in the east, the Great Imphras in the north and the Icehilt in the west, flooding most of today's swamplands.

Impiltur tends to have confusing names for things, and so it is that most folk call the swamplands Traders Bay, although this name applies, strictly speaking, only to the Old Water, the Bluefang Water and the lower channel of the Icehilt that connects them and then resumes again at the eastern end of the Old Water, flowing past Keelbest into the Easting Reach.

In earlier days before Imphras I proclaimed the second kingdom of Impiltur, as the tundra still was emerging from the ice, the ancestors of modern Impiltur already saw the problem that was brewing and they dredged the mile-/1.5 km long channel north of modern Keelbest that now allows the backed up waters to slowly flow into the Easting Reach. But the monarchs of the earlier kingdom underestimated the problem gravely, and after only a few decades, the melted waters turned tundra into stagnant swamp and fens.

For several decades, the area interested only druids, who recognized that the true nature of northeastern Impiltur would demand one day that the unnatural swamps be drained, but who also realized that life forms unknown in Impiltur would be necessary to hold the emerging swamps in an interim state of delicate balance until the massive drainage project could be implemented.

Today, dwellers on Traders Bay blame men of evil for bringing poisonous snakes, electric swamp eels, butcherfish and other deadly animals and fish into the swamps that would become Traders Bay, but this is not true. They were imported into Impiltur by the druids, who knew they were necessary. The evildoers can be blamed only for the hydra and the small tribes of swamp trolls that they summoned to Traders Bay. The black dragon came much later, with the Zhentarim.

While the druids still seek the balance they believe Traders Bay needs, the population has found its own balance. Swamp inhabitants tend to be stubbornly independent, living and letting live, not eager to bow to any authority, including the Lords of Imphras II. This attitude was reaffirmed by the burning of Garyl's Cove in the Year of the Wave (1364 DR), when Rilaunyr was ordered to quickly end his foolish crusade for justice on Traders Bay.

The population on the bay is a strange mix. Several Harper agents can be found in the backwaters and bayous, and there is a concentration of Harper rangers around the druids and priests of Eldath in Netherteth. There are secret and in Impiltur forbidden temples and shrines to evil gods in the swamplands.

A small band of Xvimist assassins is carefully learning the ways through the treacherous swamp. Bands of robbers strike raft traffic heading downstream from Northford with valuable cargoes of gold, silver or bloodstone. A veritable fortune in stolen bloodstone and ore is believed to be hidden in the backwaters and bayous of Traders Bay.

A branch of the old Westgate merchants' family Regdresk is firmly entrenched in Traders Bay. At home, the family not only is one of the key powers in transportation by ship and caravan, but it also is deeply entwined in business with the poison-manufacturing temple of Talona, at Huddl's Landing deep in the swamps. The Regdresk family controls much of the smuggling and the dealing in contraband on Traders Bay, Mafia style.

It also is said that the family sells paid refuge to wanted murderers and other capital criminals who wish to elude the nooses of the hanging paladin and his judge in Ilmwatch. As powerful as the family Regdresk is, however, it can only strongly influence the other residents of the swamplands but not completely control them, nor does it try to.

The one thing the family Regdresk does do with an iron hand is the enforcement of the rule *"Live and let live"* on Traders Bay. The Regdresks know that few things hold the paladins of Impiltur back from invading the swamplands again so much as the fact that most folk of Traders Bay, regardless whether good, bad or indifferent, hate the lordly ways of the Lords of Imphras II.

The family also is aware that nothing would endanger their swamp operations more than petitions to the paladins from honest local fishermen and merchants complaining of mistreatment. Those who deal wrongly with the folk of Traders Bay, regardless of affiliation, disappear permanently, and the family Regdresk often is responsible for their fate.

Bay Town, Eel Bayou and Eastfen are the only settlements of Traders Bay that are reasonably reachable by road. The Bay Trail is the only solid road anywhere on the northeastern side of Traders Bay. It leads from the Heralds Road to Bay Town.

Mucky tracks lead into the hamlets Eastfen and Eel Bayou, but travelers on both must be careful for poisonous snakes that are difficult to see, because their skins match the color of the mud. A similar track leads to the ruins of Garyl's Cove. Most bay dwellers avoided the entire eastern peninsula of Traders Bay east of the Heralds Road and south of Black Adder because it has become a haven for swamp trolls and a black dragon.

The rest of the population of Traders Bay is exceedingly difficult to reach. The triangle of land formed by Traders Bay and Buzzard Beak Harbor – to within 10 miles/15 km of the stretch of the Merchants Run from Ilmwatch to Lenchford – is a quagmire of seemingly endless waterways and ponds of black water dotted by small islands. The water is black, moving slowly and often standing in places, and filled with reeds where it isn't stagnant.

Anyone who falls into the water and fails to get out quickly stands a good chance of dying. There are several schools of butcherfish in the swamps, along with a population of animals and monsters that includes black adders, poisonous water snakes, electric eels, deadly brown puddings, badgers, giant and normal-sized pike and catfish, water beetles, giant water spiders, giant and normal-sized water rats and catoblepas. The latter are the only natural enemies of the butcherfish in the swamps. Catoblepas eat butcherfish, while the butcherfish have a natural aversion to their hunter.

Even if one succeeds in avoiding these more dangerous creatures, a visitor is plagued in the warmer months by masses of mosquitoes and other biting and stinging insects. In addition, swamp trolls inhabit several areas of the swamp, although most of these seem to be under the control of magic users or priests.

There is a magically-diseased black dragon in the Black Adder area and there are hydra on Buzzard Beak Harbor north of Black Adder and east of Eastfen. There also is a covey of two green hags and a sea hag on the largely deserted swamp peninsula east of Black Adder and south of Buzzard Beak Harbor.

If one remains in the boat and can put up with the insects until reaching one's destination in the swamp, the next threat is the treacherous landscape. Many of the islands are nothing more than dislodged chunks of peat with topsoil that drift across the swamp water, but that also can sustain a fair amount of plant growth. Some parts of these floating peat islands are quite substantial and can support a human's weight easily. Others are only a few inches thick.

Whoever steps upon them will find him- or herself quickly in the swamp water, *beneath* the peat island, and will have considerable difficulty getting out of the water again *before* butcherfish, snakes or eels investigate the commotion. Even if one succeeds in getting back up onto a firmer part of a peat island, one may find oneself staring an angry black adder in the eyes as soon as one emerges from the water. The floating peat islands are a favorite feeding ground for these exceptionally deadly snakes.

Natives can distinguish these floating peat islands quickly from real islands with firm footing and solid land. Trees that have seeded and taken root on the peat islands seldom are more than a man's height tall. They tend to wither and die back after reaching that height. Higher trees, particularly willow and birches, grow with ease on real islands.

This is not to suggest that real islands are safe. In addition to monsters or evil natives who may be lurking there, the real islands often have quicksand pits that are covered by trailing vines, plant debris and such. There also are carnivorous plants on many of the islands.

In the colder months, the swamp is even more treacherous. It tends to ice over, and then snow falls upon the ice, covering all points that may be dangerous and making them impossible to see. Most inhabitants of the interior stock up on firewood in autumn and then winter over in their shacks and shanties, living on stocked up supplies and ice fishing until the spring thaw sets in.

Natives of the swamp usually can find their way about on foot, even in the snow, because they can use the standing, dormant vegetation as trail markers, but they are reluctant to do so. Foot tracks in the snow make safe routes clear to enemies as well, and they can lead unwanted company right to one's own door step. Swamp trolls in particular are good at following such trails.

The swamplands of Traders Bay are well-populated, despite the dangers and drawbacks. Most estimates set the total population at 6,000 to 10,000. The natives know how to avoid many of the dangers in the swamp, but they pass such information on to strangers only when they are convinced they'll squeeze a profit out of it.

Swampdwellers know how to protect themselves against many of its dangers. Most wear long boots and arm and hand protection of leather, to protect themselves against snake bites, and those who can afford it also use a rare potion made by the priestesses of Talona in Huddl's Landing that poisons insects. But the swampdwellers will make no suggestions to strangers on how they can protect themselves, nor will anyone sell a stranger the anti-insect potions.

It isn't just that the swampfolk are unfriendly to strangers – although they certainly are that too – but even more that they're suspicious. Anyone a swampdweller doesn't know well may be the enemy of someone else with whom the swamp inhabitant has no quarrel. Regardless of whether a swampdweller is genuinely evil or not, he or she is guided above all by the unwritten *"live and let live"* rule of swamp life, and that rule applies above all to natives among natives.

It boils down on the one hand to not interfering in things that might be happening to intruders from elsewhere and on the other to helping protect other natives from attacks by outsiders, regardless of how one feels about the person being helped. In the view of most swamp folk, anything that's a threat to one element of swamp life is a threat to all elements of swamp life, because outsiders mean the swamp folk no good.

It's unlikely that one will travel far through the swamplands without encountering other humans. The people who live there move about on the boats and rafts, fish and go about their lives. If a stranger is slowly being swallowed in quicksand, and a local passes by, it's not unlikely he'll continue passing by.

He won't think the stranger sinking in quicksand is any of his affair to begin with, and he well may think that the dying stranger has been placed in the quicksand by someone from the Regdresk family or some other organization as punishment or whatever, and he knows better to interfere in such matters.

If on the other hand the person sinking in quicksand is a swampdweller, not only will the passerby rescue him, but if he's been placed in the quicksand by someone else, everyone in the swamp knows that the family Regdresk and other organizations of power will do their best to track the evildoer down and deal with him, because the swamp takes care of its own, and it metes out its own justice.

Officially, Impilturian law is enforced in the wetlands by patrols from the 30-man garrison of the Impilturian army stationed in Bay Town. In truth, the soldiers of Bay Town patrol only the Bay Trail between the Heralds Road and Bay Town as well as the hamlets of Eel Bayou and Eastfen. These are the only settlements they can reach upon horseback and while wearing armor.

The soldiers generally do not look for trouble, but they will deal with obvious crime, if they find it. They contribute an average of about 20 new residents to the garrison dungeon in Ilmwatch every year, and most seasons, an average of five swamp necks find their way into the nooses of Ilmwatch. But most of these arrests are made as a result of coincidence rather than dedicated law enforcement.

The soldiers of Bay Town make no use of the harbor village's facilities. They know they aren't wanted there or anywhere else on Traders Bay, and they remain in their garrison when not upon patrol, waiting for their tour of duty in the swamp to end.

The system of unwritten law, enforced mainly by the de facto judges of the family Regdresk, actually functions better than the true legal systems of many countries within Faerûn. The foundation of this folk justice is that attempts of swampdwellers to harm one another or the druids of the north will not be tolerated. Outsiders in the swamp enjoy a much lesser degree of protection. The unwritten law of the swamp views outsiders as free prey.

One remains an outsider in the swamp until there is some sign that he or she has been acknowledged by a member of the family Regdresk. However, a swampdweller can expect to run afoul of swamp law if he or she mishandles an outsider and this mishandling produces results that are inimical to other swampdwellers' interests. If, for example, a group of swampdwellers ambushes a patrol of Impilturian soldiers from the token garrison in Bay Town, the bushwhackers can assume that they'll be found out and that swift and deadly justice will be meted out.

Anytime soldiers are attacked, Rilaunyr in Ilmwatch doubles or triples the contingency of soldiers in Ilmwatch for three to six months, and the increased patrols are nothing but a major hindrance to business as usual in the swamp. The covert justice of Traders Bay would deal in a similar manner with any swampdweller who would attack a Red Wizard of Thay in the swamp, resulting in a magical defense from the wizard that would wreak substantial damage upon the swamp.

Another *crime* in the swamp is to deal with the crown, to betray other swampdwellers to agents or soldiers of the kingdom, to sell or give valuable information to outsiders, etc. When a person is accused of such transgressions, he or she usually is captured and taken to a secret council of peers, often headed by an agent or member of the family Regdresk.

Both sides of the story are heard out. To a certain extent, one could maintain that accuser and accused both receive a fair trial of the issues at hand, although not with the legal safeguards and written laws of the Kingdom of Impiltur. Such a secret trial can have three possible outcomes: The accused may be found guilty, the accuser also may be convicted of falsely attempting to damage the accuser, or the case may be closed as unresolved, subject to being reopened in the future, if more information becomes available.

In lesser cases, the guilty party may be forced to pay damages or to be indentured into slave-like servitude to the damaged party for a set period of time. Greater transgressions usually are punished by death. There are various forms of execution.

Usually, the condemned will be bound and weighted and then placed in a quicksand pit or tossed into the swamp water, either to drown or be consumed by butcherfish, whichever occurs first. Some condemned persons are executed by being lowered into a pit filled with black adders. In rare cases, a condemned man may be sold to the hags of the Buzzard Beak peninsula, who will devour him alive.

The main source of income for the swampfolk is fishing. Most of the commercial catch is packed in barrels in salt brine and sent out to points as distant as the Moonsea, parts of the Dales in the Heartlands, Sembia and Cormyr, the cities of the Dragon Reach and – involuntarily and at a loss – to the Pirate Isles. The swamp breeds not only butcherfish but also several unusual varieties of freshwater fish that are considered delicacies in the eastern Heartlands.

The secondary source of income is swamp whisky, a special distillate made of barley malt and the seeds of marsh reeds on the inner bayous. Impiltur's largest malting house is in Eastreeds, a port town north of Bay Town.

Whisky is one of the big problems the government in Lyrabar has with Traders Bay. Taxes are levied upon sales, exports and imports in Impiltur but not on production itself. It's not illegal to distill whisky, only to sell it untaxed. The distillers and their whisky runners make a sport of hiding whisky beneath fish and other wares, dodging patrol boats by night or by fog, etc., and escaping paying the taxes. The port of New Sarshel in the Great Dale on the eastern shore of Easting Reach is the main delivery point for the bootleg swamp whisky.

A third important although highly secretive source of income is poison. One of the biggest producers of poisons in Faerûn is the substantial but little known *House of the Lethal Lady* – a temple to Talona – in the backwaters of Huddl's Landing. The family Regdresk markets these deadly masterworks of chemistry throughout Faerûn.

At about the time the *Northern Journey* PCs reach Impiltur, Traders Bay will be in a state of paranoid turmoil, and any new presence from outside will be looked upon with extremely suspicious eyes. In the depth of winter, in early Hammer of the Year of Wild Magic (1372 DR), the head of the branch of the family Regdresk in Eel Bayou – Senwan Regdresk – was found dead in his sleep.

A close and secretive magical examination by one of the Malagents of Talona from Huddl's Landing revealed that the second mightiest man in the family died of poisoning, and the poison used was a special, quick-killing potion made only by the priestesses in Huddl's Landing and sold exclusively by the family Regdresk.

Less than a tenday later, the doge of the family, Zekin Regdresk, died suddenly inside his mansion in Bay Town. Zekin had been eating his evening meal together with other members of his family, when he was stung by a gnat, despite protection from a Talontar potion against insects. Zekin swatted and killed the gnat but then fell dead himself a mere second later.

The corpse of the gnat on the Regdresks' dining table transformed slowly into the dead body of a blackbird. Again, an investigation by a Malagent priestess showed that the cause of death was a rare, Talontar poison produced in Huddl's Landing and sold only by the Regdresks.

Word has spread through Traders Bay that the two most powerful men of the swamp have died, apparently by foul means. This news even has reached the ears of the Lords of Imphras II. No one is quite certain what this will mean. The news of death through poisoning has been kept quite secret within the higher levels of the family Regdresk and the Talontar temple in Huddl's Landing.

Ranking members of the family Regdresk are inclined to think the two leading members of the family were assassinated from within their own ranks by someone seeking power. The acting doge at present, Thalikon Regdresk, is beyond the suspicion of most family members.

Thalikon is in charge of all boating operations of the family in Bay Town. He is an unambitious family member who was older than Zekin but took his own name out of consideration for the doge's position when Thalikon's father. the previous doge, Kedaowyn Regdresk, died in the Year of the Bow (1354 DR). Thalikon agreed only under great pressure to act as doge until a new leader can be agreed upon, and from the start he has delegated most decisions to the family council.

A key suspect is Acendaswen Regdresk, Zekin's oldest daughter, who has made little secret of her ambition to succeed her father as the first woman to be doge of the family. However, there isn't the slightest bit of evidence against Acendaswen, beyond the fact of her own acknowledged ambition.

The assassinations have left the family Regdresk on edge and have led to caution and suspicion on the parts of most swampdwellers against strangers who enter the fens beyond the shoreline of Traders Bay.

The true perpetrators of the killings are among the best customers for poisons of the family Regdresk, the Zhentarim. Fzoul Chembryl in Zhentil Keep believes that Traders Bay is an ideal base for covert Zhentarim operations.

The assassinations were orchestrated and carried out by priests of Xvim, Zhentarim archmagi and Xvimist assassin monks living secretly beneath the ruins of Garyl's Cove in the dungeons they've opened there.

The Zhentarim simply believe that the Regdresks have too much power in Traders Bay. They consider the family and also the Talontar priestesses in Huddl's Landing to be useful tools for themselves, but they believe the Regdresks first must be cut down to size. The assassinations were performed above all merely to see what happens next.

Any Game Master who wants to be historically correct should avoid most traditional *Monster Manual* or *Monster Compendium* swamp encounters here. Please remember that this swamp has existed for only three centuries or so, and men already were to some extent in this area when the Great Glacier receded and the ice tundra slowly turned to swamp.

Magical creatures of the swamp and typical swamp monsters will not be found here, at least not when they would not have migrated here of their own accord. Such encounters as behir, troglodytes, bullywugs, lizard men, gnolls, hydras, etc., will make little sense.

On the other hand, much of the natural flora and fauna of the swamp described in *Monster Manual* or *Monster Compendium* could be expected to exist in the Traders Bay swamp, to a great extent because the druids of Netherteth have cultivated both.

You can stage encounters with large clouds of mosquitoes, some of them disease bearing, using the guidelines listed for Mosquito Point farther below. Among other natural dangers brought to the swamp by the druids are poisonous snakes and spiders, poison frogs, electric swamp eels, lizards, leeches and butcherfish. In the natural order of mutation in Faerûn, it is likely that some giant snakes and spiders as well as giant frogs, giant lizards and giant leeches have developed.

Evil humans – particularly the followers of Talona in Huddl’s Landing (see below) – have imported swamp trolls. An ailing black dragon commonly referred to as Xargo lairs south of Black Adder, and the three sea hags have their lair in the east swamp.

If you're running an *NJ* campaign and it is at all within the normal time framework, your PCs will reach Impiltur in winter, sometime between late in the Year of the Unstrung Harp (1371 DR) and early in the Year of Wild Magic (1372 DR). Beginning between mid-Marpenoth and early Eleasias, the swamp will freeze over and hide itself beneath a blanket of snow. This will last until sometime in Mirtul, although the ice cover beneath the snow already will be fragile by the second ride in Tarsakh, at the latest.

Everyone in the vicinity of Huddl’s Landing will target strangers without asking questions. They don’t even care what the season is. When a stranger enters the Huddl’s Landing area, where the Talontar sect lives to brew its poisons, the locals first will set the swamp trolls on the intruders, then attack with poisoned range weapons, and if anyone survives long enough to engage in melee, they’ll fight with poisoned hand weapons too.

Regardless of where one is in the backlands of Traders Bay, one should expect little in the way of help or friendliness from the swampdwellers. The swamp has no use for strangers. Before one can begin making useful contacts with the swamp’s residents, one must live in the backwaters long enough to slowly become recognized as a swampdweller oneself.

There are few native swampdwellers. Children are rare in the swamp. Most adults who live in the backwaters have no interest in being parents, and the bays and bayous are no fitting place for children. The occasional children who are born in the backwaters have a high mortality rate, succumbing not only to the dangers and diseases of the swamp but also to brutal or ruthless parents.

The swampdwellers are by and large people with a past. They’ve came to Traders Bay from somewhere else, to escape whatever they have left behind, be it a tragic experience or an arrest warrant. Most swamp folk tend to be loners with no use for authority. They also have no use for strangers. They only law they recognize is *live and let live*. Strangers seldom have that in mind.

Bay Town

Village, Nonstandard (Criminal family). AL: NE. 200 gp limit. Assets: 9,000 gp. Population: 900, 99% human, 1% other. Authority figures: Sir Wendelbraun, human male, AL:LG, Paladin of Ilmater lvl 9, commander, Bay Town detachment, Sword of Impiltur (official authority); Thalikon Regdresk, human male, AL:LE, rogue lvl 14, head of the Regdresk family (true ruler). Taxation: Benevolent but sporadic.

Others: Tandas Girth, human male, AL:LE fighter lvl 10/rogue lvl 4; Delina Kundril, human male, AL:NE, necromancer lvl 13, Regdresk family house mage; Dulman Kundril, human male, AL:NE diviner lvl 12, Regdresk family house mage; Regan Warth, human male, AL:CE War 6, innkeeper; Heben Durthy, human male, AL:NG, War 10; Malbadon Regdresk, human male, AL:LE, rogue lvl 3; Tsiang-dao-Ling, human male, AL:NG, fighter level 8, priest of Deneir lvl 10; Painbearer Saluna, human female, AL:LG, cleric lvl 4, priestess of Ilmater; Hrent Lubdal, human male, AL:CE, cleric lvl 3, Priest of Talos; Crendel Lanchs, human male, AL:LG, cleric lvl 5, priest of Lathander.

Despite its seemingly peaceful façade, Bay Town is the root of much of the evil in the swamps, backwaters and bayous of Traders Bay. There is an unwritten but strictly enforced law in the swamplands that one does one's dirty work outside of Bay Town, where the powerful Regdresk family has its seat, where the Sword of Impiltur has its garrison and where Impilturian customs attempts to gain for the crown what it is due.

For all of these reasons, swamp dwellers who are in Bay Town know they are expected to behave there, and they know they will pay dearly if they fail to fulfill these expectations. Few evil things happen in Bay Town under the scrutiny of the public eye. They happen instead in shadows and in the dark of night, when problematical persons simply and quietly disappear from Bay Town, never to be seen again. They disappear deeper in the swamp, in a quicksand pit, or in the digestive tracts of hundreds of butcherfish or as a feast for the swamp hags to the East.

Peace in Bay Town is enforced through the heavy yoke of oppression. It is not a peace born of freedom, pride, satisfaction and joy of life. And despite the peace, there are three convincing reminders in Bay Town that constantly keep one aware of all what will happen if one steps over the invisible lines drawn by the Regdresks:

- The ruins of Dayar's Fish Packing. Dayar Mornhan decided to mount a rebellion among fishermen against the economic dictates of the Regdresks. A mysterious fire broke out in his fish packing house, leveling it and taking Dayar with it. Through pure coincidence, they say, several of the fishermen who supported him had strange accidents that caused bruises and even fractures. Others disappeared.

- The ruins of Knuth Delos' House. Knuth was a spy for the crown who died just as mysteriously when a mighty lightning bolt struck his guarded house during a thunderstorm, costing him his life.

- The house of Tandas Girth. Tandas may be the single most feared man in the more populated areas of the swamp. The professional assassin and bounty hunter is in the service of the Regdresks, seeing to it that their brand of justice is executed and that fugitives from the Regdresks' justice are hunted down and dealt with.

Despite the oppression and the constant dangers of the swamp around them, most residents of Bay Town do manage to lead an acceptable life. Most town dwellers will tell you that life in Bay Town isn't so hard, if you know where the walls are and avoid banging your heads against them, and if you learn to keep your mouth shut and your eyes diverted from those things you weren't meant to see. Those who do that can eke out a respectable living in Bay Town, because much of the swamp's trade moves through the town, and the Regdresks pay a decent wage for a decent day's work.

Bay Town - Trader's Bay
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28

Bay Town

Map of Bay Town

1 – Garrison of the Sword of Impiltur. The permanent party of this garrison consists of 30 cavalrymen of the Sword of Impiltur. The garrison can house up to 50 soldiers, and part of this extra capacity often is used by the naval patrols of the Sword who are constantly on the Old Water and the Blue Fang between Keelbest and the confluence of the Great Imphras and the Icehilt at the north end of the Bluefang.

2 – Regdresk Grain Mill.

3 – Fortified Quarters of the Family Regdresk. The house stands inside a 20-foot/6m high brick wall. The house's walls are a yard/meter thick and all doors are fortified. There are four towers, one in each corner of the building, with three archers (human male and female, AL:N, CE, NE, LE, lvl 4-6) in each tower. The grounds everywhere within the wall are lit by small globes that carry permanent light spells. The most important members of the Regdresk family live here, including the recently assassinated doge Zekin Regdresk.

4 – Shipping Docks Facility of the Family Regdresk. Merchandise that is about to be transported, boat repairs facilities and quarters for the complex' guards are in this large building. In its southern corner is a large watchtower with a magical, moving beacon that keeps that dock area and the water in front of the Regdresk property brightly lit at night. The acting doge, Thalikon Regdresk, is in charge of all shipping operations.

5 – Traders Bay Coster. The business offices of the family Regdresk.

6 – Docks of the Family Regdresk. At any given time, 1d4 + 2 swamp boats and 1d3 boats small enough to pass beneath the Heralds Road bridge but large enough to brave Easting Reach will be docked here.

7 – Bay Town Boat Building Dock.

8 – Bay Town Boat Building. This business is run by Kiezet Hardargh (human male, AL:LE Rogue lvl 8), a craftsman who married into an intermediate level of the Regdresk family. Most of the swamp boats on Traders Bay are built here. It is said that Kiezet is a worshipper of Loviatar. He had been sent by Zekin Regdresk at times to conduct family negotiations in the Dragon Reach port city of Calaunt in the Vast. When he goes to Calaunt, it is rumored that he takes substantial money with him, to pay for the sadistic pleasures he seeks in the *House of Scarlet Hooks,* Calaunt's Loviatar temple. It also is claimed that Kiezet is in charge of executing most death sentences levied by the Regdresk family's justice system and that he personally attends most of these executions.

9 – Bluefang Fish Packing. Bluefang is operated by Rueld Dinlar (human male, AL:N Com 6), an immigrant of Heliogabalus in Damara, who fled to Impiltur when Zhengyi the Witch King overran Damara. Bluefang buys the catch of local fishermen, packs the fish in salt brine in wooden barrels and exports them.

10 – Royal Customs. The customs officials here are under the command of the finance ministry in Hlammach, but they work closely with the naval patrol boats of the Sword of Impiltur from the Bay Town garrison and from the large garrison in Ilmwatch. The customs officials check as much merchandise as possible leaving the Traders Bay area to see that export customs taxes have been paid.

11 – Traders Bay Coster Transportation Offices. The offices and the five warehouses (numbered 12) are surrounded by a 6 foot/180 cm high wooden fence. The grounds are guarded by a dozen hellhounds, each wearing a magic collar that places the dog under permanent silence and also makes it invisible. As soon as the dog attacks, both the silence and invisibility magicks are interrupted for 1d4+1 rounds. 1d4+4 armed guards (human male and female, AL:N, CE, NE, LE, fighter lvl 3-6) will arrive on the scene within 1d4 rounds after the first hellhound barks.

12 – Traders Bay Coster Warehouses. There are five warehouses in all, guarded by invisible hellhounds (see the description of No. 11). These warehouses contain various merchandise, but the prime cargo here is Talontar poison stored in an ingenious manner that to date has made it possible to slip the poison easily past the eyes of customs, the Sword of Impiltur and the Heralds of Imphras II.

The Regdresk family purchases large quantities of cheap, low quality whisky from small, family distilleries in Eastfen. Because it is bottom grade whisky, there is little other market for it elsewhere, but business with the Regdresks makes it possible for the moonshiners of Eastfen to stay in business. The Eastfen whisky is transported in water sealed canvas sacks to Eel Bayou, where it is delivered to the underground cavern complexes of the Regdresks.

Various Talontar poisons from Huddl's Landing that the Regdresks have purchased also are transported to Eel Bayou in 4-gallon/15 liter wooden barrels. The Regdresks run a secret barrel packing works in the caverns beneath Eel Bayou that make and ship a special type of 16-gallon/60-liter barrel. These barrels are made in such a manner that the smaller barrels of poison from Huddl's Landing are firmly mounted inside the new, 16-gallon/60-liter barrels.

These barrels are then filled with cheap whisky from Huddl's Landing and sent off to allegedly be sold. A part of the barrels are smuggled to Buzzard's Beak Harbor, where small boats take them by dark past naval ships and out onto Easting Reach to the port of New Sarshel in the Great Dale.

The remainder of the barrels go directly to the Regdresk warehouses in Bay Town, where the Regdresks declare the export whisky and pay customs on it, leaving the impression that the operation is completely legal. A front of the Zhentarim in New Sarshel buys the shipments, a small part of which are funneled back to the secret Xvimist operations of the Zhentarim beneath the ruins of Garyl's Cove. The cheap whisky that hides the small barrels of poison is not sold.

The Zhents know that some poison may accidentally seep into the whisky at times, and they do not care to draw suspicion upon themselves by marketing poisoned whisky. They simply dump the whisky into Easting Reach. Infrequent, mysterious fish kills along the docks of New Sarshel may be a sign that the Zhents are correct in suspecting that the Talontar poison sometimes seeps into the whisky.

The Impilturian authorities have no idea at present that this smuggling operation is going on. If your PCs manage to uncover it, they can expect generous rewards from the crown. On the other side of the coin, they also can expect that the Regdresk family will set trained assassins upon their tails who will follow the PCs to the most remote corners of Faerûn, until they all are dead.

13 – Bay Town Boat Building Storage Area. Boats that are built by the company (see No. 8) are stored here until they are sold.

14 – Dead Snake Inn. The innkeeper is Regan Warth (human male, AL:CE fighter lvl 5), a wanted murderer from Tantras in the Vast. The Impilturian authorities are unaware that Regan is being sought, and it is unlikely that more than a few others in Bay Town are aware of his history. The fact that he is wanted would lead the soldiers in the garrison to take immediate custody of him until a decision could be reached in Lyrabar, but few others would care that he is being sought by the Tantran authorities. Food and lodging at the *Dead Snake* are a bit high and also low in quality. The rooms are hot and muggy during warmer months and dank, chilly and draughty in the colder season. The *Dead Snake* has 8 single rooms at 7 shiners per night and 4 doubles at 6 shiners per person per night. No meat is served. All main courses are fish and shellfish. Hot meals run from 6 silver shiners to 1 gold taler and 2 shiners, cold meals from 4 to 8 silver shiners. The bad-tasting house beer costs 2 copper bites per quart/liter tankard. Mosquito Point whisky costs 6 silver shiners per shot. Pickpocketing and break-ins in guest rooms occur at least once per tenday.

15 – Heben Durthy Blacksmith. Heben moved to Bay Town from Ethdale on the eastern shore of Easting Reach in the Year of the Banner (1368 DR). He is an agent of the Harpers (Shadowdale branch) who is quietly trying to learn more about the covert operations in Bay Town, with little success to date. On the other hand, it does not appear that anyone in Bay Town suspects his Harper affiliation either. Heben is a blacksmith with no skills for working with armor or weaponry.

16 – Tandas Girth, Bounty hunter. Tandas is a native of Bay Town. He makes his living hunting down people sought by the Regdresks as well as fugitives who were sentenced to die by the Regdresks. His job is either to bring sought persons to a Regdresk conclave, where the family deals with them, or in the case of the condemned, to properly execute them on the spot where they were found. Tandas is known and feared throughout the swamplands.

The Sword of Impiltur also is well aware of Tandas but has been able to do little with him because of Impiltur's system of justice. It has been impossible to collect evidence against Tandas. He was arrested once on a murder charge and held for several months in the dungeon of Ilmwatch awaiting trial, but the sole witness against him, who was under high security protection in the Ilmwatch fortress, died mysteriously of poison a tenday or so before Tandas' trial date. The holy judge in charge of his case was forced to free him. (See the *Northern Journey Campaign Guide* for more details.)

17 - Swamp Grass Inn. The innkeeper is Malbadon Regdresk, a nephew of the murdered doge Zekin Regdresk. Food and lodging at the *Swamp Grass* are relatively expensive and also relatively low in quality. The rooms tend to be hot and muggy during warmer months and dank, chilly and draughty in the colder season. The *Swamp Grass* has 10 single rooms at 9 shiners per night and 6 doubles at 8 shiners per person per night. No meat is served. All main courses are fish and shellfish. Hot meals run from 8 silver shiners to 1 gold taler and 4 shiners, cold meals from 5 to 9 silver shiners. The watery, ill-tasting house beer costs 3 copper bites per quart/liter tankard. Mosquito Point whisky costs 7 silver shiners per shot. Pickpocketing and break-ins in guest rooms occur from time to time.

18 – Shrine to Talona. The Sword of Impiltur knows of this rather obscure shrine but chooses to ignore it. The Regdresk family quietly finances it.

19 – Kundril Tower. The archmagi Delina (necromancer) and Dulman (diviner) Kundril, brother and sister, occupy this tower. They are the house magi to the doge of the family Regdresk.

20 – House of Tsiang-dao-Ling. Tsiang is a refugee from Shou-Lung in distant Kara-Tur who is about 80 years old but in the seeming physical condition of a 50-year-old. Tsiang's father was an archmage who was wrongfully accused of ill deeds and who committed suicide when he was unable to clear his name. Tsiang does not know for certain who was responsible for the slandering of his father, but he did foil the perpetrator from attaining his goal, for Tsiang and his father both were certain that the slander was intended to eventually force the authorities to being criminal charges.

Had this occurred and had Tsiang's father been convicted, he would have been beheaded, and his magical possessions would have reverted to the nominal possession of the emperor. In practice, however, they would have gone to magi in the emperor's service. Tsiang and his father were certain that one of the court magi had been responsible for the accusations that were being whispered behind backs.

Above all, Tsiang's father wanted to protect an artifact known as the Star of Wung-Dao. The star was a small, golden pendant that gave the wearer the ability to command most animals and humanoids. Both Tsiang and his father realized how dangerous the artifact could be in wrong hands that could use it to raise huge armies.

They spirited all of his father's magical items away to a forlorn swamp in a remote area of Shou-Lung, a swamp where Tsiang lived as a hermit for many years after his father's suicide. Whoever was after his father's magic failed in his attempts to find Tsiang or the possessions he had hidden for many years. Although Tsiang was a warrior by training, his true love always had been poetry.

During his years in the swamp, he wrote a collection of poems on the cycles of life and the inevitability of birth and death based upon his swamp observations. The book was named *"The Flute of Shou."* With magic items that had belonged to his father, Tsiang sent a copy to a friend of his who lived near the emperor's palace, asking that it be published, and with time, Tsiang's book became acknowledged as an artistic masterpiece.

This recognition apparently also led to the end of Tsiang's security. Several years after the book was published, as Tsiang one day was standing near the swamp's edge, he saw a band of some 30 mercenaries less than a mile/about a kilometer distant, riding purposefully toward the swamp.

Among the magical possessions Tsiang and his father had hidden in the swamp was a vibrant picture of a luxurious room in an unknown palace or castle. Tsiang's father had told him that in time of need, Tsiang could assemble his valuable possessions about him, within a radius of 10 feet/3m, and then take the picture in his hands and concentrate all of his thoughts upon it.

He said this would whisk Tsiang and his possessions away to safety in the very room that was shown in the picture. Tsiang did just that, and he was indeed whisked away from the mercenaries and most likely also to the very room he had seen in the picture, but there was little safety there.

He found himself in the ruin of an ancient castle, one he estimated had fallen more than a millennium earlier. It was deep in a dark, thick, ancient forest, overgrown with moss, brush and trees. Slowly, and after confronting much danger, Tsiang made his way southward until he could at last leave the forest. He came out in a lumber camp north of the village of Torside in the Great Dale, learning that the forest was known as Rawlinswood.

Tsiang migrated eastwards as far as Uthmere, where he spent several years. During this time he met a traveling priest of Deneir and became deeply interested in the religion of this western god. Tsiang then made a pilgrimage to the Master's Library and stayed there for many years, entering the priesthood, but within time, he yearned to return again to the swamps and was drawn by tales he heard to Traders Bay. For while, the family Regdresk focused its curiosity upon him and sent several highly skilled burglars to enter his house in an attempt to learn more about them.

A grieving Tsiang had brought the corpses of all of these burglars to the Swords' garrison, claiming each time that his honorable visitor had fallen and broken his neck. Recognizing the dead as known burglars, the soldiers lost little sleep over the deaths.

Despite his age, Tsiang wanders at all seasons into the deepest and darkest corners of the swamp, to mediate and observe, and then spends many days and nights in his small cabin Bay Town, quill in hand, writing new poetry down upon parchment. And at least once a year, he leaves the swamp and travels over obscure trails into the Earthfasts, to Iron Dragon Mountain, to make his pilgrimage to the Master's Library.

21 – Caleb Deeth's Supply Store, Caleb (human male, AL:N Com 2) is a native of Bay Town. His store has almost anything a boatman, fisherman or whisky distiller in the swamps might need, in summer or winter, and most supply items adventurers seek too. Prices average about 20% over the PHB.

22 – House of the Weeping Swamp. Temple to Ilmater. Painbearer Saluna, a native of Bay Town, cares for a congregation that consists of local Impilturian authorities, simple folk and representatives of the family Regdresk, who always attempt to look devout, dutiful and pious, as though they are the true defenders of righteousness and the faith.

23 – Swamp Hag Distillery. *Swamp Hag's Water*, a barley malt whisky, is one of the best distilled on Traders Bay. The distillery has an absentee ownership. It is held to 85% by the Lunanunyr family of Hlammach, but the family has hired the Keelbest Clerks House to actually manage and run the distillery. Keelbest Clerks is an old house with a sterling reputation that was purchased secretly in the Year of the Gauntlet (1369 DR) by the late Zekin Regdresk in Traders Bay. But things are a little more complicated than that. The people who were hired by the Regdresks to run Keelbest Clerks actually are agents of the Iron Throne working with the Throne leadership in New Sarshel.

24 – Ruins of Dayars Fish Packing. Dayar Mornhan, a crotchety native of Eastfen, started a movement among swamp fishermen to complain about the low prices paid by Bluefang Fish Packing for the catch. Bluefang owner Rueld Dinlar in turn objected that he could not pay higher prices, because he was forced to sell his barrels of fish to the Regdresks for resale. About a dozen fishermen from the bay joined Dayar's protest. Dayar built his own small fish packing plant and hired people to transport fish from Bay Town to Keelbest, bypassing the Regdresks. His boats disappeared on the their first voyage and the fish packing plant burned down mysteriously with Dayar in it. Since then, there have been no more rumblings about independent fish sales. A few of the fishermen who supported Dayar had severe bruises and sometimes fractures shortly after Dayar's death. All explained that they had suffered unfortunate accidents that were no one's fault but their own.

25 – Swamp Troll Soup Distillery. Ollen Prand, human male, AL:N, Exp 6, a native of the swamp, runs this distillery. Swamp troll Soup is a favorite whisky in the Easting Reach area, although it hasn't done much traveling beyond. Swamp troll Soup is made of mixed barley and rye, along with swamp plants.

26 – House of Hrent Lubdal – Talos Shrine. Hrent, a refugee from the Great Dale, a foreman at Bay Town Boat Building, is in truth a covert priest of Talos the Destroyer who is attempting to strengthen the church of Talos in Impiltur, particularly the Traders Bay area. The cellar of his house is a shrine to Talos.

27 – Ruins of Knuth Delos' House. Knuth was under the protection of the Sword of Impiltur, when a bolt of lightning accidentally struck the house during a thunderstorm, killing Knuth. He had been a spy for the crown, who was about to be evacuated, when the strange incident occurred.

28 – Temple to Lathander. The priest is Crendel Lanchs (hm LG, priest lvl 5), a native of the Great Dale. His congregation is disappointingly small.

Netherteth

Thorp, Nonstandard (druidic). AL: NG. 0 gp limit. Assets: 20 gp. Population: About 20 human druids and rangers. Authority figure: Gendra Jull, human female, druid of Eldath lvl 10. Others: various druids and rangers (see below). NOTE: Netherteth has not been mapped. Taxation: None.

This stretched out hamlet is a place apart from the rest of Traders Bay, geographically as well as in alignment. Along with Lyon's Oak, it makes up one of the three corners of Impiltur's so-called Druidic Triangle. The original druids of Eldath who came to take care of the swamplands after they began emerging from the tundra settled in groves here, and they and priests of Eldath still remain in the inlets of Netherteth, where they maintain a small temple to Eldath, attempting to steer something of a balance in the unnatural low moorlands that constitute Traders Bay, before – the druids and priests hope – the swamps can be drained.

The northern area of the swamp has little of commercial value and as a result attracts little attention from the main body of swampdwellers to the south. As always, the druids and priests of Eldath are pacifists, but they are more prepared than most to defend themselves if attacked. They are surrounded by more than a dozen Harper rangers sent east by the Twilight Hall Harper faction two years ago to see to it that the druids and priests can continue their work.

For the most part, however, defense is limited to protection against marauding animals. The family Regdresk is quite convinced that the work of the druids is important in maintaining the swamps in a way for them to remain profitable for the family. As a result, one of the many unwritten but swiftly enforced laws in Traders Bay is that Netherteth is off limits to swampdwellers and the druids are not to be threatened.

The family Regdresk is aware that the ultimate goal of the druids is to drain the swamps, but the tremendous cost and problems associated with such a project are far beyond Impiltur's means, as far as the Regdresks are concerned, and therefore no threat of substance. As a result, the colony of druids, priests and Harper rangers usually is left in peace, to go about its task of tending to the swamps. The colony does have small boat, and outside contacts are maintained with the druids and monks in Lyon's Oak.

The high Harpers in Berdusk believe the entire region including Impiltur is under an ominous threat of great magic, and they are convinced that the swamplands could play a very unfavorable role if matters of this mysterious magic gains ground, therefore they made the decision to guard the priests and druids of Eldath. The latter are not necessarily happy about the militant rangers seeking to use their weapons to defend them, but it has not been a big issue in recent years, because the rest of the swampdwellers in the south leave them in peace.

Belhuar Thantarth, the master of Twilight Hall in Berdusk, sent the high level Harper rangers to Netherteth, This strange, desolate and difficult to define swamp hamlet is the only part of the Traders Bay area that is outside of the control of the Regdresks, and the Bay Town Mafia has been content to leave it that way.

Netherteth belongs to the druids of Eldath and the dozen or so Harper rangers who work with them in the north swamp. There was a time when the family Regdresk wanted to know more about the goings on in Netherteth and sent bands into the north swamp to reconnoiter the area. Few returned. One who did was the feared Regdresk assassin Tandas Girth of Bay Town. He came back unsuccessful but with advice to steer clear of the area.

Along with Lyon's Oak, Netherteth makes up one of the three corners of Impiltur's so-called Druidic Triangle. The original druids of Eldath who came to take care of the swamplands after they began emerging from the tundra settled in groves in Netherteth. They and priests of Eldath still remain in the inlets of Netherteth, where they maintain a small temple to Eldath, attempting to steer something of a balance in the unnatural low moorlands that constitute Traders Bay, until the swamps can be drained – the druids' great goal.

Belhuar Thantarth, the master of Twilight Hall in Berdusk, sent the high level Harpers to Netherteth in the Year of the Tankard (1370 DR), ostensibly to help protect the druids and priests there.

In reality, Belhuar reacted more to reports traveling Harpers had brought westward from Netherteth, telling of agents of the Phaerimm becoming covertly active in Impiltur, perhaps only within parts of the swamplands or perhaps also in other areas. The Harper delegation that drifted one-by-one into the northern swamp consists of 14 rangers, five archmagi and two magi. They are prepared to defend the druids and priests, if necessary, but their focus is much more upon the search for signs of the Phaerimm.

Game Master's Note: The rising of the Phaerimm in Impiltur is officially documented on Page 38 of the 1993 accessory *Code of the Harpers* by Ed Greenwood. This accessory is among the pay downloads available from http://www.rpgnow.com.

The Harpers in Netherteth believe that some members of the Regdresk family, in factions other than Zekin's, are either willing or unwitting agents of the Phaerimm. For now, the colony of druids, priests and Harper rangers and magi usually is left in peace, to go about its task of tending to the swamps, but whether that will continue to be the case is an open question. The colony does have small boats, and outside contacts are maintained with the druids and monks in Lyon's Oak.

PC groups who try to go to Netherteth probably will be questioned in a non-hostile manner by a ranger of Netherteth before they proceed any distance into the north swamp. In the unlikely event that they convince the ranger that there is a good reason for them to go to Netherteth, he or she will guide them there. Otherwise, the druids and priests will be warned, and the PCs will be confronted by the results of the same confusing spells as members of the earlier Regdresk expeditions.

Mosquito Point

Hamlet, Nonstandard (no government). AL: NG. 10 gp limit. Assets: 50 gp. Population: 100, mostly human. Authority figures: None. Other: Daffith Regdresk, human male, AL:NE, Com 3. NOTE: Mosquito Point has not been mapped. Taxation: Benevolent but sporadic.

This little hamlet with boat docks marks the northern boundary of Traders Bay for most of its inhabitants. Everything north of Mosquito Point is considered to be the domain of the druids of Netherteth and their rangers, and wise swampdwellers do not enter these areas, not only because the rangers will be hostile to them, but even more because it violates the unwritten law of the swamp.

What draws people to Mosquito Point is the excellent fishing. The best catches on Traders Bay are reaped here. The hamlet has its name from the wave of mosquitoes that flies in from the interior of the swamp evenings and remains through the night, not only plaguing those who happen to be in the area at night but also drawing fish into the area for the best mosquito feed on the bay.

Without the magical anti-insect poisons of the priestesses of Talona in Huddl's Landing, the natives would hardly survive long in Mosquito Point. The night mosquitoes make the area genuinely uninhabitable. With the poisons, the locals are able to fish through the night. The catch is taken to the local fish packing plant.

A person who is outdoors from about an hour before sunset until about an hour before sunrise between Kythorn and Eleasias will be bitten by 1d8 mosquitoes per round. Every 10 minutes, there is a 1% chance per bite that the victim will suffer a swamp disease. That is, if he is bitten by 15 mosquitoes in the first 10 minutes, there is a 15% chance of a disease being contracted, etc.

The locals are relatively immune to the mosquitoes, but not through any natural means. *Nasty Stinger Fish Packing* sells the Talontar protective potion to local fishermen. Most locals have no idea what this potion is or where it comes from, but it actually is a magical poison brewed by the priestesses of Talona in Huddl's Landing and sold to the Regdresks in Bay Town. The locals will not mention this potion to strangers under normal circumstances, because it’s expensive, supplies are limited and they don’t think it’s any damned business of strangers anyway.

Neither the natives nor the family Regdresk will pose any particular threat to your PCs, if they go to this little waterside hamlet, but the mosquitoes are a serious danger from Kythorn through late Eleasias.

The Regdresks are present, to a certain extent. Daffith Regdresk, a lazy second cousin to the late Doge Zekin Regdresk in Bay Town who has no trouble getting along with the locals, runs the *Nasty Stinger Fish Packing Co.* on the docks, a family operation.

All of the fish caught offshore from Mosquito Point are sold to the *Nasty Stinger*. There is, after all, no competition. The fish then are packed in barrels and picked up at the docks by Regdresk boats from Bay Town, which bring the packed fish back to their home docks for transportation to more distant markets.

Mosquito Point has a population of roughly 100, almost all fishermen and their families. There is a small tavern called *The Venerable Gnat* with three modest guest rooms, and there are tiny shrines to Talona, Umberlee and Ilmater. The innkeeper is Andreas Karn (hm NG lvl 0), a Harper agent native to Yhaunn in Sembia who passes on news to the rangers of Netherteth during their rare visits the *Gnat*.

Huddl's Landing

Thorp, Nonstandard (clerical). AL: C/NE. 40 gp limit. Assets: 50 gp. Population: 23 - 9 human clerics of Talona, 14 human ranger followers of Talona. Authority figures: Rigdra Darnasch, human female, AL: CE Cleric lvl 9, Malagent Priestess of Talona; Reened Yarth, human male, AL: CE, ranger lvl 10, Swamplord of Talona (evil ranger). Taxation: None.

There are few parts of Impiltur that are harder to reach than Huddl's Landing, a small village deep in the northern swamp that consists of a rather large temple to Talona on a swamp island that more or less defines the scattered collection of swamp cabins that one calls Huddl's Landing. The temple is circled by small islands dotted with rickety shacks and shanties.

The waters of Huddl's Landing are filled with swamp trolls, held here and controlled by the magic of the priestesses of the temple. Everyone who has survived in Huddl's Landing is either a priestess of Talona or one of the followers of the Lady of Poison.

Nine Malagents serve the temple in Huddl's Landing. Most of the other Talontar are Swamplords, a special, unofficial evil ranger character class devoted to Talona's service (see the *Northern Journey Campaign Guide*). The Swamplords roam Traders Bay and collect plant and animal samples that are used to brew the prized poisons of Traders Bay. At times, the Swamplords also will row through the fens to the Buzzard Beak peninsula and trade living human hostages with the three hags in return for vials of the hags' blood, which the priestesses treasure highly in brewing concoctions that breed a mysterious variety of the plague.

The Swamplords and other Talontar tend to be just as heavily tattooed as their priestesses. Other minions of the swamp recognize them for what they are and fear them and their poisoned weapons. When a Swamplord rows his boat through the fens, other inhabitants of the marshes, coves and bayous tend to give him a wide berth.

Huddl's Landing has been a Talontar settlement only since the blockade of Buzzard Beak Harbor, when the priestesses and their followers moved their temple from the now abandoned village of Ketrarch into the interior of the swamp, to avoid persecution from the Lords of Imphras II. Before that, Huddl's Landing was a relatively peaceful and unimportant enclave of fishermen's shacks and shanties. After the first Talontar arrived, about half of Huddl's Landing's population fled to scattered destinations in the swamplands, but only after the other half already had died of a mysterious local plague.

Few refugees from Huddl's Landing will admit to having come from there, because they lied about their origin when they sought new homes. The story of plague in Huddl's Landing had traveled through the swamp, and refugees from Huddl's Landing were driven off with deadly violence, to prevent them from infecting other settlements. The plague is elsewhere now, and Huddl's Landing no longer bears the stigma it once did, but those who fled do not wish to admit that they lied.

Both the Lords of Imphras II and the Harpers are aware of Huddl's Landing and tales of a growing Talontar cult there. However, the war captains do not know exactly where the reclusive settlement is, how to reach it if they did know or how to effectively attack it. The ways of the swamp continue to be a fatal mystery to Impiltur's military. The Harpers do know how to reach Huddl's Landing and they have sent agents there twice, but none have returned. It is assumed that they were killed or perhaps even captured and bartered to the three hags on the peninsula, who would have used them as food.

Huddl's Landing is difficult to find and nearly impossible to leave alive, if one visits the village without an invitation. Folks who visit Huddl's Landing seldom talk about their experiences. Most remain silent because they never come back. Others go there on business and simply know better. The only people who do business at Huddl's Landing are members and agents of the Regdresk family, who buy the poisons the witch priestesses of Talona brew there and sell them to evildoers elsewhere, helping the Talontar achieve their goals and honor their goddess.

Huddl's Landing is a small thorp deep in the northern swamp, due east of Mosquito Point. Most scholars contend that the village actually lies outside of the land of Impiltur and is instead within the bounds of the Great Dale. Be that as it may, it is well within the political boundaries of the kingdom of Impiltur.

The focal point of the hamlet is a rather large temple to Talona on a swamp island that the Talontar call *Plague Isle.* The temple island more or less defines the center point of the scattered collection of rickety shacks and shanties that one calls Huddl's Landing.

The absolute authority over life and death in Huddl's Landing today is her Most Fatal Horror Rigdra Darnasch (human female, ALCE, Malagent Priestess of Talona 9), who is the high priestess in the *Egg of the Plague,* the Talontar temple. Darnasch distrusts the priestesses who serve under her. Therefore, the other Malagents are housed in the *Seed of Typhus*, while her leading Swamplord Reened Yarth (human male, AL:CE, Swamplord 10) lives in the *Death Cup House.* Both are large cabin like structures on swamp islands near *Plague Isle*.

Fifteen male and female Swamplords (evil rangers of Talona, see the *Northern Journey Campaign Guide* for more details) live in individual log cabins on islands encircling the temple. There also are three large, L-shaped, cabin-like structures on the northwestern, northeastern and southeastern corners of Huddl's landing:

- **Swampwalker's Cabin** is in the northwestern corner. It houses six initiate Swamplords of levels 1-3 whom the Talontar refer to as *Swampwalkers*.

- **Womb of Venom** is the name of the large cabin in the northeastern corner. It houses five initiate priestesses of Talona whom the Malagents refer to as *Young Venom*.

- **Lady Night's Embrace** is the name of the two-story cabin to the southeast. This island always is guarded by 3 or 4 well-armed Swamplords. The upper floor houses prisoners who are chained to the walls, awaiting their turn to be used in experiments of the Malagents. The ground floor houses still living prisoners, also chained to the walls, who are being observed to determine the results of experiments performed upon them.

Darnasch is the only person in Huddl's Landing who truly knows all that is being done there. Her *Wards of Orcus* protect her and her secrets in the *Egg of the Plague,* where the evil priestess spends much time cloistered together with the *Taluth Toksla Illu gnûzh Moertkar* she gained from Zhengyi the Witch-King during her time of service to him.

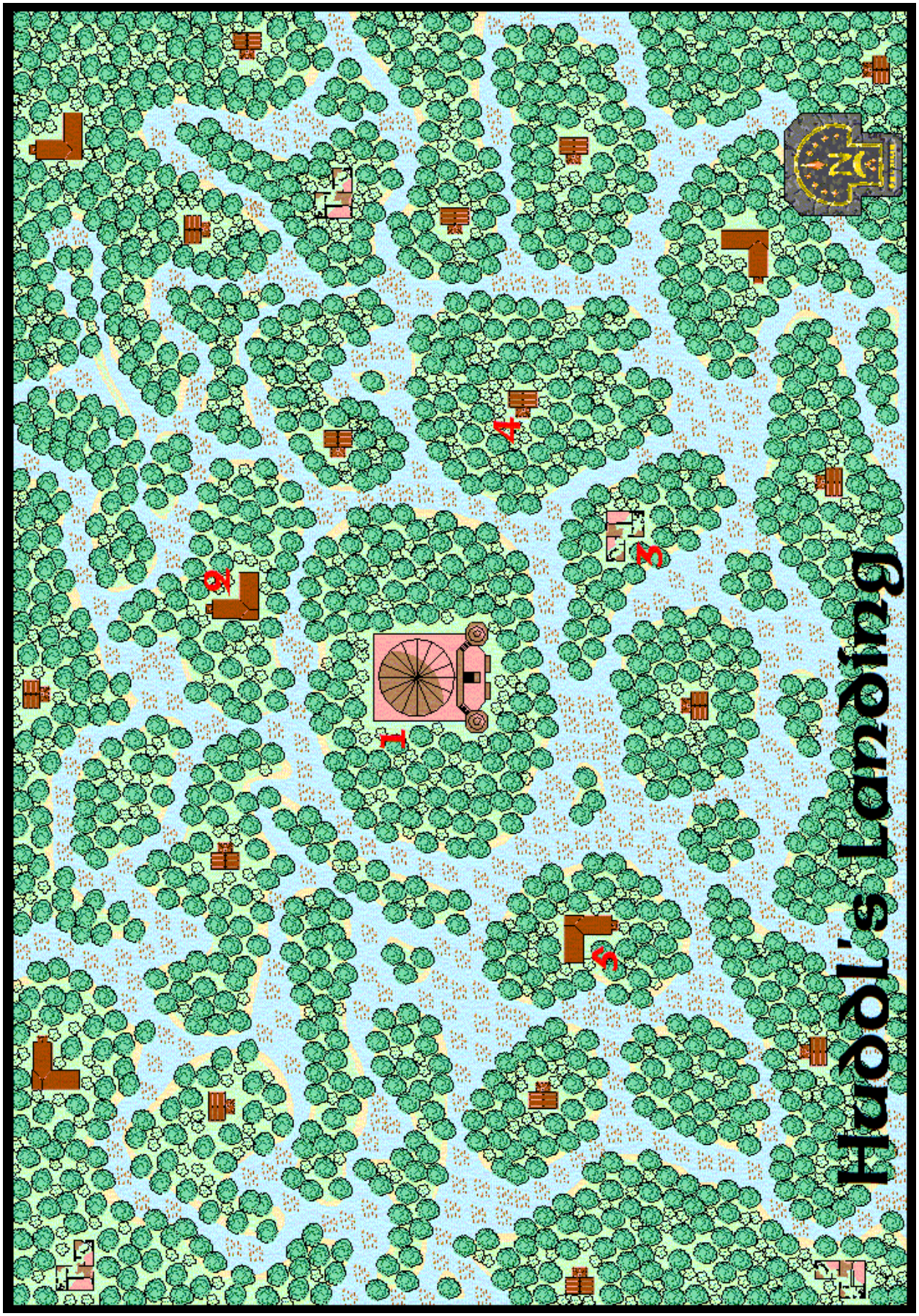
Darnasch is attempting to learn the uttermost secrets of the *Taluth,* but she is only in the earliest stages of learning what this artifact might teach her. (For more information on the *Wards of Orcus* and the *Taluth Toksla Illu gnûzh Moertkar* see the *Northern Journey Campaign Guide*.)

The less mystical business of the temple is the production of highly-refined poisons, disease germs and viruses. The Talontar and Talonites confine their work to gathering the materials for these bringers of death and disease and producing them. They let others spread and implement these works of utter evil for them, fulfilling their duty to their goddess.

All the poisons and disease bearers produced in the *Egg of the Plague* that are not used personally by the Talonites are purchased by the Regdresk family, which transports them primarily to a customer in New Sarshel on the eastern shore of Easting Reach but also sell at times to other buyers on the Sea of Fallen Stars.

Many of these poisons, germs and viruses are resold to the Zhentarim, but they also make their way to thieves and assassins guilds in such remote locations as Calimshan and Luskan and have been employed by the Twisted Rune, the Dragon Cult and the Kraken Society.

The Regdresks pay for some poisons with hard coin, but most sales take place on a barter basis, with the Regdresks making payment in the form of ingredients that are not to be found in the swamplands or sometimes even with living humans and humanoids who the Talontar used to test their new works.



Huddl's Landing

Map of Huddl's Landing

1 – Egg of the Plague. Talona temple and house of her Most Fatal Horror Rigdra Darnasch.

2 – House of the Deadly Blood. Swamplords guard this building, where poisons, germs and viruses are stored above and below ground, waiting to be sold or transported.

3 – Ruins of Sangurd Huddl's Cabin.

4 – Death Cup House. Cabin of the High Swamplord Reened Yarth.

5 – Seed of Typhus. Cabin of the other Malagents of Talona who are above level 2.

Eastreeds

Thorp, Nonstandard (criminal family). AL: LE. 20 gp limit. Assets: 600,000 gp*. Population: 75 Human. Authority figure: Walden Regdresk, human male, AL: NE, Exp 12, Distiller, malt master and nominal leader. Taxation: Benevolent but sporadic.
* Adjusted to take into account the caches of coinage the Regdresks have hidden in the thorp.

Shortly after harvest season, smoke as a pure white as steam billows forth thickly from the large drying plant in the Eastreeds, as barley from the west shore and local reed seeds are dried. Afterward, the huge clouds of thinner grey smoke follow, as the malting house goes into full gear producing barley and reed malt. Throughout the winter months then, clouds of grey-white smoke ascend regularly over the shoreline of Bluefang Water and the swamps surrounding Eastreeds, as the fires of the many swamp stills are stoked.

Eastreeds is the whisky country of Traders Bay. The port village itself has a population of about 200, but there are three times that many swampdwellers within a five-mile/8km radius of the settlement, almost all of whom are busy distilling whisky in the winter and harvesting reeds in the warmer months. In the cold season, when the men are busy with the whisky trade, the women remain in their huts, cottages and shanties, weaving the famed baskets of Eastreeds that are sold throughout the Cold Lands and the nations of the Inner Sea.

In spring and early summer, boats transport the whisky in small, temporary barrels from Eastreeds down the Bluefang to Bay Town, where a bayside plant operated by the Regdresk family fills it into sturdier barrels and bottles, for transportation to most corners of Faerûn.

Most of the men who live in the village proper work at the grain drying plant, the malting house and the docks. All of these really are a single operation in the hands of the Regdresks. Others in the village make their living harvesting seeds of reeds for malting. The highest quality swamp whisky reeds, also some of the finest basket reeds in Faerûn, grow on the edge of the village. Eastreeds also has several families who make their living fishing.

Eastreeds is at the same time relatively secure and extremely dangerous. The thick reeds arise from the swamp on all sides of the village making passage virtually impossible to anyone but the locals who know where the hidden waterways and trails are. Swamp trolls are no problem in Eastreeds; the trolls have an aversion to the variety of reeds that grow there and make a circle around the area.

On the other hand, there is no part of Traders Bay that has more hospitable conditions for black adders and other poisonous snakes than the Eastreeds area. Outsiders stand almost no chance of surviving an attempt to travel through the snake-infested reedlands.

Across from the malting house is a small inn called *Barleyman's Malt Vault*. The innkeeper can offer every swamp whisky made in the Eastreeds area, regardless of how small the still. Some connoisseurs do indeed travel to Eastreeds to spend a week or so sampling the inn's wares. Rooms at the inn are modest but comfortable, and the cooking is good, if one likes fish, crab and eel. There is no meat on the menu.

There is a large shrine to Chauntea in Eastreeds. A druid or monk usually is at the shrine, except at colder times in winter. There also are small, unattended shrines to Umberlee, Tymora, Beshaba, Talona, Talos and Ilmater. A low level Strifeleader without tattoos also lives in Eastreeds. His assignment at present is only to keep his eyes and ears open. Local residents know him only as a common laborer for the Regdresk family operations.

There are no transportation routes or reasonable ways to reach the village proper by land or by swamp boat, other then to arrive in the open on the Bluefang. The locals are the only ones who know how to navigate a swamp boat through the high reeds.

Anyone who knows how to stay out of the Regdresks' hair and how to avoid being bitten by black adders can lead a relatively secure life in Eastreeds. The poisonous adders are about the same thing to Eastreeds that Mosquitoes are to Mosquito Point, except hat they're much more deadly.

An observant visitor will rather quickly notice that protection against *something* is in order. Locals wear thick leather boots that go well above the knees, and during the autumn harvest of reed seeds for swamp whisky, they also wear unusual gloves of strong leather that reach well above the elbows. Both offer relatively good protection against adder bites.

The Regdresks' small general store next to the malting house also sells two potions that are brewed by the Talontar of Huddl's Landing. One is a simple venom antidote that will neutralize black adder venom, if it is consumed less than 10 minutes after the victim is bitten. A vial, adequate to treat the venom from a single bite, costs locals 9 silver shiners. The second potion is a medicine, also brewed by the Talontar. It heals living bite victims after fever has set in. Locals can buy a vial – adequate to treat one case of snake fever – for 5 gold talers. Strangers have considerably more difficulty buying such potions.

The Regdresks pay only modest prices for harvested reed seeds, the local fish catch and products of snake leather that are made in Eastreeds, and they earn juicy profits selling these wares. Anyone who lives in Eastreeds works directly or indirectly for the Regdresks, because their boats are the only means of traveling in and out of the hamlet to trade markets, and there's no one else to whom one can sell anything.

The Regdresks commission the anti-snake potions from the Talontar only because it's a good investment; it keeps the family's local labor source in Eastreeds, and it keeps it alive. Because the Regdresks pay low prices for everything they buy, they also have to sell the potions at a break-even price, or the local fishermen and leatherworkers would be unable to afford them. Still, only enough of the potions are brewed to keep locals well stocked.

The Regdresks have no intention of letting the locals start a black market business reselling such potions to strangers. It's known through Eastreeds and the outlying swamp areas that the resale of snake potions to a stranger is an easy way to find oneself with hands and ankles bound, slowly sinking into a quicksand pit. Therefore, few locals are willing to sell a stranger a snake potion.

The Regdresks will sell a potion at normal prices to strangers who are of value to them for some reason, but others can expect to pay extremely exorbitant prices. A vial of the potion that cures snake fever already has brought as much as 500 gold talers.

Being in the village itself is no guarantee of safety against black adders. The swamps run right though the middle of the village, ending in a small outlet that flows into Traders Bay. The single high area within the village sink – as locals call the swampy area – holds a large shrine to Chauntea which is visited regularly by druids. Chauntea is the patron of reed harvesters.

Two other shrines are in the swamp itself, those to Talona and to Talos the Destroyer. Regardless of whether one wishes to honor one or both with prayer or merely placate them with offerings, one must pull up one's snake boots and slosh through the adder-infested swamps to the shrines. This dangerous walk apparently is part of the homage the evil god and goddess demand.

Evading snakes is viewed in Eastreeds as a matter of both skill and luck. Locals often spend an evening in the *Snake Roulette,* a rambling shack where one can gamble small sums, usually measured in copper bites, and drink cheap, low grade whisky from the inner swamp. A bust of a lascivious woman who is nude to the waist, intended to represent the goddess Tymora, stands on a shelf above the whisky bar. Locals contend that the *Snake Roulette* is a shrine to Tymora. They're probably right.

Many locals go regularly to the *Snake Roulette* to petition for good luck, but they also go regularly to the small shrine to Beshaba on the southern edge of the inner swamp to pray to her to send her bad luck elsewhere. Although Talos, Talona, Tymora and Beshaba play their roles in Eastreeds, the gods primarily worshipped or prayed to are Ilmater, Chauntea and Umberlee, in that order.

Most who live in Eastreeds do so because they're cantankerous, independent folks who tolerate no one telling them what to do, even if they agree with the orders they receive. The Regdresks are an easier pill to swallow. The swampdwellers of Eastreeds don't like the Regdresks, but the Regdresks don't bother the swamp folk as long as the swamp folk don't bother them.

Those who live in Eastreeds and other parts of the swamp lead the life they have chosen, but it is a hard, often short life, with many a burden to bear and much to endure. It is little wonder then that the worship of Ilmater is relatively widespread in the swamp, by people who have no use at all for the crying god's paladin Lords of Imphras II across the bay.

Most residents of Eastreeds are jacks of many trades, although the village does have contented residents, some with families, who work fulltime at the inn or the combination grain drying plant, malting house and distillery of the Regdresk family.

Almost every adult resident of Eastreeds takes part in the seed harvest, which usually takes place in Eleint, depending upon weather conditions. Because the season for taking reed seeds is short and the need to harvest on time is great, the Regdresks try to assure that their work force will be adequate by paying much more generous prices for seeds than for other products bought from the locals.

Outside of the harvest season, those who are not employed by the Regdresks earn their living fishing or hunting black adders, which are collected for their skins that are bought by the Regdresks and taken to a tanning plant in New Sarshel on the east shore of Traders Bay, where they are turned into expensive snake leather.

After the harvest, fishing season winds down, and most residents of Eastreeds begin digging peat for winter heat and then harvesting reeds until winter lays its white blanket over the swamplands. During the cold months, one seldom leaves the village. Foot traffic is limited to paths that lead to root and fruit cellars where food is stored, peat piles, the shrines and the small general store the Regdresks run in the malting house.

During these months, the swampdwellers remain indoors, weaving the famed baskets of Eastreeds, which are sold in Spring to the Regdresks, who in turn sell them to the merchants marketing them in the cities of the Easting Reach and the Inner Sea.

High Season – the festival time in Eastreeds – takes place after the last of the reed seeds are harvested in autumn and dried. It seldom rains on Traders Bay at that time of the year, and the cold mountain air high above the still warm swamp draws the thick steam from the drying plant in the malting house straight and high into the air, a phenomenon that can be observed all along Traders Bay. Another expression in northeastern Impiltur for *when autumn begins* is *when you see the white plume of Eastreeds.*

Day and night for nearly two rides, the swampdwellers bring in load after load of fresh seeds, and the drying plant draws the water from the seeds without cooking them, before they are sacked like grain, to be stored until they can be further processed by the malting house. This is a critical time in Eastreeds. The seeds fall in less than a tenday after ripening, and it no longer is possible to retrieve them from the boggy soil, mostly underwater.

Although it seldom rains on Traders Bay in Eleint, eyes in Eastreeds watch the skies closely during the harvest. The small hills of reed seeds that accumulate outside the drying plant will begin to rot in less than a day's time if they become wet, and if rain falls with any force, it will drive the seeds from the reeds and into the bogs. This represents both a loss of needed earnings for the folk of Eastreeds and of substantial whisky sales for the Regdresks.

Most years, however, things go well, and before two rides have passed, all the seeds are harvested, dried and sacked, and Eastreeds celebrates for a tenday before the malting house goes back into operation. High Season, as the celebrations are called, occur above all because the doges of the family Regdresk traditionally have celebrated their annual family gathering in Eastreeds.

At festival time the hamlet is totally closed to all outsiders who haven't been invited by a local resident or the Regdresks. To make their own celebration more successful, the Regdresks have their boats bring produce and slaughter animals from the mainland to Eastreeds daily on each of the 10 festival days. Wooden tables and benches are set up on the docks and the roads leading to the warehouses, while mainland cooks of the Regdresks roast steer, boar, goat and lamb in pits dug on the north side of the warehouses.

On each of the 10 days, the Regdresks also tap a new 15-gallon/60-liter barrel of the new whisky vintage which will be shipped and sold after the festival. A barrel is brought up daily from the Regdresk complex in Bay Town, where all Eastreeds whisky is barreled and cellared. The rule of the fest is, that locals and invited guests can eat and drink all that they please, on the house, and the doge traditionally walks among the eating villagers, like a king condescending to his subjects.

It's the one happy time of the year in Eastreeds, although a rather drunken time as well, and one with some tragedies. There are invariably a few folks who get too drunk to remember to don their swamp boots or who simply fall into the water and drown. Some few of those who are without boots are bitten by black adders when they err and stumble in the swamp, and it has happened more than once that a drunken snake bite victim was taken simply for drunken and ignored until later, when others were sober and found that the person was a corpse.

Most years, there are three or four swampdwellers who fail to survive High Season, and twice that many who injure themselves seriously or become quite ill. By the time the cooks have filled the last pit and the last empty barrel is back on board, the doge already is on his way back to Bay Town with his entourage. Eastreeds then quickly goes back to hard business as usual.

The master malter stokes the stoves of his malting house on the day after the festival and begins mixing seeds from the new harvest with barley grain. The blended seeds and grain then are mixed with well water into a mash that's warmed until germination begins and the sweet malt is made. The malt is taken to the distillery, where Eastreeds begins making Traders Bay's finest whisky for another year.

Unlike Bay Town, Eastreeds does not live under the oppressive fist of the Regdresk family. The Regdresks are interested only in the whisky they distill in Eastreeds and the products they buy there. As long as this business prospers, the family is content to limit is permanent presence to Walden Regdresk, who runs the distillery and malting house.

Walden is uninterested in riches, power, family politics or any other kind of politics. His life revolves around malting grain and making whisky, and he is very demanding in seeing that his operation in Eastreeds produces the best of both. He stays completely out of the affairs of the local population, although he would quickly send word to Bay Town, if he were to become aware of sure signs of unrest in Eastreeds of a type that would damage the family business. The small moonshine distilleries in the backwaters behind Eastreeds don't trouble him. On the contrary, he buys their surplus whisky at low prices and his family sells it at high prices.

Walden knows that the swampdwellers of Eastreeds and environs are unhappy with the prices they receive from the Regdresks, but these prices are set in Bay Town. He has nothing to say about them. The villagers know this, he knows that they do, so when word of grumbling about prices comes to his ears, he dismisses with it, as long as there is no sign of an uprising against the family.

The only other business in Eastreeds is the *Barleyman's Malt Vault*, a local tavern and inn, although some might count the *Snake Roulette* of Tymora's followers as a business as well. There are two interesting aspects to the *Malt Vault*:

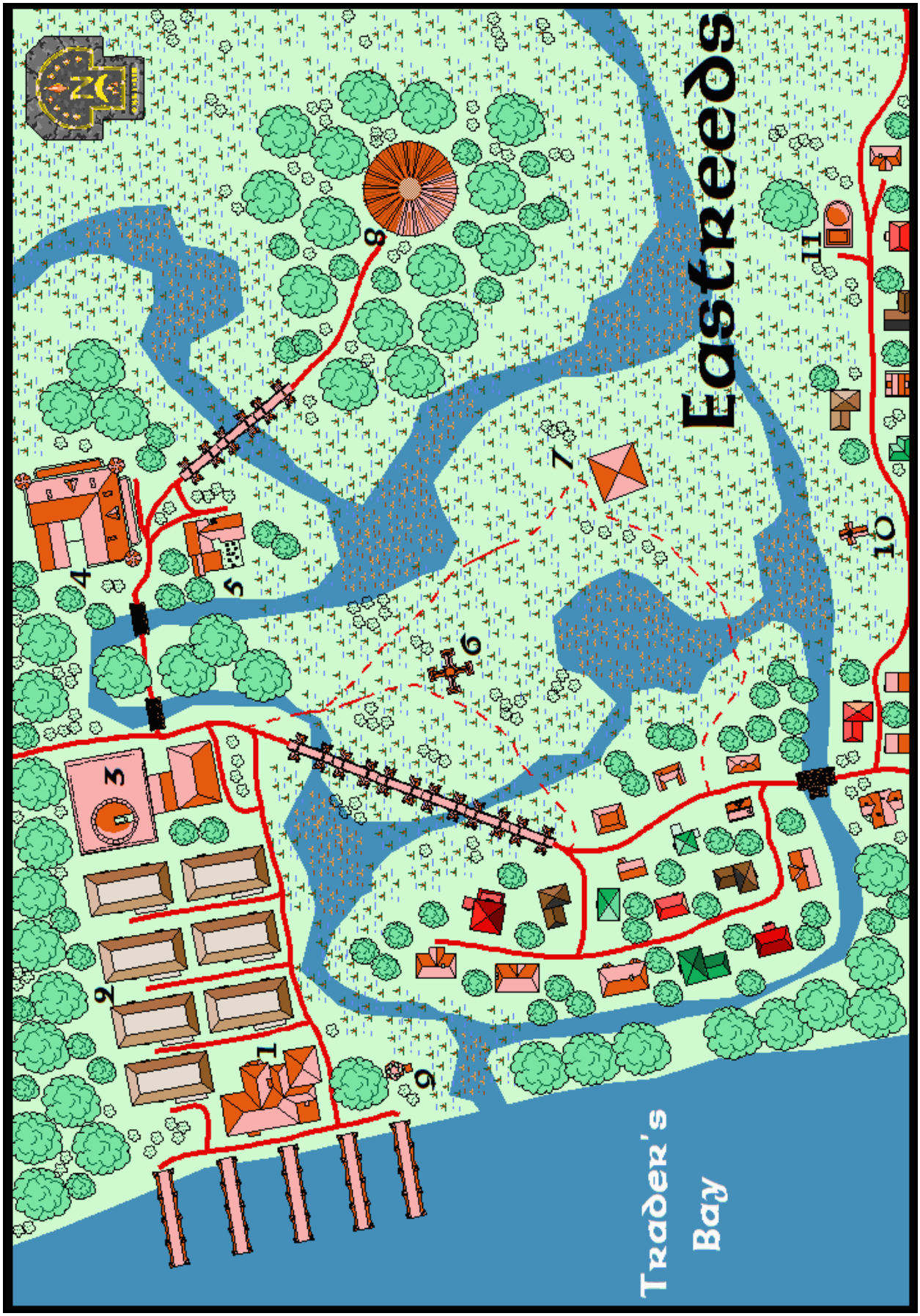
- It is rather sizeable for an inn in a village with as few visitors as Eastreeds.
- It is one of only a handful of businesses that are subsidized by the Regdresks.

Both of these aspects go hand-in-hand together. The doges want an inn of some size in Eastreeds that is able to put them and their guests up comfortably for a tenday each year when High Season is taking place. However, usually only whisky connoisseurs and salesmen wanting to sell things to the distillery and malting house, the inn or the *Snake Roulette* come to Eastreeds.

That's too little business to support a small inn, much less to pay the costs of running the *Malt Vault,* so the doges of Bay Town simply have made a practice of paying innkeeper Horthun Tardd (hm NG lvl 0) the money he needs to keep the place running well.

The locals who want to spend the night in a tavern divide themselves between the *Malt Vault* and the *Snake Roulette*. The latter draws penny ante gamblers who honor Tymora with games of luck. The *Snake* serves no food, and the only drink available is local whisky.

In the *Malt Vault,* Horthun Tardd serves modest but well-prepared food year round, along with a house beer and wines from the Easting Reach. The menu includes fish, crab and eel, but there are no meats offered. Rooms are modest but comfortable. The one extraordinary thing about the *Malt Vault* is that it offers every swamp whisky made in the Eastreeds area, regardless of how small the distillery. This is what draws whisky connoisseurs to visit.



Eastreeds

The Map of Eastreeds

1 – Eastreeds Distillery. An operation of the Regdresk family headed by Walden Regdresk.

2 – Eastreeds Distillery Warehouses.

3 – Eastreeds Distillery Malting House & General Store. The small general store in the building at the side of the malting house is run by Edyn Regdresk, Walden's wife. The store carries all the basic needs of local swampdwellers. Prices are about 5% higher than in the Player's Handbook.

4 – Barleyman's Malt Vault Inn. The *Malt Vault* has 8 single rooms at 4 shiners per night and 12 doubles at 3 shiners per person per night. No meat is served. All main courses are fish, eel and shellfish. Hot meals run from 5 silver shiners to 1 gold taler. His own *Mosquito's Tankard* beer costs 4 copper bites per quart/liter tankard. Modest wines from Easting Reach cost 2 silver shiners per half pint/0.3 Liter. Eastreeds whiskies run from 9 copper bites to 3 gold talers per shot/0.1 Liter.

5 – Snake Roulette Shrine. This is the place where locals honor Tymora. There are only card and dice games here, no roulette. No food is offered. The only drink is the local distillery's lowest grade whisky at 1 silver shiner per shot/0.1 Liter.

6 – Shrine to Talos.

7 – Shrine to Talona.

8 – Shrine to Chauntea.

9 – Shrine to Umberlee.

10 – Shrine to Beshaba

11 – Shrine to Ilmater.

Eastfen

Hamlet, Nonstandard (anarchist). AL: NE. 10 gp limit. Assets: 50 gp. Population: 100 Human. Authority Figures: None. Others: Unknown. NOTE: Eastfen has not been mapped. Taxation: None.

This village of 100 or so could easily have turned into one of the more decadent areas of Traders Bay, if it were not so near to the Heralds Road. The occasional patrols of Impilturian soldiers riding into the rickety and sleazy swamp island of shacks and shanties has helped stave off the total decline of this settlement. Most of the swampdwellers here are plague refugees who once lived in the shoreside hamlets of Buzzard Beak Harbor.

Neither Eastfen nor it environs plays a really important role in the economics of Traders Bay. There are several small stills in the Eastfen area, but they also make their own malt, which is truly inferior to the malt of Eastreeds on the Bluefang shore. The low quality of the malt is not due alone to the fact that the tiny distilleries are ill-equipped to make malt, but also to the lack of barley.

There are some peddlers who bring low grade barley that is not saleable elsewhere to Eastfen, but the malt usually is 90% reed malt and 10% barley malt. The result is a swamp whisky of bottom quality that finds no markets beyond cheap sailor taverns on the Easting Reach and parts of the Sea of Fallen Stars.

There also is a large share of the local whisky that never makes it to market, because it is consumed locally. The rest of Eastfen's swampfolk ekes its survival out by fishing. The only business outlet in Eastfen is a small general store that specializes in fishing supplies, troll torches and the like.

Several times a year, Eastfen is attacked by swamp trolls. The monsters usually flee before being destroyed, satisfied with their bag of swampdwellers who were in too much of a whisky stupor to defend themselves from becoming troll food. The folk of Eastfen are not the types who would chase after swamp trolls to rescue kidnapped neighbors. There are no known shrines in Eastfen.

Eastfen is not really a village but a collection of mostly dilapidated swamp shacks, shanties and cabins where strange and evil things are the daily fare. In truth, Eastfen is one of the more decadent areas anywhere in the Bloodstone Lands. The same road that the Sword of Impiltur uses to patrol it occasionally makes it possible for Eastfen to be so decadent. There are observers all long the road to Eastfen. When soldiers ride to the swamp hamlet, the locals who live in Eastfen get word well in advance and disappear into the swamps before the soldiers arrive, taking with them whatever they wish to hide.

Occasionally, the soldiers will find an abandoned swamp shack with evidence of evildoing, and before departing, they burn the shack to the ground. But swamp shacks are easy to build. When a burned-out owner returns, he or she usually simply puts up a new shack.

When a party of strangers rides to Eastfen, it is observed by locals in the swamps. If the swampdwellers think the party is strong enough to be a challenge, it is allowed into Eastfen, to do whatever business it seeks to do. What's available in Eastfen is limited only by the Game Master's imagesnation and the small population of 100 persons, but forced servitude and prostitution as well as assassination are among the usual services.

If the locals assess a party as being weak, they will attack and try to capture the party, robbing it of whatever it has and then killing its members or capturing them, to resell to the next strong customers who come along, for whatever services may be desired.

Eastfen is impossible to map. It is merely at the end of a rideable trail that comes from the Heralds Road and ends at a collection of tiny swamp islets and high areas, with a shack here, a shanty there, that all seem somehow to be mysteriously connected with footpaths guarded by black adders and makeshift bridges of fallen tree trunks.

The Regdresk family would come quietly and in force to take care of any Eastfen resident who damaged its operations. And if the residents who remained behind refused to divulge information, they would be killed. But this remains only a theoretical situation. Such action never has been necessary.

The Regdresks would not, however, try to run Eastfen, simply because that would be impossible. When they come to Eastfen, it's only to buy its rotgut whisky. Eastfen is a good place not to go, but if any Game Master finds his PCs there, he should feel free to conjure up almost anything his imagesnation chooses, for a swamp hamlet with a population of 100 or so.

Eel Bayou

Hamlet, Nonstandard (criminal family). AL: LE. 100 gp limit. Assets: 1,500,000 gp*. Population: 300 Human. Authority figure: Passing Heralds of Imphras II (official); Darkothin Regdresk, human male, AL:CE, Rogue lvl 4, Exp 5 (true power). Zuwyr Nardo, human male, AL: N, Conjurer, lvl 19; Targh mac Nardin, dwarf male, AL:LE, War 7, blacksmith; Mildona Trinn, human female, AL:N, Com 6. Taxation: Benevolent but sporadic.
* Adjusted to include cached treasure of the Regdresk family.

Game Masters Note: The map of Eel Bayou in the FCW format of *Campaign Cartographer 2 Pro* is produced with multiple layers. To see the tunnels of the Regdresks and the archmage Zuwyr Nardo, *hide* the layer named STRUCTURES and *show* the layers with the word CAVES in their names, making the appropriate choice between English and German (Deutsch). To see the magic dead zone around Nardo's island, *hide* the layer named STRUCTURES and *show* the layers with the words DEAD MAGIC in their names, making the appropriate choice between English and German.

This village of 300 or so has three distinctive features, but only one of them is obvious. The bed of the swamp here is rocky. A nearly chartable river flows through Eel Bayou from the north and then onward beneath the bridge on the Bay Trail into the bay channel south of Bay Town. As everywhere in the swampland, this unnamed river has numerous islands, coves, bayous and backwaters, but where there is soil, it is solid, with a foundation of pure stone.

The largest mass of rock supports the village itself, sparing its residents the dangers of black adders and poisonous snakes. Both have an aversion to the rock, which not only can be abrasive to tender underbellies but also can be hot enough to fry a snake in minutes' time in bright sun during the warm season.

Known to fewer are the chain of natural caves that tunnel through the stone beneath the village. The land covering the entrances to the caves was claimed by the family Regdresk during the earliest settlement of Eel Bayou, and the family quickly built over these entrances to keep them relatively secret, although most locals are at least aware that caves do exist somewhere beneath the village.

The caverns serve as large warehouses for the family Regdresk, and most of the untaxed whisky and Talontar poisons they smuggle out into the rest of Faerûn are stored here. The secret of the caverns is well enough kept that the Impilturian soldiers who patrol Eel Bayou at times have gotten no word of them to date.

The other rather well-kept secret is the Thayan archmage Zuwyr Nardo, who lives and conducts his magical research upon one of the islands. Zuwyr lives in a small mansion built by his mentor Dorid Triach, once a powerful red wizard who ran afoul of the Thayan Zulkir of Transmutation, Druxus Rhym. In the Year of Shadows (1358 DR), as magic had become highly unstable during the Time of Troubles, Rhym sent a band of four red wizards into the swamp against Dorid. Two of the four died before reaching Eel Bayou, but the survivors did launch an attack of powerful magic against Dorid.

The great magical duel not only killed the three magi but also created a large magically dead area over the waters around the island where Dorid had built his mansion. Perhaps fortunately for Zuwyr, he was not upon the island at the time the duel took place and his teacher died. As far as Zuwyr knows, there is no one in Thay who is seeking him, and he does not care to return there. He is quite content with the reclusive life he leads in Eel Bayou, devoted to his magical research.

After Dorid's death, the dead magic area prevented Zuwyr from returning over the swamp waters to the island mansion. He then tested a string of caverns that had tunneled beneath the swamp to the island, known only to him and Dorid, and he discovered not only that he could pass by this route, but also that the magic dead zone surrounded the island but did not include it. He also discovered that three command-word-protected magical gates between other parts of the swamp and the island still function as well.

The swampdwellers of Eel Bayou know that someone or something lives upon the island, but they are suspicious folk, particularly in the wake of the devastating magic battle that took place there years ago and the tales of horrible magic traps on the island. They will not go there, and only with the temptation of a rich reward would a swampdweller be inclined to tell an outsider anything about the island.

One exception is the late Senwan Regdresk, leader of his family's operations in Eel Bayou, who recently was assassinated there with poison. Senwan did go by boat to the island and meet there with Zuwyr. What transpired during that meeting is unknown, but after his return, he made it quite clear to the locals that he and his family were close friends of the power on the island, an announcement that was enough to convince even the most courageous of the locals that it would be wise to avoid the island.

Since that meeting, locals have noticed, large numbers of swamp trolls have regularly attacked Impilturian patrols attempting to ride the trail into Eel Bayou. In truth, Zuwyr does use considerable magic to force the swamp trolls to do his bidding, and this is a service he apparently gives to the Regdresks, whom he seems to view as being the guarantors of his privacy.

Some of the swampfolk in Eel Bayou earn their living with their stills, but most do it by fishing, and most of the fishermen also do double duty, leading small smuggling boats of the Regdresk family packed with whisky or poison out across Heralds Road into the no man's lands east of Buzzard Beak Harbor, then rowing or sailing small smugglers' boats out onto Buzzard Bay, where they use the darkness to slip by the blockading ships that War Captain Rilaunyr has sealing the natural harbor's wide opening onto the Easting Reach.

Eel Bayou has a shrine to Mask with one priest and unattended shrines to Umberlee, Tymora, Beshaba and Ilmater. However, most of these seem to be relatively unused.

With relatively easy access by land and water, Eel Bayou is the second largest settlement in the backwaters of Traders Bay, and like Bay Town. The settlement is named after the swamp river of the same name which begins deep in the swamps to the north, some 10 miles/15 km due east of Baytown.

The Eel Bayou turns sharply to the northwest a mile/1.5 km or so south of the docks, flows on direction halfway to Bay Town and then turns to the southwest and flows into Traders Bay. The bayou, and not the regularly patrolled track between the Heralds Road and Bay Town, is the main path of the illicit trade between the village of Eel Bayou and Bay Town in the West and Buzzard Beak Harbor in the East.

About 300 people, all humans, live in the swamp area referred to as Eel Bayou. Nearly half of them work for the Regdresk family. The others fish, hunt swamp trolls (occasionally seen in the area) and make low to middle quality whisky at small private stills. They too work indirectly for the Regdresks, selling their fish and whisky to the local Regdresk complex and being paid by the Regdresks to hunt down trolls. Because of the illegal operations the Regdresks conduct here, this is the area of the swamp they control most tightly.

Strangers who wander into Eel Bayou for no good reason seldom depart alive. There are many quicksand holes right in the area, and suspicious persons tend to disappear in them quickly and permanently, particularly suspicious strangers who seem to be curious about nighttime doings in Eel Bayou. During the day, there’s little to see that would draw a spy’s interests.

An hour or so after sunset, Eel Bayou begins buzzing, and the activity continues until shortly before sunrise. Eel Bayou buzzes because it’s the nighttime hub of one of the bigger and more evil smuggling operations east of the Heartlands. The Regdresks and their agents move various kinds of contraband in and out of Eel Bayou, but the dominant trade is in untaxed whisky.

The Royal Finance Ministry in Hlammach estimates that a third of the whisky distilled in the backwaters of Traders Bay reaches its consumer without being taxed. In truth, only about 40% of Traders Bay whisky is taxed, and that for the most part intentionally as a ruse. Hlammach has no idea how much whisky is distilled by small moonshiners inside of Traders Bay. Its estimates are based upon what it thinks is produced in Eastreeds and Bay Town.

The Regdresks have reshuffled the whisky deck in many strange ways. The top quality whisky that is sold in Impiltur is for the most part taxed. The Regdresks know about how much whisky is sold in Impiltur, what grade it is and where it is sold. This part of the business the Regdresks do above board, because they still can make a healthy profit selling whisky legally, and that avoids the kind of continuing problems they would have if the crown were to make constant raids in Traders Bay to gain the money due to it.

The Regdresks are indeed willing to pay even more taxes, if necessary, to avoid drawing too much attention from the crown, because their main business is poison, not whisky, and the crown knows nothing of this booming branch. The Regdresks will take all appropriate measures to keep things that way.

At present, all whisky the Regdresks sell in Impiltur is of good quality and correctly reported and taxed. About 50% of the quality whisky that is exported also is properly reported and taxed. The other 50% is smuggled into New Sarshel, where it makes its way untaxed into the world. However, about half of the export whisky, in the eyes of tax people in Hlammach, is being declared as low quality whisky, and sample checks always prove that to be true.

When whisky is exported out of Impiltur, the shipper has to show papers showing the sale price and the type of merchandise. The sale price for low quality whisky is about 10% as high as for the best grade, and taxes are based on prices. Hlammach would like to think that the Regdresks are bringing in phony papers that show lower prices than actually are being paid, but the sampling of whisky barrels always show that what's being shipped at low price is worth no more than what's on paper.

What keeps Hlammach suspicious is the knowledge that good Impilturian whisky is easy to buy on Easting Reach and the Sea of Fallen Stars, and bad whisky is difficult to find, showing up only occasionally in some of the filthier sailors' dens. The tax papers show a healthy trade in good whisky, but not enough to account for what Hlammach really believes is on the market.

On the other side of the coin, there also seems to be a booming trade in bad whisky, but Hlammach finds almost no trace of this whisky on the market. As a result, the finance ministry has conducted a number of investigations and questioned the Regdresks' import merchants, who protest their innocence and claim that the low quality whisky is indeed rare on the Easting Reach and the Inner Sea, where one knows good whisky. The cheap whisky, they say, travels on to sailors' dives on the Trackless Sea and the Sword Coast, finding its markets all the way from Calimport to Luskan.

Finance Minister Rulmgar has sought permission to begin conducting raids – with the help of the Sword and Wand of Impiltur – in Traders Bay, to collect more taxes, but these petitions have been rejected to date by Regent War Captain Kyrlraun, who believes the finance ministry is correct to a certain degree, but believes the costs of running tax raids into Traders Bay would be far higher than the extra tax money that would be gained, to say nothing of the loss of lives that would result.

What really happens in Eel Bayou, Traders Bay and beyond is a much larger and more sinister operation that indeed does reach as far as Calimport and Luskan. The question of whisky quality is above all a question of barley malt. Most Traders Bay swamp whisky is a blend of barley and reed malts. The best whiskies – above all those from Eastreeds – are blended at two parts barley malt to one part reed malt. The worst, those from Eastfen, are pure reed malt or have only token traces of barley malt.

Distillers in Eastreeds, Mosquito Point and Bay Town as well as their immediate environs have no trouble getting barley or malt extract from boats docking at one of the three towns on Traders Bay. Traveling grain merchants sell distillers in the Eel Bayou area barley and barley malt extract that come from the lands south of Traders Bay.

The farther a moonshiner lives from Bay Town, Eastreeds or Eel Bayou, the greater the distance he must transport barley or malt extract to his still and the less barley he buys, resulting in a lower quality whisky, until one at last has the worst distillate, from Eastfen.

Regardless of quality, however, all whisky that is not consumed where it's distilled travels in small quantities through the twisting labyrinthine bayous, often by night and lantern light, to Eel Bayou, Bay Town or Eastreeds, where the moonshiner sells it to the Regdresks. All of the whisky they buy in Eastreeds is taken to Bay Town. The whiskies distilled in the southeastern swamps are taken to Eel Bayou.

Top grade whisky that's destined for markets in Impiltur is legally declared at customs in Bay Town, taxed and transported to customers, all above board. A certain percentage of the quality whisky that's destined for export follows a similar path, also being legally declared, taxed and sold. This whisky is taken by boat to Keelbest, where it's sold to merchants from Hlammach who make dock purchases. They then ship it on to Hlammach or Telflamm for resale.

Much of the good whisky is diverted, however, and taken on small swamp boats at night and by lantern light from Bay Town through back bayous that only natives can follow to Eel Bayou, where it's properly barreled and then transported farther to Buzzard Beak Harbor. Middle quality whisky also is paddled through the swamps at night, directly to Eel Bayou. From there, expert smugglers in the service of the Regdresks slip the whisky in the night past the Impilturian warships blockading Buzzard Beak harbor and transfer it to merchant boats on the high sea of Easting Reach to New Sarshel.

While large quantities of whisky are being slipped into Eel Bayou to be smuggled out of Impiltur untaxed, rotgut whisky and Talontar poisons are paddled through the swamps by night into Bay Town, to fill the false barrels that are used to smuggle the poisons out in the guise of legally taxed whisky (see the description of the Traders Bay Coster Warehouses in Bay Town for details on this operation). To avoid the risk of the crown becoming aware of poison smuggling, no poison is smuggled out of Traders Bay. All of it is transported in false barrels as legal whisky from Bay Town.

Regardless of whether the deal is with poison or whisky, the Regdresks and their agents go no farther than Easting Reach. Legally taxed whisky that's shipped out of Baytown travels down the Bluefang and the Old Water to the docks of Keelbest, where it's loaded onto merchant ships which transport it on to New Sarshel and Telflamm, on the eastern shore of Easting Reach.

In New Sarshel, front operations of the Iron Throne buy the whisky and resell it throughout the Heartlands and on the Sword Coast. Merchants from Telflamm sell their part of the whisky in the East and to some extent in Thay and on the southeastern shore of the Inner Sea.

The special barrels from Traders Bay Coster that contain a small barrel of poison inside a large barrel of rotgut whisky are bought exclusively from the Melvaunt Spirits Coster in New Sarshel. This company is a front of Fzoul Chembryl's Xvimist faction of the Zhentarim. As far as customs officials are concerned, Melvaunt Spirits is an up-front exporter who buys low grade whisky and resells it on the Moonsea.

What really occurs is that Melvaunt Spirits breaks open the 16 gallon/60 liter false barrels, dumps the cheap whisky into Easting Reach and retrieves the smaller 4 gallon/15 liter barrels of poison hidden inside the larger barrels.

Usually customs officials tap barrels on the outside of a shipment when sampling to see if wares are really what they claim to be. By hiding the barrels of poison inside the perimeter of barrels containing whisky, Melvaunt Spirits has a higher risk of being discovered, but freeing the poison barrels from the larger barrels eases transportation substantially, and the risk of having the poison discovered at a foreign port is offset by the coster's ability to claim that it knew nothing of its deadly cargo and was itself a victim of a nefarious plot.

Pirates on the Sea of Fallen Stars have been bribed to leave the Melvaunt Spirit ships pass in peace. The most pirates demand of a passing Melvaunt Spirits ship is a tribute of a few barrels of whisky. Some of the Melvaunt Spirits ships also carry a cargo of high grade whisky which is transferred in a prearranged rendezvous to one of the ship's of pirate captain Immurk, to be taken to Immurk's Hold on the Dragonisle, one of the Pirate Isles of the Inner Sea.

The main shipments, however, go directly to Scardale, where they are unloaded at the docks and transferred to small riverboats. The boats, heavily guarded, sail in mini-armadas north on the Dragon Reach and then up the River Lis, to and across the Moonsea, to Melvaunt. There, all the barrels are declared as whisky and taxes are paid, allowing Melvaunt Spirits to immediately transfer the cargo to its warehouses, where whisky and poison are separated.

The whisky is sold all along the Moonsea, and the barrels of poison, still labeled as whisky and bearing tax stamps from Melvaunt, sail without interference to the docks of Zhentil Keep. No one there would think of meddling with the delivery, because the purchaser is High Tyrannar Fzoul Chembryl in the Heart of the Hand temple of Iyachtu Xvim.

Although Eel Bayou has nothing to do with handling the poison cargoes, the administration of the poison shipments is taken care of exclusively in the Regdresks' complex there. The Regdresk family knows that War Captain General Rilaunyr in Ilmwatch is capable of deciding at sometime to make a massive raid on the Regdresk headquarters in Bay Town.

For that reason, the administrative offices for all shady operations as well as their documentation are handled in Eel Bayou, where any march by the Sword of Impiltur would be known well in advance, and suspicious documents and persons could be hidden in the secret storage tunnels beneath the complex.

What makes Eel Bayou special to the Regdresks is the terrain beneath the upper swamp levels. The only evidence on the surface of the Eel Bayou area that it is somewhat different from other backwaters is the fact that swamp water flows relatively quickly through rather than stagnating to the degree it does elsewhere.

This is the case because large stone formations are hidden beneath Eel Bayou, which also is somewhat higher than the rest of the swamplands except for the river channels which flow through it. Because of the rock layer close to the surface, swamp water cannot percolate into the soil but must flow out of the area. Many areas of Eel Bayou are so high that they have relatively dry, rich, organic soil one or two yards deep before the rock layer is reached.

This is particularly the case beneath the main isle which holds the Regdresk compound and also the isle where the reclusive Thayan mage Zuwyr Nardo has his tower. In these subterranean rock layers are at least two large complexes of caves. The larger of them is a network of six caves connected by tunnels that the Regdresks use to store bootleg whisky and other contraband. The Regdresks found the only natural opening to these caves on the place where their northernmost warehouse now stands, but they have tunneled a second entry beneath the other warehouse. When there are controls by customs, these entries are boarded over and covered by legally taxed whisky barrels.

A second complex of three caves exists beneath Zuwyr Nardo's isle and the small neighboring isle to the west, which has the only external entrance to the network of three. The other entrance is in the cellar of Nardo's complex. The island entrance is well-disguised with a protective illusion of a quicksand pit and magical traps that no one ever has discovered or set off.

Game Master's Note: The Regdresk caves are marked **A** and the Nardo caves **B** on the cave maps.

It is doubtful that either the Regdresks or Nardo are aware of the other's cave complexes. On the other hand, it is probable that there still are more cave complexes waiting to be discovered in the Eel Bayou area. What they may contain is unknown.

Eel Bayou is a bit like a powder keg at present, in the aftermath of the poisoning of Senwan Regdresk, who led the family operations there. His cousin, Darkothin Regdresk, is in charge of operations in Eel Bayou at present, but there is little doubt that some other family member will take over soon as Senwan's successor. If doge Zekin Regdresk in Bay Town had not also been assassinated, this matter probably would have been handled long ago. Darkothin is viewed within the family as being too careless and hardly qualified to run Eel Bayou.

On the other hand, the family is in turmoil at present, all suspecting one another for being behind the two assassinations, both carried out with what the Regdresks view as their own poison. This is slowing the process of naming a new doge or a successor for Senwan in Eel Bayou. Darkothin is entrenching himself in Eel Bayou at present, preparing to fight to retain the power there. But once a new doge is named, he doubtless will buckle under. To do otherwise would be equivalent to signing his own death warrant.

The Regdresk complex is surrounded by a wooden wall 10 feet/3m high with wooden watch towers at several points and another strip of wall with a large observation tower across the river from the main complex. The wall and towers were built by Senwan Regdresk in the Year of the Wave (1364 DR) as a precaution after War Captain General Rilaunyr's cleanup folly on Traders Bay. Rilaunyr never has returned, and many of the towers surrounding the complex no longer are manned.

Travel in and out of Eel Bayou is relatively easy although not necessarily to be recommended. The road leading into town from the East connects with the Heralds Road and is easy to ride, although patrols of the Sword of Impiltur have faced growing attacks from swamp trolls recently. The local inn, the *Bayou House,* offers acceptable food and a small number of relatively comfortable rooms. Food and supplies also are available.

There are two islands separating the Regdresk complex from Nardo's island. Three of the four cabins and shanties on these islands are in a state of ruin, all blasted apart in the magic duel that killed Nardo's mentor Dorid Triach and two of the four Thayan red wizards who attacked him several years ago. No one in Eel Bayou really knows what took place on that explosive night, but most residents have stayed clear of that area ever since.

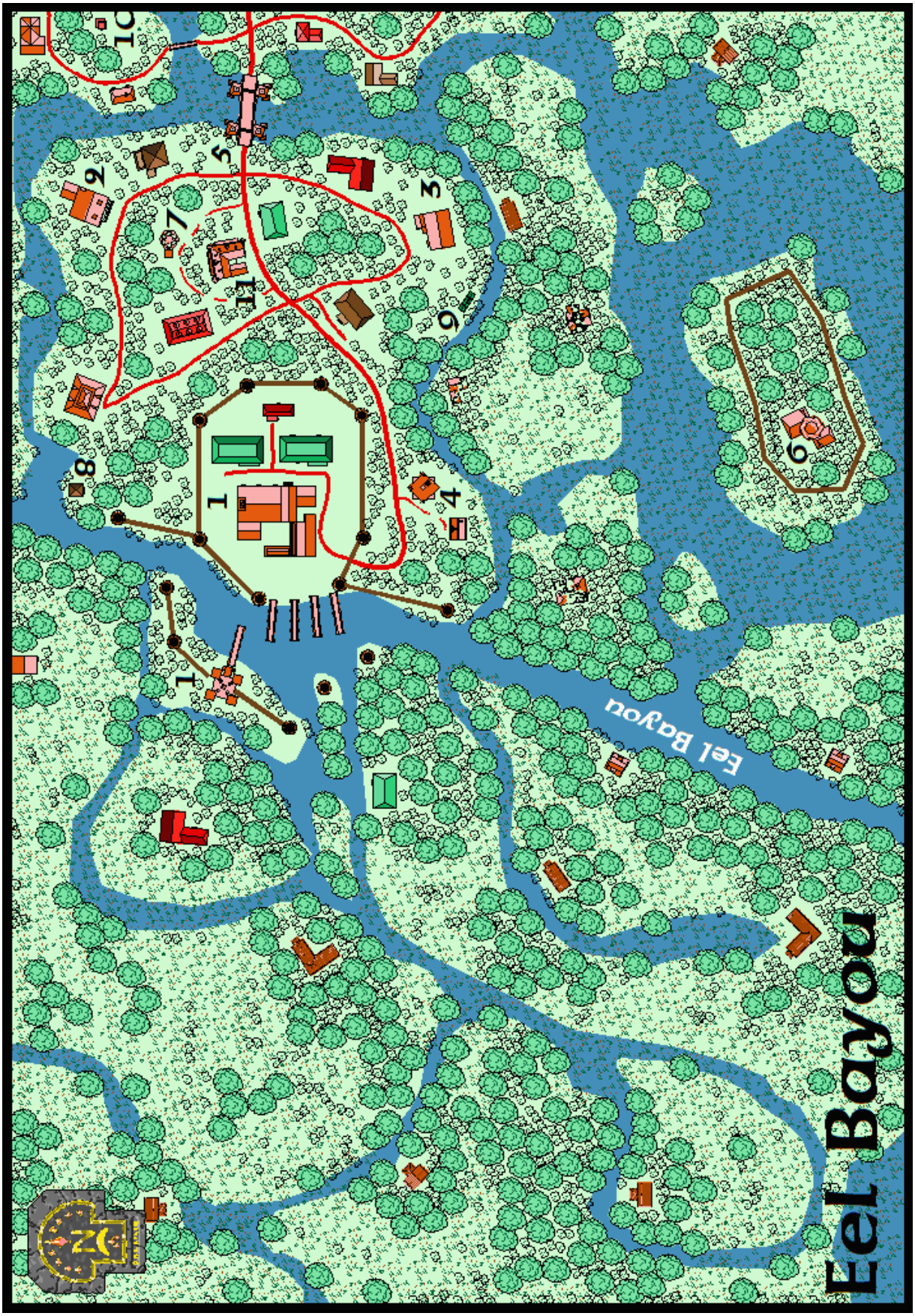
One exception is a reclusive hermit fishermen who lives in the one still intact shack on the eastern end of one of the islands. Another was the late Senwan Regdresk, who was convinced that the island's occupant was mortal and no doubt a mage. He and a few of his top henchmen boated over to Nardo's island on one moonless summer night in the Year of the Tankard (1370 DR). It is said that Regdresk shouted to the island that he wished to parley, and out of curiosity, perhaps, Nardo agreed.

The two are believed to have formed a pact of sorts that night, under which Nardo provides a certain degree of magical protection to the Regdresk compound in exchange for a supply of strange objects and components that he uses in his magical research. When Impilturian troops ride the road into Eel Bayou, they now come under increasing attack by swamp trolls, and it is believed that these trolls have been magically summoned.

It also is whispered in the Regdresk compound that three times a year – in early spring after the thaw, in midsummer and again in autumn shortly before the first frost – top lieutenants of the late Senwan Regdresk row on moonless nights over to the eerie, accursed island, to deliver strange wares there.

Eel Bayou tends to be more relaxed in Winter, from Marpenoth through Tarsakh, when smuggling operations are shut down. Strangers who come to Eel Bayou when there is nothing suspicious to see usually are tolerated, as long as they don't ask too many questions. From Uktar into Ches, when the swamp is frozen over to a great extent and fishing no longer is possible (ice fishing excepted), the people of Eel Bayou tend to nestle snugly into their cabins. Travel usually is limited to doing business on the island where the Regdresks have their complex.

In contrast to many other areas of the swamp, however, Eel Bayou residents can travel in the winter. The trail between the Regdresks' compound and the Heralds Road is open, and some folks who use the winter lull to restock will rent small sledges from the Regdresks and travel to Ilmwatch or Outentown to buy materials and supplies they need.



Eel Bayou

Map of Eel Bayou

1 – Regdresk Compound. In front of the docks stands the huge administrative building and residential complex of the Regdresks in Eel Bayou, behind it the two warehouses with the cave complexes and behind them a repair and supplies shop. There usually are 3d4+12 well-trained fighters of levels 1-6 within the main compound and 1d4+2 well-trained fighter archers of levels 2-5 in the tower across the river at any given time. The three smaller watch towers across the river no longer are manned, but 1d4 of the smaller towers surrounding the main complex (Game Master's choice) will be manned at anytime with well-trained fighter archers of levels 2-5.

2 – Targh mac Nardin, Blacksmith. Targh, one of the rare dwarves in the backwaters, has been hiding out and working as a smith in the swamp for 12 years. He has a battleaxe +5, a family heirloom that he took from his older brother, who had rightly inherited it, after murdering him. Targh is sought by the dwarves of Earthfast City for murder. If the Sword of Impiltur ever becomes aware of this and Targh's presence in the swamp, they will make an all out attempt to capture him and return him to Earthfast City to face charges. The Regdresks value Targh's services as a blacksmith, but it's doubtful that they would jeopardize their own operations by trying to prevent Impilturian soldiers from arresting him.

3 – Louise "Weasel" Danton's General Store. Weasel (human female, AL:NE, rogue lvl 5), whose real name is Tunbara, was a buyer for a large merchant's house in Hlammach before barely escaping the city (with her small fortune), when it became clear that she was sifting off company funds. She vanished from the city and decided to get lost in the swamps, seeking shelter at first by the late Dake Regdresk, a family accountant in Eel Bayou who died in a boating accident in the Year of the Gauntlet (1369 DR). With Dake's help, she set up her general store, which has most common items at prices 15% above the Player's Handbook prices. It's believed that Weasel has a small fortune hidden on the island, but thieves who have sought it have gone empty handed to date.

4 – Shrine to Mask. Eel Bayou's only cleric, Demarchess Nila Snarren (human female, AL:NE cleric lvl 2) of Telflamm, lives in a small cottage next to the shrine. She is affiliated with the House of the Master's Shadow in Telflamm, but her only duty at present is to learn what she can (almost nothing) of the Regdresks' operations and, as much as possible (almost never) send reports back to Telflamm.

5 – Eel Bridge. The wooden bridge, built on stone pillars, could be destroyed easily in a large troop from the Sword of Impiltur ever comes to Eel Bayou. There always are 2d4+12 swamp trolls in the waters below and near the bridge who are under the direct control of Zuwyr Nardo. They do not bother locals; Nardo does not allow that. But they will hungrily attack Impilturian troops, if allowed to. The bridge connects Eel Bayou's main island to the trail that leads to the Heralds Road.

6 – Zuwyr Nardo's isle. The island is protected by a dome-shaped magic dead zone that is among the strongest in Faerûn. If more of the world were aware of this anti-magic zone, it no doubt would draw unwanted researchers to Eel Bayou. As things are, it seems to be known only to Zuwyr Nardo, who probably intends to keep it secret.

The anti-magic dome has a density of 30 yards/27 meter. The dome has a one-way effect from outside toward the island. It has no effect in the opposite direction. Any magic fired from outside toward the island through the dome is automatically reflected back upon the magic user with full force. Once one is upon the island, however, one can throw all the magic back from the island that one wishes.

Any mage going through the zone to the island must save for will against DC 20/vs. magic. If he makes his throw, he will be plagued by overwhelming headaches, fall unconscious after 1d4 rounds and will remain unconscious for 1d4+4 turns after leaving the anti-magic field. After regaining consciousness, he/she will be confused and unable to learn or use spells for 1d6 days.

A mage who fails in his/her saving throw suffers the same effects, except that he/she is feebleminded after regaining consciousness. The anti-magic field also is effective against all types of magical items including spellbooks and enchanted weapons. Anyone bearing one or more magical items through the field must make a collective saving throw for fortitude at DC 23 or in 2nd Edition vs. magic at a penalty of three.

If the throw succeeds, all magical items taken through the field will have their dweomer disabled for 1d6 days. During this time, spellbooks and scrolls will be temporarily unreadable. If the saving throw fails, the dweomer of the victim's objects will be permanently destroyed. Spellbooks and scrolls will be erased. Nardo also has extensive, delayed reaction fireballs, lightning blasts and other magical traps (Game Master's choice) all over the island.

In the opening in the northwestern corner of the island, Nardo can disable the magical traps temporarily to allow people onto the island, if he wishes. The only way to reach the island without going through the anti-magic field is to enter through the tunnels. There is a shaft into the tunnels between the three trees on the small island directly northwest of Nardo's isle. This shaft is disguised as a quicksand pit with a permanent illusion. If one overcomes the illusion, one still must pass three delayed reaction fireballs that Nardo has set in the shaft.

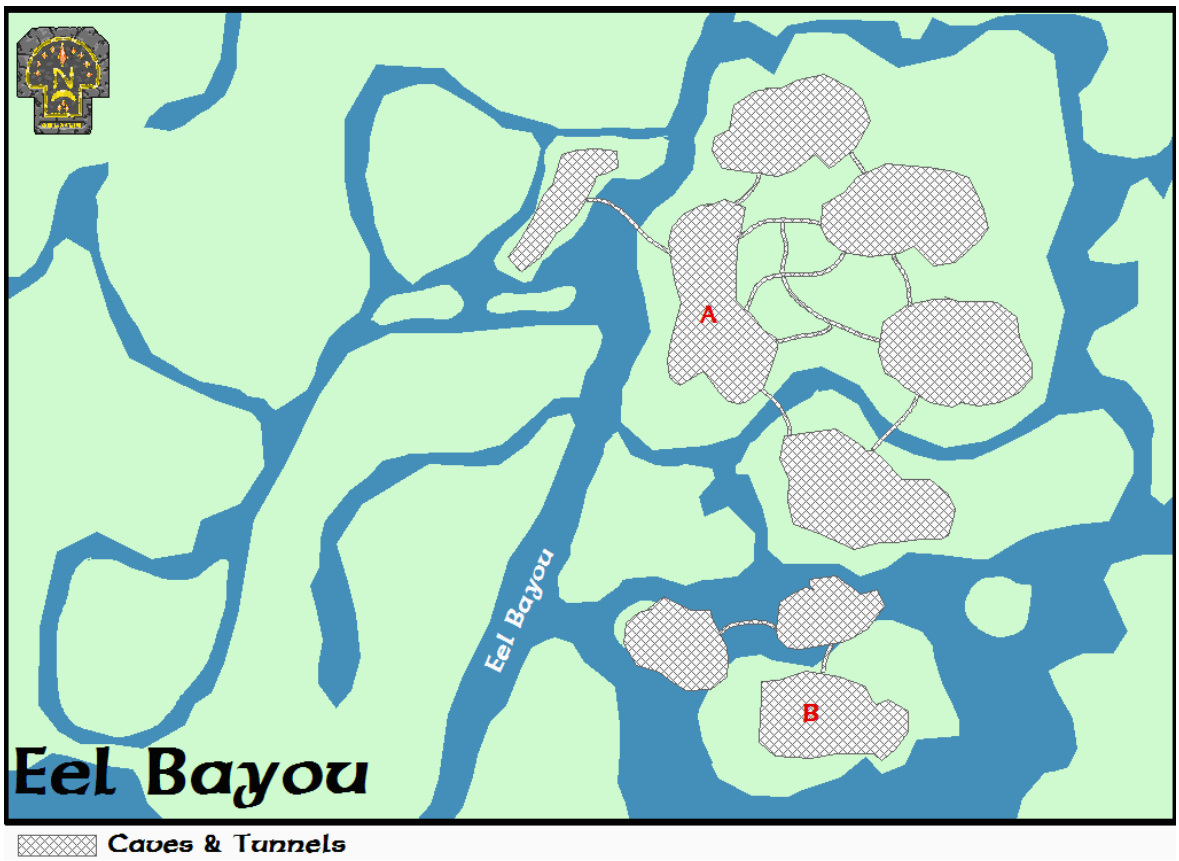
7 – Shrine to Umberlee.

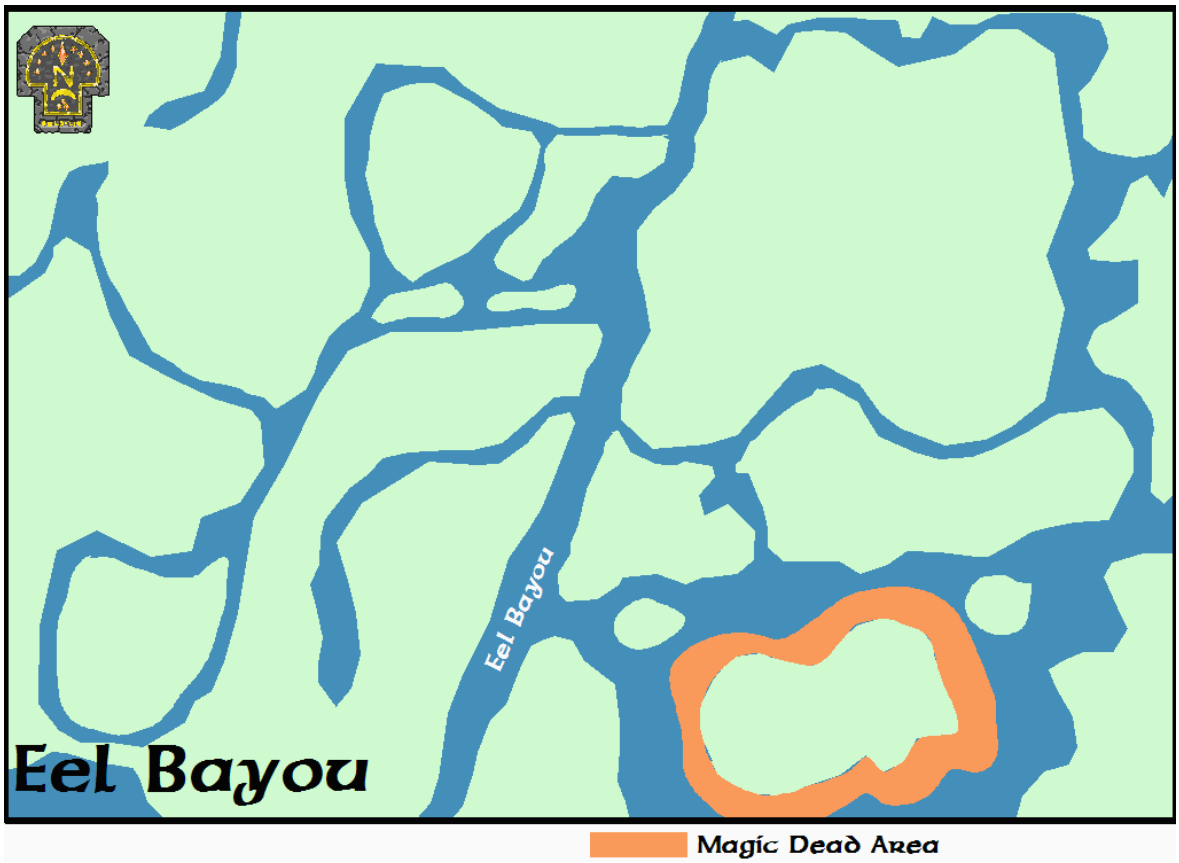
8 – Shrine to Ilmater.

9 – Shrine to Tymora.

10 – Shrine to Beshaba.

711 – Bayou House Inn. The inn is owned by the Regdresks but run for them at a loss by Mildona Trinn. The *Bayou House* has five single rooms at 6 shiners per night and three doubles at 5 shiners per person per night. No meat is served. All main courses are fish, eel and shellfish. Hot meals run from 7 silver shiners to 1 gold taler and 2 shiners. Various beers based upon availability cost 4 to 5 copper bites per quart/liter tankard. Modest wines from Easting Reach cost 3 silver shiners per half pint/0.3 Liter. Local whiskies run from 2 silver shiners to 1 gold taler per shot/0.1 Liter.


A
B
Eel Bayou
Eel Bayou
Caves & Tunnels


Eel Bayou
Eel Bayou
Magic Dead Area

Buzzard Beak Harbor

Thorp, Nonstandard (criminal family, mostly abandoned). AL: LE, 0 gp limit, Assets: 0 gp. Population: 22 Human. Authority figures: Passing members of the Regdresk family. Buzzard Beak Harbor has not been mapped. Taxation: None.

The harbor actually is a large, natural inlet of water south of Ilmwatch with a peninsula that serves as a breakwater. Indeed, it would in theory be an ideal base for the Impilturian Navy. In practice, it is anything but. The water between Ilmwatch Point in the north and the hammer-shaped Buzzard Beak in the south is extremely dangerous to ships, due to frequent shallows which often conceal destructive boulders beneath kelp and other seaweed.

Pirates once claimed that a man could walk across most of the opening of Buzzard Beak Harbor, having to swim only now and then, for short stretches. The pirates knew of course where those points were, and they could maneuver their ships into the harbor, beyond the reach of the Impilturian Navy, seeking shelter there and then escaping into nights of dangerous weather, to take to the high seas again. The captains of the Impilturian Navy never learned to maneuver their warships through these hazardous shallows and therefore always cut off pursuit at the harbor's mouth.

At times as many as a dozen illegal ships would find simultaneous refuge in the harbor. Of course, there were those too who overextended their gambles with Tymora and Beshaba and ended up shipwrecked. At one time, the partly sunken remnants of nearly 20 ships could be found in Buzzard Bay Harbor. That has dwindled to less than a dozen in recent years, as the carcasses of older vessels at last crumbled, to remain, but hidden beneath the slowly moving water.

Those pirates who sought refuge usually found little more than that. Buzzard Beak Harbor was and is little more than a swamp. The water inside the harbor is deeper in many areas than at the mouth, allowing narrow current flows to guide water draining from the Traders Bay swamp into Easting Reach, while much of the remaining harbor water stands stagnant and insect infested.

Nonetheless, in its heyday less than a decade ago, the harbor was alive with smugglers, and the coves and bayous along the harbor's shore as well as the backwaters behind them were filled with sleazy taverns, bordellos, smugglers' havens, low-level slave trading limited mainly to the sale of captives for duty on the rowing benches of pirate ships, whisky smuggling, evil shrines and hideouts of murderers.

That began to change dramatically in the Year of the Wyvern (1363 DR), when War Captain Rilaunyr blockaded Buzzard Beak Harbor. Eight pirate ships had taken refuge there for the winter, but they were short on supplies and cash and eager to get to sea with the spring thaw. The Impilturian warships blocking Buzzard Beak Harbor made that nearly impossible.

Four pirate captains abandoned their ships, and their crews vanished into the swamps. Four tried to run the blockade, and three were captured, with pirate captains and crews soon dangling from the nooses of Ilmwatch. Only the daring lady swashbuckler, Sablesteel, succeeded in running the blockade and then leading Rilaunyr's own warship on the daring chase that shamed the great war captain.

Rilaunyr's attempts to drive evil from Traders Bay in the following Spring ended as a catastrophic fiasco, but the blockade was the beginning of the end of life as it had been on Traders Bay. The pirates' Impilturian refuge had grown to be too risky, and after the autumn of the Year of the Wyvern, pirates came no more to Easting Reach. The shabby taverns, sleazy inns and dangerous bordellos of the harbor began to close, one after another.

Most of the inhabitants of the shoreline and the pirates who had abandoned ship made their way to the swamps and eventually to other coastal ports on the Sea of Fallen Stars, to ply their trades anew. Some took up residence in the swamps and still others who fled in wrong directions or who remained too long in the fading hamlets of the harbor's shoreline met a death most gruesome, although few are they who know this tale.

The powerful Regdresk family of Bay Town saw the blockade and the subsequent crumbling of Buzzard Beak Harbor's infrastructure as a chance to take complete control of the harbor, enabling it to be used exclusively by the family's own smuggling operations. In a daring series of moves, family members negotiated with the three hags who lair in the no man's land of the harbor's peninsula, east of Black Adder. They agreed then to exchange human captives for vials of the witches' blood, from which the priestesses of Talona in Huddl's Landing brewed the poisons that the Regdresks later used to bring plague to the land.

Before that the Regdresks had slave cages from a marooned ship in Buzzard Beak Harbor brought on land to the lair of the hags, and several of the pirates who were fleeing from Rilaunyr's blockade as well as men and women who already had packed their bags were captured, thrown in chains and locked in the cages, until they met their end as living meals for the hags. Needless to say, the paladin Lords of Imphras II know nothing of these things.

Shortly thereafter, agents of the family Regdresk released the Talontar plague bacteria along the shoreline of Buzzard Beak Harbor. They used potions from the priestesses of Huddl's Landing that made them personally immune to the bacteria, but within less than two tendays, word of the bubonic plague had reached the inner swamps, and fleeing residents of the harbor shore were shot down on sight with bolts and arrows, to keep them from spreading the disease. Barely two months had passed before the entire remaining population of the harbor's shoreline was infected and had died.

Of all the settlements on Buzzard's Beak Harbor, only Black Adder in the south survived. A druid who then dwelt there used his powers to hold the plague back from the village. After the plague had abated, the druid traveled northward to Netherteth, to explain the mysterious nature of the plague that had swept down the shore of Buzzard Beak Harbor, for the druid had determined that this plague affected only humans and not rats or other rodents, a phenomenon heretofore unknown in cases of plague in Faerûn.

Although this too is not known outside the inner circles of the family Regdresk and among the priestesses of Talona in Huddl's Landing, the bacteria of the magical bubonic plague that infested the harbor shore, lacking new human carriers, had died out within three months of its spreading. The harbor shore is safe again, but it's a deserted collection of slowly disintegrating buildings still littered with skeletons of those who once inhabited them.

The souls of some of the plague victims are restless, and they haunt their old domain now as undead, who tend to lair in cellars by day and walk the lonely fen by night. With the exception of the undead, the family Regdresk now has Buzzard Beak Harbor as it wants it. There are no prying eyes, no marauders and no brigands to rob the smuggling boats that snake through the swampy waterways inland to shore outlets on the harbor, where they wait for night and fog, to slip past the ships of the Impilturian Navy, slipping unseen onto Easting Reach and heading south-southeast, to New Sarshel.

The nature of the bubonic plague that struck Buzzard Beak Harbor is strange, in the eyes of the druids in Netherteth. Stranger still, and beyond the knowledge of the druids, is the fate of Xargostoepistipeles, a black dragon who long had laired in the swamp south of Black Adder. Xargo, as he was known in human form, possessed a ring of power which gave him the ability to take human form at will.

At the time the bubonic plague began spreading through the hamlets, Xargo was traveling the shoreline in human form, attempting to acquire whatever he could from the frightened humans at the lowest price possible, for Xargo was even more conceited than the average dragon, and he enjoyed accumulating new treasure much more through cunning haggling than through violence. Unfortunately, he learned at this time, his human form too was quite capable of contracting plague.

Xargo fled back to his lair, returning to his dragon form, but the change only stopped the progress of the plague and did not cure it. For more than seven years, the great swamp dragon has been brooding and suffering in his lair south of Black Adder. Huge plague boils cover his body beneath the scales, and from time to time they explode, emitting wild sprays of the acid that normally would come only from his breath weapon. The swollen boils make him unable to fly, although he still is in possession of his other abilities.

The rest of the Buzzard Bay Peninsula, south and east of Black Adder and east of Garyl's Cove, has no known human occupants. In the central part of the peninsula just inside the coast is the lair of the three hags, reportedly hungry again and looking for humans willing to trade them living of their own kind in exchange for favors of the hags.

To both the north and south of their lairs, there are reported to be hungry hydras. And to the west of the hags broods the suffering dragon Xargostoepistipeles.

Black Adder

Hamlet, Nonstandard (anarchistic). AL: Mixed. 5 gp limit. Assets: 10,000 gp*. Population: 250 Human. Authority figures: None. Others: Dragon Cult expedition, black dragon, 3 sea hags, hydra - See *Black Adder Encounters* in the *Northern Journey Campaign Guide*. NOTE: Black Adder has not been mapped. Taxation: None.
* Adjusted to include Dragon Cult assets. Dragon treasure not included.

This one-time hamlet takes its name from its main inhabitant. There is no other place in the swamplands where the highly poisonous black adders can be found in such abundance as in this poverty-ridden village on the border to no man's lands to the north, south and east. Even in the hottest and most humid times of the year, villagers here wear leather hip boats, gloves and sleevings to protect themselves from the fatal venom of this deadly snake.

Black Adder has swollen in growth since the war captains drove the pirates from Buzzard Beak Harbor in the Year of the Wave (1364 DR). This is one of the few places where the refugees from the harbor shore could succeed in finding sanctuary. It is a few miles south of the area infected with bubonic plague.

The village of 250 has little contact with the rest of the swamplands and is visited usually only by occasional peddlers and a monthly beer and whisky boat from Traders Bay in the navigable season. It has little to sell and less to buy. There is a somewhat higher area south of the village, where most residents of Black Adder maintain gardens and root cellars. To live in Black Adder is synonymous with being a fishermen, and fish and swamp crabs are the main food in this area. Meat is a genuine rarity.

There is a single tavern in Black Adder, the inn called the *Striking Snake.* The *Snake* once was one of the finest inns on Buzzard Beak Harbor, a *hotel* where exotic delicacies were prepared by equally exotic cooks and where many a pirate captain enjoyed one or more fleeting nights of love. The 40 guest rooms of the inn still are there, but they're dusty and seldom used. The once luxurious trimmings are deteriorating, and the expensive lamps, furniture and other trappings of yore were sold years ago.

Black Adder is off of all beaten paths, and its residents know it. The only resource the village has are the rare, giant crabs that can be caught in the bay of Buzzard Beak Harbor, directly in front of the village. Most of the crabs that are taken are traded with peddlers who bring flour and other necessities of life to Black Adder as well as materials needed to keep shacks and shanties safe from snakes. These peddlers are willing to barter their wares rather than demanding money the villagers don't have, and they can demand proud prices for the crabs they take in payment.

The poverty-stricken villagers of Black Adder have nothing to smuggle. They have known shrines to Ilmater, Umberlee and Talos, and they pay particular tribute to the *Destroyer,* in hopes of fending off the seasonal, ravaging storms that reach across the Buzzard Beak peninsula from Easting Reach to the eaves of the village.

There are occasional adventurers who come to Black Adder, for there are many tales and maps of buried pirate treasure in the swamplands of the harbor peninsula, as well as unsubstantiated rumors over the size of the horde guarded by the ailing black dragon Xargo.

Most of those who come spend coins for the last time in their lives at the dilapidated inn and never are seen in Black Adder again. Great dangers await treasure hunters who venture out into the wild swamp of the peninsula. To the north and the south lair hydras. In the central region, Xargo lairs and the three hags always are hungry. Xargo, too, is dangerous. The boils of his plague prevent his flying, but this only fires his temper, and his other faculties have not been significantly impaired.

Thus, the village has had extraordinary visitors only once since the plague ravaged the rest of Buzzard's Beak Harbor. In Eleasias of the Year of the Unstrung Harp (1371 DR), six well-heeled adventurers came to Black Adder, ostensibly to seek lost pirate treasure. In truth, the six are high level members of the anti-Tiamatist Hlondeth cell of the Cult of the Dragon. Their leader is a Wearer of the Purple and Keeper of the Secret Horde.

Impiltur – Page 173

The real reason that they are in Black Adder is Xargostoepistipeles. Word of the plague-struck dragon has reached Hlondeth, and the cult is making every effort to convince Xargo to relieve himself from his suffering and gain immortality as an undead dracolich. The peasants know nothing of this, of course, but they are grateful for the presence of the six, free-spending guests at the *Striking Snake.* They hope the swamp will take its good-natured time in claiming them.

Garyl's Cove (Ruins)

Based Upon a Site Concept of Simon Gibbs

Hamlet, Nonstandard (Zhentarim). AL: Mixed evil. 0 gp limit. Assets: 100,000 gp*. Population: 9, 8 human, 1 gnome. Authority figures: Luinda Dorgg of Xvim, human female, AL:LE; Cleric lvl 9, Ruinlady of Xvim. Others: Zinda of Xvim, human female, AL:LE, Cleric lvl 7 Hatemistress of Xvim; Rendest, gnome male, AL:CE; Illusionist lvl 15; Magnonion, human male, AL:LE; Conjurer, lvl 7; 5 Zhent warriors, human male and female, AL: any evil, War 2-5. Taxation: None.

* Adjusted to include Zhentarim resources.

Who set off the fires may never be known, but the second largest village on Traders Bay burned to the ground during a raid by War Captain Rilaunyr's Impilturian soldiers in the Year of the Wave (1364 DR). The royal army never has been accused of razing the village, because there is no proof of this, but the result of this raid amounted to overkill in the eyes of Queen Sambryl and all of the Lords of Imphras II except Rilaunyr.

To his own shame, the great general was ordered to withdraw his soldiers back to Ilmwatch. Rilaunyr's great dream, the *cleaning up* of Traders Bay, became his greatest humiliation. Since this setback, Rilaunyr can be found almost exclusively aboard his magical warship, leading the finest of the Impilturian fleet in battle against pirates upon the Sea of Fallen Stars, where matters of justice are much more a black-and-white affair than they were on Traders Bay, a situation that serves Tyr's *hanging paladin* well.

While Rilaunyr began hiding his wounded paladin's pride in the salty breezes and prow-cutting spray of the high seas, weeds, moss and vines began to grow over the charred foundations and tottering walls that bore silent witness to the Garyl's Cove that once had been. The village ceased to be a home for men, but it burned on in the memories and hearts of many swampdwellers as a symbol of all they hated in Impiltur's ruling paladin Lords of Imphras II.

Thoughts of Traders Bay and memories of razed Garyl's Cove were upon other minds as well, among them the mind of the begrudging high Strifeleader Fzoul Chembryl of Cyric in distant Zhentil Keep, who hated nothing so much as the god he reluctantly served. In the days before Bane's Death, Fzoul had been *the* high priest of Zhentil Keep, the ranking Dreadmaster of the Black Altar. In Cyric's church, he had been relegated to administrative duties, while Mirrormane brothers exercised the powers in Cyric's name that had been Fzoul's under Bane.

Relegated to the wings, Fzoul's thoughts turned more than ever to the Black Network he also served, the Zhentarim, for he long had been convinced that many of the Zhentarim's operations would become more difficult with time, and that the network must set new goals. Among these was the expansion into areas where the Zhentarim had little or no influence, such as Damara, which was slowly rising from the ruins of war and political devastation, and Impiltur, a blank spot on the maps of the Black Network.

However, there was much turmoil in Zhentil Keep at the time, and the church Fzoul unwillingly served was behind it, setting the keep in a state of terror with the inquisition of the Bane Death. And then Cyric personally chose Fzoul to be the Strifeleader to read the infamous *Cyrinishad*, the evil, magical volume that was to enslave the folk of Faerûn into the worship of the Dark Sun. And the rebellious Strifeleader Fzoul, in preparing to read the book, was intended to be the first to be enslaved.

For four years, Fzoul's gaze was forced back upon Zhentil Keep, and he gave no more thought to the land of Impiltur or the ruins of Garyl's Cove, where no man lived. In the Year of the Banner (1368 DR), Fzoul performed the greatest of all his deeds. He withstood Cyric, reading from the Black Altar not the enslaving words of the *Cyrinishad* but rather Oghma's true story of the human failure named Cyric who had been admitted to godhood. And the god Cyric, already driven insane by his own reading of the *Cyrinishad,* decided to rain ruin down upon Zhentil Keep, madly destroying the center of his own following.

Fzoul survived the destruction and was at hand for the release of Bane's son, Iyachtu Xvim, back into the Realms and into godhood. And upon the rock that was Fzoul, Xvim built his church. These things occurred as the Zhentarim had reached the ebb of their history. Lord Manshoon had fled Zhentil Keep, the center of Zhentarim power since the founding of the Zhentarim, and taken up residence in the remote Citadel of the Raven.

Most of the proud city of evil that had represented the power of the Zhentarim lay in ruins, and the transportation operations that had been the backbone of Zhentarim finances was in a state of chaotic disarray. Soon thereafter, Randal Morn recaptured Dagger Falls in Daggerdale and cut off the most important trade route the Zhentarim had used to cross Anauroch.

In the North, the Citadel of Many Arrows fell, followed by Hellgate Keep, and then Turlang and his treants moved into the Upper Delimbyir Valley and closed it to Zhentarim caravans that crossed the desert as well as all others. The Archmage Sememmon in Darkhold, who was responsible for caravan operations west of Anauroch, found himself rather suddenly out of business in many areas where he had reaped his greatest profits, as did Manshoon in his refuge in the Citadel of the Raven.

While both magi unhappily tallied the rising costs of maintaining their expensive fortresses with their dwindling incomes, Fzoul Chembryl stood apart as the Zhentarim hero who had defied the god Cyric and won, and who now was building the Xvimist church with ideals that fit hand and glove with those of the Zhentarim.

Chembryl also appeared to have succeeded in steering the new ruler of the keep, Lord Orgauth (in truth, the pit fiend Abarax) in such a manner that Orgauth in no way interfered with Zhentarim goals, sparing the Black Network the need to bring the keep back under its own direct control in a time when the resources needed for such actions were short.

And so it was that Fzoul gradually surpassed Sememmon in the highest ranks of the Zhentarim, ranking second only to Manshoon himself. From his new position of power, Fzoul offered Manshoon and Sememmon much that the magi could not attain for themselves at the time, above all a church that would serve the Zhentarim's needs rather than interfering with them, as had been the case with Bane and Cyric.

Above and beyond that, Fzoul offered the two high magi a well-detailed strategy for rebuilding the Zhentarim in a manner that not only would honor his own deity, but in the process would reduce the operating costs of the Black Network while elevating its power above the level it had reached before the keep's fall.

The keys to Fzoul's strategy were the training of a new host of Xvimist assassin-monks and the infiltration and manipulation of Sembia's Iron Throne. The latter was of particular interest to Sememmon, because it provided a reason for the Zhentarim to continue paying the costs of maintaining his keep Darkhold, and it opened the possibility that his arch-enemy, King Azoun IV of Cormyr, could be painfully pinched on two fronts, by Darkhold in the West and the kingdom's arch-rival Sembia in the east.

With greater power than had ever before been in his hands, Fzoul began focusing his attention where the mark of the Zhentarim still was absent or woefully week, and in this, his eye fell briefly again upon the paladin-ruled Kingdom of Impiltur, the festering sore of the kingdom known as Trader's bay and a sanctuary men called the ruins of Garyl's Cove. And here he established his base in the kingdom, shielded from the prying eyes of the Lords of Imphras II.

Priests, magicians and magic are relatively rare in the swamplands. The work of such beings is seen usually only in secondary levels, such as the Talontar potions that ward off stinging swamp insects, or the knowledge that swamp trolls are not a threat in a given area because some mysterious power holds them back. Most swampdwellers must resort to reason and the law of the fist to guide and defend their daily lives, because magic is unknown to them. Therefore, it is not unusual that magic awakens the fear of superstition within them.

It is understandable then that tales of ghosts haunting the ruins of Garyl's Cove already were circulating before the ashes were cold, and that these tales grew over the years. It is just as understandable that the superstitious folk of the swamp refused to go near the ruins of the village, out of fear.

More enlightened swampdwellers, such as the family Regdresk, were not put off by tales of ghosts, but such folk had nothing to seek in the ruins and for that reason did not go there. As a result, few human eyes bore witness to the gradual decay that had set in within Garyl's Cove following its burning, as the swamp slowly began to reclaim its own.

In the Year of the Gauntlet (1369 DR), reports from Zhentarim agents of the allegedly haunted ruins of Garyl's Cove came again to Fzoul's attention, and he decided to claim them for his own use. A small, select group of Zhentarim was sent across the Dead Man's Walk into Vaasa, to follow the Great Imphras River down into Traders Bay. The party included a Zhentarim mage from the Citadel of the Raven, a renegade gnome illusionist from the village of Hardbuckler who was in the service of Darkhold, a Xvimist priest from the keep and five fighters from the citadel and the keep who had been trained to spy and assassinate.

Using illusions to create ghosts to haunt the area and covering its own tracks with magic, the party proceeded into Garyl's Cove and began cleaning out cellars beneath the ruins, to use them as a hidden base. With time, two small adventuring parties seeking treasure on the Buzzard Bay peninsula also had been captured and enslaved, to do the work necessary to turn crumbling and partially flooded cellar ruins into a dry and formidable subterranean fortress.

There are no functioning shrines or temples in the ruins of Garyl's Cove, except for the underground temple to Xvim that ironically was constructed in the cellars of a former temple to Ilmater and made of material from the ruins of that temple. Only once in the past year have outsiders come to Garyl's Cove, and these were observed carefully by a Zhentarim guard protected by an invisibility spell.

The guard reported that the two searched the site carefully for traces of something they could not find, insisting that *"it has to be here"* while also acknowledging that there was no sign of *"it"* and finally leaving, resigned, after nearly six hours spent probing the ruins.

Unknown to Zhentarim, the men were two Harper rangers from Netherteth who came to Garyl's Cove convinced that they would find traces of the hideout used by the Regdresk leaders' assassins there, but who left convinced that they were wrong, and that no one had been in the ruins for quite some time.

While the Harpers have taken their fruitless search far beyond Garyl's Cove, the Zhentarim keep themselves highly occupied beneath the ruins of the village. In the Year of the Tankard (1370 DR), Fzoul sent a second group of Zhentarim agents into Impiltur, mostly thieves trained in Darkhold to spy and to corrupt others, and these spread out into the coastal cities, the settlements along Laviguer Road, Bay Town and the Impilturian protectorate settlements on the Merchants Run in the Great Dale. To Garyl's Cove came the archmage from Darkhold, who controls these spies, and a second Xvimist priest from the keep.

Late in the Year of the Unstrung Harp (1371 DR), a small band of Xvimist assassin monks trained in Zhentil Keep and led by the former Hatemistress Zinda of Xvim, now a Xvimist assassin monk whom *Northern Journey* PCs already have encountered in Zhentil Keep, also were sent into Impiltur, to the secret base of the Black Network beneath the ruins of Garyl's Cove.

This Zhentarim agents in Impiltur are there to carry out the will of Fzoul and to attain his goals, and these are many. Fzoul wants to know all he can about Impiltur, to better use and manipulate the kingdom and to some extent control things within it. He wants to corrupt selected powerful merchants by appealing to their greed, to slowly weaken the rule the paladin Lords of Imphras II maintain over the kingdom, bringing its control gradually more to the merchants of the land, a trap into which Queen Sambryl appears to be falling.

Fzoul views the uncontrollable and wild swamplands as an area that can make many things possible, and he wants to break the family Regdresk's strong control over Traders Bay, making the family only one of many pockets of corruptible power within the swamp.

The Talontar plague which swept over the shoreline of Buzzard Beak Harbor in the Year of the Wave (1363 DR) lasted only briefly, but the commonfolk of the swamp do not realize this and do not go there. Only the boatsmen of the family Regdresk dare go there, and the common swampdwellers believe that the boatsmen are protected by potions against the plague.

Because they have been able to use Buzzard Beak Harbor with impunity for most of a decade, the boatsmen have become lax in guarding against human enemies, watching only the swamp waters for signs of poisonous water snakes and monsters.

Fzoul sent Zinda and her monks into the swamps above Buzzard Beak Harbor shortly after their arrival, to hijack a Regdresk family smuggling boat bound for New Sarshel bearing crates filled with whisky bottles containing the strongest and fastest acting poisons. The Zhentarim now have a large cache of poison stashed in their base in Garyl's Cove.

Shortly after the beginning of the current Year of Wild Magic (1372 DR), Zinda and her assassins began their second mission. The mage and a priest captured a servant of the late Senwan Regdresk in Eel Bayou and killed her, but only after using the art of a Xvimist Ruinlord and an archmage from the Citadel of the Raven to transfer her knowledge and memories into the mind of a Zhentarim spy-thief, who they then transformed into the physical duplicate of the captured maid. Her body was fed to butcherfish to remove all traces of her.

The disguised spy-thief then performed the relatively easy task of poisoning Senwan's food. To date, the paranoid members of the family have given little thought to members of the household staff as being possible perpetrators of this deed, because they all assume the assassination of Senwan was the handwork of some other family member, for few others have access to the kind of poison that was used to kill him.

Less than a tenday later, using a modified version of the spell *Create Darkenbeast,* the archmage of the citadel turned a blackbird into a gnat bound to follow the commands of Zinda. Under the shield of invisibility and protection spells, the monk herself had the daring to pass the flesh-rending watchdogs of the fortified Regdresk compound in Bay Town and smuggle the tiny bringer of death into the closely guarded mansion of family doge Zekin Regdresk. And she had the steel nerves to remain silent and invisible in the dining room until the doge was dead, before casually slipping out of the compound and village again.

To date, the Zhentarim of Garyl's Cove have successfully carried out all of Fzoul's assignments. The family Regdresk is divided, paranoid and bickering among itself, and the Xvimist high priest in Garyl's cove recently reported to Fzoul that more assassinations appear to be imminent, although without the help of Zinda and her monks. The Zhentarim have set their intended wheels into motion. They are watching now, closely, to see what happens next on Traders Bay, as well as elsewhere in Impiltur.

Meanwhile, Fzoul has given the Zhentarim spies throughout Impiltur and Zinda's assassins as well a new task. They have been informed of the *Northern Journey* PCs and their journey into Impiltur, and they are to be watched carefully, with reports on all that they do being sent directly back to Fzoul in Zhentil Keep.

As is explained in WotC's *Faiths and Avatars* (Page 83), the High Tyrannar Fzoul is possessed regularly by Xvim. Recently, during such a possession, Xvim made clear to Fzoul that the PCs are in possession of the *Wand of Orcus* (see the *Northern Journey Campaign Guide*) and for this reason now are the most dangerous enemies that his arch-rival Tiamat has in Faerûn, because they have the power to destroy her avatars.

Because of this, Fzoul has made clear that he wants no harm to come to the PCs upon their journey before they reach their goal in Vaasa, even if their safekeeping costs the lives of many of the Zhentarim. Zinda and her assassin monks have been given the task of secretly following the PCs and seeing to it that they come to no harm before the fateful end of their northern journey.

The leader of the Zhentarim expedition in Garyl’s Cove is the Xvimist priestess from Zhentil Keep, Luinda Dorgg. She is a cruel, no-nonsense type whose word is law with everyone but the gnome illusionist Rendest, who in no way rebels against her but is in some ways lax in his duties. Dorgg receives her instructions directly from Zhentil Keep through aid of her toe ring, often from Fzoul Chembryl personally.

Rendest, as the renegade gnome is nicknamed, is the hideout’s resident illusionist. His main job is to defend the dungeon hideout with illusionist confusion, if and when it should come under attack. Rendest’s regular job is to keep the one guard who always marches the surface above the dungeon entrance invisible.

It’s also his duty to use illusions to hide the tracks the Xvimists make, particularly when there’s now, in the vicinity of the ruins, and to create illusions of false tracks. Because no one ever has followed Xvimists into the swamp, he has gotten somewhat lax in his work, and if the PCs are on the trail of something, it is thinkable that they may not be deceived by Rendest’s work.

Using illusions to create ghosts to haunt the area and covering its own tracks with magic, the party proceeded into Garyl's Cove and began cleaning out cellars beneath the ruins, to use them as a hidden base. Rendest is somewhat outside the chain of command in the hideout.

The second-in-command is the Zhentarim wizard Magnonion, who has the responsibility to work any magic necessary to conduct missions and to protect the outpost. He once was a rising mage under Manshoon in the Citadel of the Raven but fell out of favor, was sent to Chembryl to serve as a temple mageling, and was transferred by Chembryl to Garyl's Cove, which Magnonion understands to be something of a second chance to gain position. Nonetheless, it frustrates him to be under the command of a priestess.

Dorgg and Magnonion command a house squad of five fighters who have been trained as assassins. They also have other Zhentarim in the swamp under their command, but those personnel are not resident in Garyl's Cove. Most live in swamp villages, disguised as simple swamp folk. The current roster includes a band of fighter-assassins from Darkhold, commanded by a Zhentarim mage who also is under Dorgg.

Surface Map of Garyl's Cove

Users of *Campaign Cartographer 2 Pro*: Hide all layers with the word *Dungeon* in their name and show the layers with the desired language.

1 and 9: Severed footbridges.

2, 3, 5 6, 8 and 10: Building ruins without further importance.

4 – Intact Footbridge that will cave on as soon as it must carry more than 50 pounds. All waterways in Garyl's Cove are filled with butcherfish.

7 – Ruin above the dungeon entrance. An invisible guard always keeps watch on this building, which provides the entrance to the Xvimist dungeon, which in turn is hidden by illusion.

Dungeon Map of Garyl's Cove

Users of *Campaign Cartographer 2 Pro*: Show all layers in the desired language with the word *Dungeon* in their name and also show the other layers with the desired language.

1 and 9: Severed footbridges.

2 – Shrine to Iyachtu Xvim. In the north part of this area is Luinda Dorgg's chamber. The three cells are used to hold any prisoners that might be taken, until they are sacrificed to Xvim.

3 – Warriors' Quarters (3). The shelves on the southern part of the area hold armor and weapons.

4 – Intact Footbridge that will cave on as soon as it must carry more than 50 pounds. All waterways in Garyl's Cove are filled with butcherfish (see *Northern Journey Campaign Guide*).

5 – Warriors' Quarters (2). The shelves on the western part of the area hold armor and weapons.

6 – Magnonion's Quarters.

7A – Entrance. Guards usually sit at the table. The barrels contain stolen beer.

7B – Dining area.

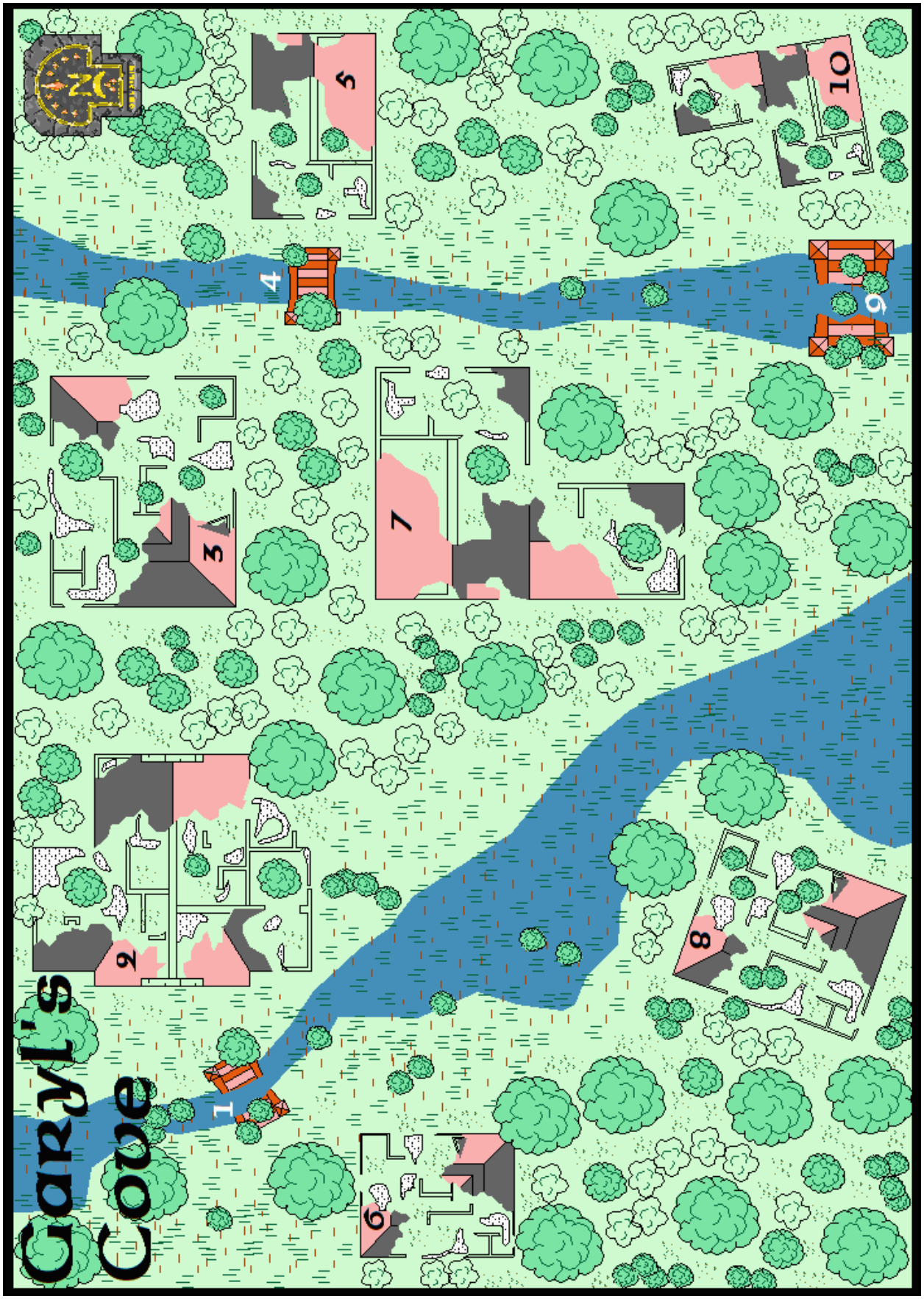
7C – Kitchen. There are no cooks. One of the warriors always handles the cooking.

Impiltur – Page 179

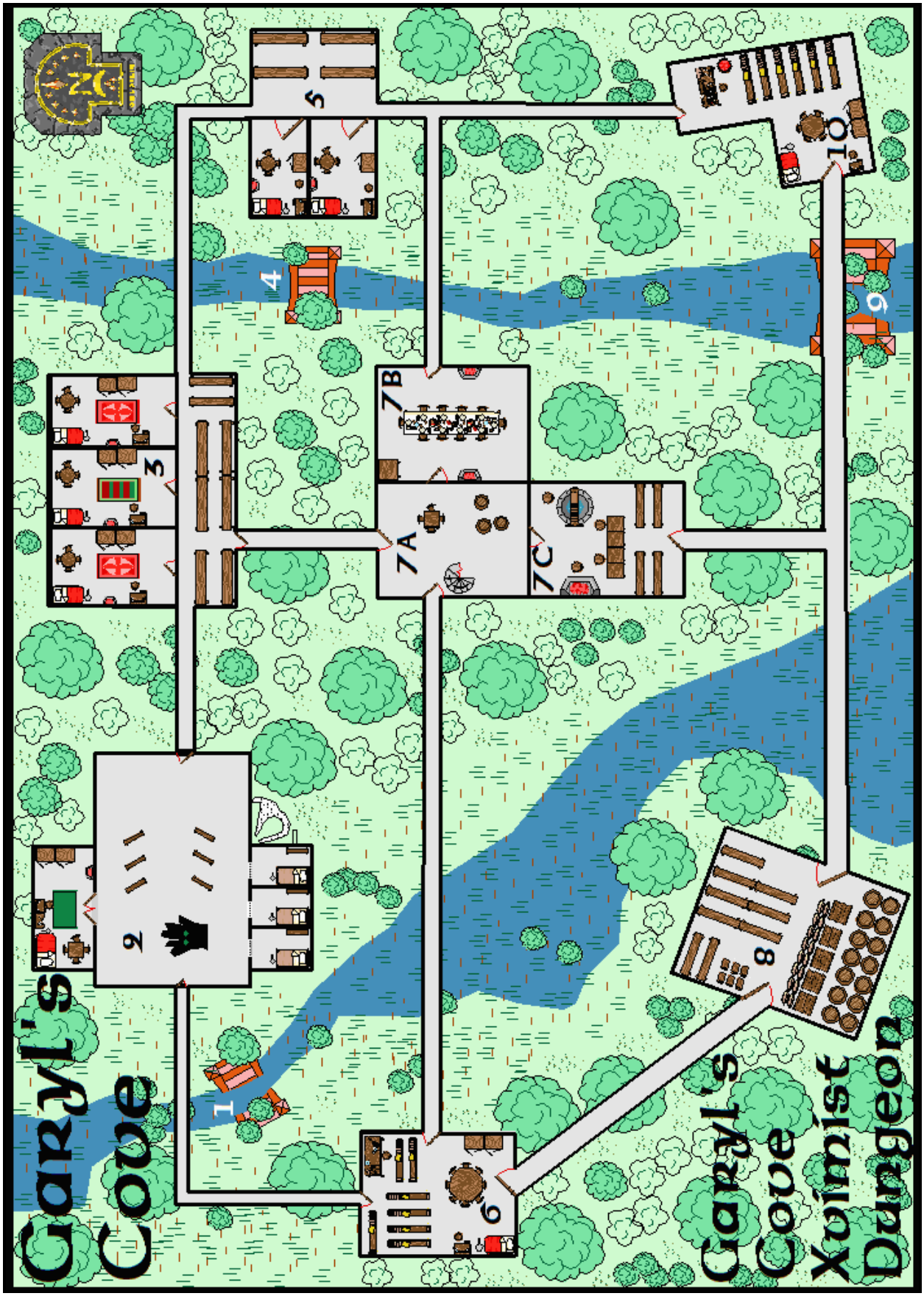
8 – Storage area. Mostly food supplies, but some barrels contain poison.

10 – Rendest's Quarters.

Game Master's Note: This dungeon funnels fireplace and kitchen smoke through heavy reed pipes and into waterways. Many bubbles come up all over the swamp, but it is possible that some PCs will notice the smell of a wood fire in the air, with or without connecting the smell to the bubbles.



Garyl's Cove



Garyl's Cove Xvimist Dungeon

E. The Golden Coast

Now that Impiltur has grown prosperous and strong, it is perhaps unavoidable that the second kingdom also is facing the greatest crisis in its 275-year history.

Some dozen years ago, Zhengyi, the powerful Witch King of Vaasa, who was an imminent threat to the Land of Imphras, was overthrown. During Zhengyi's tenure, Queen Sambryl's subjects knew true fear and found unity in it. The next logical direction for Zhengyi to march was towards Impiltur, and no one in the kingdom was certain whether the Sword and Wand of Impiltur would be able to prevent the Witch King from invading and conquering their land as well. They also suffered an economic depression during Zhengyi's reign, when the bloodstone market collapsed.

After brave Damarans overthrew Zhengyi, the threat faded and the bloodstone market slowly revived, both the queen and her War Captain Regent Kyrlraun vowed that Impiltur never again would tremble in uncertainty in the face of a threat from such a tyrant, and they built the Sword and Wand of Impiltur into a mighty host, perhaps second in Faerûn to only King Azoun's Purple Dragons and War Wizards in Cormyr.

Impiltur still faces threats today, but they are more remote. Until now, they have barely interested the population. Many subjects of the queen know that evil things are brewing in the bayous and backwaters of Traders Bay, and that they may spill over into the heart of the kingdom, but few think that the Wand and Sword will have difficulty dealing with such problems.

The Heralds of Imphras II have been telling the folk that the evil dragons brooding in the ruins of Castle Perilous and the strange castle that has appeared in the clouds atop Suncatcher Mountain to the north are harbingers of bad tidings, evil days and danger for the land of Imphras. These warnings leave Impilturians genuinely unsettled, but they think not long on such things, for they lie far beyond sight, north of the Glacier of the White Worm, which few of the queen's subjects have seen.

Thus, the folk enjoys the new prosperity that is the reality of their daily lives, and it thinks not of distant dangers that are beyond immediate perception. Above all in the coastal region, from Keelbest to Lyrabar, where work and money have become abundant enough and the only threat is from occasional robbers and thieves, the folk of Impiltur has begun to think much more about individual gains that can be made than of the common good, which has been the credo of the kingdom since the coronation of Imphras I those 275 years earlier.

The cause of this situation is the great pitfall of humanity, greed. The catalyst is the lack of an heir. The dowager archmage Queen Sambryl, the only child of the last king, Rilimbrar, has lived more than 90 years and is completing her 34th year on throne. Sambryl, has devoted her life to her magic and her subjects, but she did not take a husband and has had no offspring.

This is a situation for which Imphras II did not provide when he redefined and limited the authority of the crown during his reign. The royal charter simply says that the king or queen must be a direct descendant of Imphras I, in the first line of inheritance. Sambryl is the last of this line.

The simple folk of the central plain and the north as well as those in the capital of Lyrabar and the smaller inland towns of Outentown and Filur would be satisfied enough to continue as they have, with the 12 Lords of Imphras II ruling the land, perhaps with Sambryl's cousin, War Regent Captain Kyrlraun, who has children, being designated the new king, and it is certain that the queen is weighing this option.

But the paladin lords are highly unpopular in the financial heart of Impiltur, the port of Hlammach, where powerful merchants hope to see the entire monarchy end with the death of the queen. These men, who interest themselves little for the common weal of the kingdom, have as their only goal the accumulation of every last gold taler that comes within their grasp, regardless of how it came to be there.

Their dream of Impiltur after the passing of the queen has nothing to do with the example of Cormyr that dominates Kyrlraun's thoughts, but rather uses Sembia with its overmaster and ruling council of merchants as a model.

The merchants of Hlammach have a strong following in Dilpur and Pick 'n' Axe as well as among the less influential and laboring segments of Lyrabar's and Keelbest's populations. The uneducated and less educated classes fall victim to propaganda tactics used by the merchants, not all of which are their own invention, as well as an appeal to their sense of injustice based upon inequities that are a part of the Impilturian way of life. Only Sarshel remains fanatically loyal, not because it believes in the current system, but because Hlammach is against it.

By the end of the reign of Imphras II, all legal discrimination had ended in Impiltur, but factual discrimination continues on into modern times, uninfluenced by the dictates of law. In ancient days, when Impiltur became subjugated as a march of Narfell, a new folk of mixed blood came between the Impilturian natives and the Narfelli oppressors, the *Turmrar*, who were bastard children of mixed Narfelli and Impilturian parents.

After the last of the Narfelli had fled Impiltur, the *Turmrar*, who were in part literate and educated and also could command magic, took control of the country and continued to oppress the illiterate and impoverished majority. Only with the establishment of the second kingdom under Imphras I did this era of injustice end in a legal sense. All Impilturians began to share equal rights under Imphras I, a process that was completed during the reign of Imphras II.

But equal rights and equal opportunity are different matters. The word *Turmrar* went out of use. It is barely remembered today. But the wealth of Impiltur continued to be concentrated in the hands of the descendants of the Turmrar, who also made up the line of kings, the rest of the ruling class, the majority of the landowners, the educators and educated and the folk who generally held the Impilturian reigns in hand. The schools of Impiltur still are concentrated in Lyrabar, where *"the names have endings,"* as many Impilturians say these days.

This saying refers to names with such endings as –kyr, -laun, -phras, -raun, -brar, -nyr, -byr, -skyr, etc., which stem from ancient Narfelli. These were the names the *Turmrar* had and their descendants still have. Such endings are found only seldom among the descendants of the original Turami and Vilhonese immigrants and just as seldom among modern day immigrants from the Vast, Chondath, Damara and other points. The word *Turmrar* is little known in Impiltur these days, but the *Turmrar* endings still label people with such names as a privileged or upper class.

Had Zhengyi not overrun Damara, had there been no persecution in Chondath and had there been no drought in the Vast for two successive years, it is unlikely that the nouveau riche of the merchant class in Hlammach would have succeeded in fomenting dissatisfaction, for the ruling class had been benevolent, as far as upper classes in Faerûn go, and the simple folk were protected and could live fulfilling lives without fear or hunger.

But these things did happen, and as a result, a large share of the kingdom's population no longer relates to the teachings of Impiltur's national church, the faith of Ilmater, or the paladin lords who defend it.

Indeed, there are many who instead follow the shadowy paths of Mask, the dark ways of Iyachtu Xvim or the insanely evil roads traveled by Cyric, and above all, those who had spent their pasts hoarding bloodstone bars or chasing after every last gold galleon or gold ragma and in Impiltur now worship only the gold taler. And these have heard above all the voices of their own greed, spurred on by the words of the priests whose dark gods they honor and the masters of the Iron Throne and Zhentarim they serve.

However, there is no open talk in Hlammach or elsewhere of revolution, for it is clear to the merchants that the population would rise against them if they attempted to violently overthrow the aging queen and her 12 Lords of Imphras II. Instead, there is disgruntled talk in Impiltur, not only in the merchant houses and dark, illegal shrines, but also in the quarters of those who are less privileged and mistakenly see change bringing an improvement in their own fortunes.

To understand the tactics used by the foes of the monarchy, one must look back to the Year of the Wyrm (1356 DR), when King Virdin of Damara sent his impassioned plea to Queen Sambryl, reporting of the massive army Zhengyi, the Vaasan Witch-King, had mustered in the Galenas above Damara. Sambryl and Kyrlraun long discussed Virdin's plea, but they heard other voices as well.

There were fewer immigrants in Impiltur at that time, but a large number of merchants in the coastal cities, above all in Hlammach, had come to the kingdom from elsewhere and had grown prosperous in their new home. When the discussion of sending royal soldiers to help Damara began, the coastal merchants were strongly opposed. They not only cringed at the thought of paying war taxes, but also hoped secretly but foolishly that war in Damara would cause the value of the lower grade Impilturian bloodstone in which they had invested to increase substantially.

The merchants raised a hue and cry, arguing falsely that Damara itself was at fault for the conflict with Vaasa, and if Impiltur marched northward to fight at Damara's side, its own gates would be open to an invasion from Zhengyi. Many of the houses of the upper class murmured agreement, although not in the conviction that the merchants' arguments were correct, but rather in the fear that their own sons' blood would be shed on the Damaran plain.

This was unsettling to both Sambryl and her War Captain Regent Kyrlraun, who were fully unused to royal politics meeting with broad public opposition. Kyrlraun in the end reasoned that Zhengyi's forces were so great that Impilturian troops could do little to help Damara hold them back, and the Impilturian army would suffer demoralization if ordered into Damara to fight a war that was unpopular on the home front. Sambryl accepted Kyrlraun's decision not to intervene.

In retrospect, Sambryl views the decision as a mistake and Kyrlraun is inclined to agree. The spring after Impiltur's refusal to intervene, Zhengyi's hordes flowed down from the Galenas, costing King Virdin his life and ending the clear line of succession in the royal Bloodfeathers family. Damara was devastated and colonized by Zhengyi, the flow of bloodstone from Damara was cut off completely, and the Impilturian bloodstone market crashed, as investors in other lands rejected it, believing it to be cursed.

Impiltur was spared war, but its bloodstone-based economy wavered on the verge of collapse, and the kingdom found itself in a deep depression for several years. Ironically, it took manipulations of the Zhentarim and Iron Throne several years later, intended to restore the value of their own bloodstone reserves, to finally revive the bloodstone market enough to get both Impiltur and Damara back on their financial feet again.

Even today, however, bloodstone is largely a financial reserve commodity collected in the treasuries of rulers and traded in large scale commerce. Simple folk on the Inner Sea and in the Heartlands reject bloodstone, still believing it to be cursed.

Despite the degree to which Zhengyi devastated and controlled Damara, the stubborn people of that land managed to free themselves of his yoke, led by the paladin Sir Gareth Dragonsbane who later was named Damaran king.

Although the Impilturian rulers rejoiced in Sir Gareth's victory, it also was an embarrassment to Kyrlraun and the other Lords of Imphras II, who had refused to help Damara, believing the combined forces of Impiltur and Damara were insufficient to overcome Zhengyi. In the end, Damara, the weaker of the two nations, destroyed Zhengyi alone, along with the church of Orcus, abyssal god of the undead.

Impiltur had barely recovered from the financial depression of the bloodstone market's crash when the murmuring of the merchants of Hlammach had grown loud, not only blaming the paladin Lords of Imphras II for the troubles but also whispering words like *cowardice* in describing their decision not to aid Damara in the war against Zhengyi.

The public memory is short. Few are the voices raised in objection to remind one that these same merchants were the main opposition to an Impilturian intervention in Damara. Instead, the money changers of the coastal cities argue that fear kept the paladins from doing their duty in Damara and fear caused the severe economic troubles of the 1360s. Their goal is an end to the reign of the paladins. They point to the rich land of Sembia across the Dragon Reach in the West and call for a merchant council government.

The entire matter is underlined these days by the age of heirless Queen Sambryl. It is widely known that the queen refuses to extend her life magically. She has long preached that even the most powerful of men should settle for the number of days allotted to them. When Sambryl dies, change in the ruling structure in Impiltur is inevitable. There is no provision in current law for naming the successor of an heirless king or queen.

These are the topics your PCs will encounter as they travel through the cities of the Golden Coast and listen to what the locals have to say. No few Impilturians, particularly those of the laboring class, echo the sentiments of Hlammach's merchants. But many are too suspicious of those who turn the wheel of commerce, saying they prefer *a frightened paladin over a miser whose fingers are after my shiners.* The debates can become heated, particularly in some of the less reputable taverns in dock districts, where such arguments can easily turn into a brawl.

If rumors from the court are true, it seems likely that Queen Sambryl will resolve this situation soon although not to the satisfaction of the merchants of Hlammach or the shadowy figures of the Iron Throne, the Zhentarim or the dark churches who stand behind them. It is whispered in Lyrabar that the queen plans to step down from her throne soon, after announcing together with Kyrlraun plans for sweeping changes in Impiltur's government.

The queen is expected to issue an edict soon, to settle this turmoil. Rumors from the capital Lyrabar would have it that she will establish a system which provides for a successor to arise from elsewhere within the line of Imphras, when a king or queen dies heirless. It is said that Kyrlraun will become her successor under this system.

It also is being speculated that the paladin lords will be replaced as rulers of the populated coastal cities by citizen councils handpicked by Kyrlraun and the queen. Under this plan, the ruling Lords of Imphras II in those cities would serve only as commanders of the Sword and Wand of Impiltur.

The same rumors say the queen intends to maintain military paladin rule over the inland areas and Keelbest, Laviguer, the Badlands, the north, Traders Bay and the dales along Merchants Run. These areas, she reasons, are settled by mostly illiterate farmers, peasants and fishermen who lack the education necessary to rule.

For this reason and because these areas mark the Impilturian frontier, where military defense against the goblinoid and other monster races of the Earthfasts and Earthspurs could be necessary at any time, she and Kyrlraun supposedly are agreed that paladin rule is necessary.

Nonetheless, change is rumored to be planned for this area too. It is believed that most ground and cavalry troops will leave Ilmwatch, and that Rilaunyr will lose his governing authority, to concentrate solely upon commanding and building the naval arm of the Sword of Impiltur.

Silaunbrar of Sarshel, who would lose his governing powers in the port city, would be transferred to Ilmwatch, to govern the city itself, the dales of Merchants Run and Traders Bay.

Lashilaun would remain in Keelbest, to govern the peninsula west of Heralds Road and north of the Mal Wash (but excluding Sarshel), and Sambrar would continue to sit in Filur, ruling the city and the village of Pick 'n' Axe as well as the settlements along the Heralds Road between Hlammach and Sarshel. He also would continue to command the mountain patrol units of the Sword of Impiltur as well as the specially trained troops who aid the Earthfast dwarves.

The coastal cities of Lyrabar, Hlammach, Dilpur and Sarshel would remain under the monarchial rule of king or queen, but they would revert to city-states, ruled by citizen councils who would serve at the monarch's pleasure and join in a national council that also would include the ruling paladin lords seated outside of the coastal areas. The city-states also would rule over the settlements along the Coast Trail between Lyrabar and Sarshel, with the Heralds of Imphras II continuing to exercise the right to enforce the law outside of the cities.

After these changes are implemented, Kyrlraun would succeed Sambryl on the throne, relinquishing supreme command of the Sword and Wand of Impiltur to Haelimbrar of Vordric-Dun, who would take up his new seat in Lyrabar. Haelimbrar then would turn his command and ruling position in the Northwest over to his deputy, War Captain Limbrar, also a Lord of Imphras II.

Under Haelimbrar, Kyrlraun's deputy, War Captain Rilimbraun, would assume command of the cavalry and ground forces of the Sword of Impiltur in Lyrabar, while would Rilaunyr retain the naval command in Ilmwatch.

However, Haelimbrar would not remain long in Lyrabar, according to the rumors. Instead, he would lead nearly half of the ground and cavalry troops of the Sword of Impiltur and many of the magi of the Wand of Impiltur northward on the Heralds Road and the Merchants Run into Damara, to join with King Gareth's Damaran forces. The War Captains Imbrar and Silmgar of Hlammach and Imbraun and Soargilm of Dilpur, all of whom would relinquish their governing powers, would accompany Haelimbrar into Damara.

Under Gareth's overall command, the combined armies then would march upon the ruins of Castle Perilous in Vaasa and Suncatcher Mountain, in hopes of forever destroying what evil still lurks there. If there is any element of these rumors that is relatively certain, it is that a large part of the Impilturian host will march into Damara to aid King Gareth.

The Bloodstone King, Kyrlraun and Queen Sambryl all are convinced that the castle ruin in Vaasa and Suncatcher Mountain, at the point where the Earthspurs and Galenas meet, pose as great a threat as Zhengyi did 25 years ago. They intend to have the advantage of the first move this time.

To what extent the other rumors in Lyrabar of a governmental restructuring will prove true remains to be seen. It seems doubtful that the queen has reached a decision yet, for she is known to act swiftly and decisively, once she has made up her mind on a matter.

On the other hand, the conservative bureaucrats of Lyrabar, who are the source of these tales, are hardly known for spreading wild and speculative rumors. And there is yet another factor that weighs heavily upon the scales: Each day could be the aged queen's last. Should she pass on before issuing her pending edict of change, Impiltur could be swept up in divisive political turmoil.

Whether you use *Northern Journey's* Impiltur release as a standalone campaign setting expansion or use it together with the epic *NJ* adventure, your PCs should get quite varying views of the political mood in the four key cities of the Golden Coast and the smaller inland and coastal towns beginning at Keelbest. Most areas will seem divided on the monarchial question, while there's almost an air of revolution in parts of Hlammach.

And if your PCs are observant, they also should begin getting hints of intrigue, subterfuge and evil doings that trace to the Iron Throne, the Zhentarim and the churches of Xvim, Cyric and Mask.

The cities along the coasts of the Easting Reach and the Sea of Fallen Stars are the ancient heart of Impiltur and once were the western mark of the magic-mighty nation of Narfell. Today, they still house the majority of Impiltur's population and most of its wealth. Only five of the six cities are on the coast, but inland Filur also is numbered among them.

Keelbest was a small town until recently but it has grown substantially in the last decade. The four remaining cities – Sarshel, Dilpur, Hlammach and the capital Lyrabar – have stood in one form or another since before the empire of Narfell laid its conquering hand upon the Dragon Reach.

After the collapse of Impiltur's first kingdom more than 400 years ago, these cities lapsed into the status of individual city-states that often warred with one another. Only when the mighty hobgoblin armies of the Giantspire Mountains north of Rawlinswood began marching to the southwest did the city-states reunite under the banner of Imphras I in the Year of the Dawndance (1095 DR), later choosing him as first monarch of the second kingdom in the Year of the Gleaming Crown (1097 DR).

Keelbest

Small town, Conventional. AL: NG. 800 gp limit. Assets: 80,000 gp. Population: 1,500, mostly human + 500 human sailors at naval base. Authority figure: War Captain Lashilaun, human male, AL:LG, Paladin of Ilmater, lvl 12, Lord of Imphras II. Others: Talhambrar, human male, AL:LG. former fighter lvl 12, caretaker of the Tempus shrine; Sister Tarusi Talbrar, human female, AL:LG, cleric lvl 6, Painbearer of Ilmater, head of the House of the Tragic Voyage; Veluthia, human female, AL:CG, cleric lvl 4, Wavetamer of Valkur. Taxation: Benevolent.

Game Master's note: WotC shows the name of this city as *Kielbast* in FR9 *The Bloodstone Lands* from 1989. The name is shown as *Keelbest* in the 1995 boxed set *Spellbound*. We have chosen to use the later version.

As one crosses the coast from the northeast curving back around the shoreline toward the Vast, Keelbest, a naval port at the mouth of the Old Water and Traders Bay, is the first city to be reached. Since the Time of Troubles, Keelbest's population has grown from a few hundred to nearly 1,500.

Despite its reputation as a lively port town, Keelbest is relatively plain in appearance, a product of its rapid growth, where aesthetics lost the race to the need for new and rapid construction. The skyline is shaped above all by seven, large three-story buildings on the upper level of the city, all constructed of grey stone quarried taken from the foot of the Earthspurs and covered with black, slate roofs.

Most of the dock, harbor and warehouse workers who have migrated to Keelbest live in these sturdy but spartan new structures. The fineries and architectural beauties of the old port cities are missing in Keelbest, outside of the quaint beauty of the old fishermen's village that once was all of Keelbest.

The tremendous change in Keelbest's face as well as the last great blow to Sarshel were sealed when War Captain Rilaunyr, commander of the Impilturian Navy, decided in the Year of the Wave (1364 DR) to move the naval base from Sarshel to the garrison of Ilmwatch and to divide the fleet up among all the coastal cities. The moves were all a part of the paladin's plan to free Easting Reach of pirates and make buccaneers' lives difficult along Impiltur's coast on the Sea of Fallen stars.

Leading his finest battleships out onto the Inner Sea, with his own magical warship at the fore, Rilaunyr managed to capture several pirate ships and bring them back to his own ports, where they were re-outfitted for naval duty and manned both by freemen who had been slaves that had been freed from the pirates' oar banks and seawise immigrants from the Vilhon Reach and the Vast. Rilaunyr's first great move was the blockading of Traders Bay and Buzzard Beak Harbor, which sealed the two havens where pirates had found sanctuary on Easting Reach.

At that time, Rilaunyr's own magical warship blocked the harbor, although Keelbest's docks held three smaller and fast naval ships with a shallow draft that are able to sail the length of the Old Water, as far as the high stone bridge over the channel to the Bluefang. At the bridge, pirate ships seeking refugee on Traders Bay also reach a dead end.

Today, Keelbest has a fleet that consists of a single medium-sized battleship and six swift cutters that patrol on the Easting Reach and keep a close eye from the water on activities in New Sarshel in the Great Dale but do not dock there. The military compound and naval docks, directly on the mouth of Traders Bay a bit northwest of the city, house nearly 500 of the soldiers and sailors. However, the 10 Heralds of Imphras II live in the city proper and not in the military complex.

The city itself is in three tiers or escarpments. Only stubborn grasses grow on the lowest escarpment, at water level, where the soil is a mix of pebbles and salty soil. The early settlers of Keelbest built their docks and boat shanties on this level but sought higher ground for their cottages and found it in a copse of trees on the second escarpment that surrounded a small pond fed by pure spring water which flowed down the hillside and into Easting Reach.

The villagers cut only enough trees to build their settlement. Much of the copse still stands today. Within it, around and northeast of the pond, is the original fishermen's village that not too along ago was all of Keelbest. It is said that the small, seaside forest is not natural but was planted and that it served for centuries as a druid's grove. This may explain the beautiful but mysterious pond fed by healing springs in the middle of the village.

The springs yield such a quantity of water that the overflow, which runs down the hill into Easting Reach, already has the proportions of a small waterfall and stream in this short stretch. The stream also has the ability to cure diseases, like the similarly named priests' spell.

But the old fishermen's village is a hidden treasure. Above it is the row of spartan blockhouses that house the new laborers in Keelbest along with occasional small shops on the ground floors. Below it are the equally spartan structures of the naval base and the waterfront, both products of the town's rapid growth, where aesthetics lost the race to the need for new and rapid construction.

Above the fishermen's village is the row of spartan blockhouses that house the new laborers in Keelbest along with occasional small shops on the ground floors. The shoreline wastelands beneath the fishermen's village no longer lay unused. The road to the waterfront has been raised above flood level, and many large new structures have been built on the waterfront, including a number of warehouses, a fish packing plant and a grain elevator.

The same methods were used to raise the foundations of the large buildings in the new naval and military base on the shore of the mouth of Traders Bay, just northwest of the village.

Keelbest also has a lighthouse, a smithy, two inns and a tavern, a bakery, a butcher, stores that sell clothing, provisions and equipment, a wainwright and Fishermen's Hall. The latter once was a market hall where fishermen sold their catch and local farmers offered their fresh meat and produce. In the Year of the Staff (1366 DR), Fishermen's Hall was rebuilt into a city hall that also houses the royal harbor administration.

There are two temples in Keelbest, one to Ilmater with three priests and another to Valkur, whose priests only recently have come to the lands of the Inner Sea. Valkur's temple has but a single priest. The Lords of Imphras II are giving considerable support to the immigration of priests of Valkur (see WotC's *Powers and Pantheons*, available as a pay download from http://www.rpgnow.com) as an alternative to paying tribute to Umberlee. There also is a small shrine to Umberlee in the rocks beneath the lighthouse and a chapel to Tempus served by a warrior priest in the military complex.

Political alignments: The sailors in the naval compound, most residents of the old fishermen's village on the second escarpment and the owners of the waterfront industry are staunch royalists and supporters of the Lords of Imphras II. They see no need for change. The laborers of Keelbest are quite divided in their stand, a division that more than once had had the Heralds of Imphras II running to quell violent brawls in the *Merciless Mermaid* bar, which the working class frequents.

Although there are few people in Keelbest with ties to Hlammach, the large minority of laborers who migrated of financial necessity from Sarshel to Keelbest are the staunchest of loyalists, simply because Hlammach takes the opposite viewpoint, and they are more than willing to fight anyone who supports Hlammach's point of view on anything, even if the poor blokes have no idea where or what Hlammach is.

Adventure Hooks: Keelbest will be a stop on the way to other destinations for most PC groups who prefer hack-and-slash adventuring. PCs who like to gather information and intelligence may find more fertile ground in the town. Several possibilities for PC activity in Keelbest include:

- Keelbest is the port where Regdresk boats from Bay Town, carrying illegal poisons inside barrels of legally taxed swamp whisky (see the description of Bay Town for more details) unload their cargoes, for transfer to larger ships from New Sarshel. Crews from Bay Town and New Sarshel stay overnight in the *Forecastle Inn*, and watchful and observant PCs may learn secrets there.

- Ships sail on Easting Reach between Keelbest, Sarshel, Dilpur, Hlammach and Lyrabar. There also are ships that sail occasionally between Keelbest and Ethdale or Telflamm as well as New Sarshel, without connection to the Regdresks' operations in Bay Town. The crews of these ships also spend the night in the *Forecastle Inn*, and they may talk drop tidbits of information a Game Master wants his players to hear.

- A political brawl between royalists and anti-royalists always is possible, particularly in the *Merciless Mermaid*.

- Whenever either a ship from New Sarshel or a Regdresk ship that trades with New Sarshel is in dock, there is a possibility that local immigrants from Sarshel will try to start a riot.

- Merchants often come to or pass through Keelbest, by land and by water. They tend to stay in the quieter but more expensive *Fisherman's Rest* Inn and also can be valuable sources for information the Game Master wants to pass onto his PC. They also may be traveling agents of the Zhentarim or the Iron Throne, priests of Xvim, Cyric or Mask or Xvimist assassin monks traveling incognito.

- The Heralds of Imphras II have been tipped that a mad priestess or follower of Talona is en route from somewhere to poison the disease-curing pond of the old fishermen's village. The attempt could take place when the Heralds have their guards down and the PCs have theirs up. Or, the attempt could succeed and be carried out in such a manner that the PCs appear to be the guilty party.

- Under a quirk in Impilturian law, captains of Impilturian ships who capture pirates may try and hang them upon the high seas. However, if the pirates are brought ashore, they must be tried by holy judges of Tyr and, if condemned, be hanged in a prison facility. Public executions no longer are allowed in Impiltur. War Captain Lashilaun believes in both swift justice and setting examples. When the captain of the *Protecting Sword,* the battleship stationed in Keelbest, succeeds in capturing pirates, Lashilaun has ordered him to try them at high sea and to set anchor just off the docks of Keelbest – still literally at high sea –and publicly hang the pirates from the ship's mast in public view. Such hangings occur three to five times a year and tend to draw large crowds of laborers. The PCs may be among the spectators as well.

- Assassins from Hlath in Chondath come to Keelbest with a contract to kill Thelann, owner of the refurbished *Fisherman's Rest Inn.* The contract was let by Thelann's former employer, an evil merchant in Hlath, from whom Thelann embezzled the money he used to refurbish the inn. The PCs can – unlike the Heralds of Imphras II – be in the right place at the right time, to rescue Thelann.

Map of Keelbest

1 – Naval base.

2 – Lighthouse. The lamp is 100 feet/30m above the beach. The small shrine to Umberlee is in the rocks just below the lighthouse.

3 – Warehouses of Melvaunt Spirits Coster. The owners have been careful to make sure there is no writing identifying these warehouses as having anything to do with their outlet in New Sarshel, not that this has necessarily been a big help. Barrels of whisky with hidden poison transported down from Bay Town are stored here until the ships from New Sarshel arrive to load them into their holds. The warehouses are guarded by six mercenaries who work for the Zhentarim front (human male and female, AL: N, NE. LE, CE, fighters, levels 4-6). Their orders are to hold off the occasional crowds of angry protestors who once were from Sarshel until the Heralds of Imphras II arrive to disperse the crowds. Every few months, a band of 20 to 30 immigrants from Sarshel marches with torches in hand to the coster's warehouses, intending to raze them.

4 – North Coast Fish Packing. The locals in the old fishermen's village still are, for the most part, fishermen. And they have been joined by more migrant fishermen from Sarshel, most of whom live in the block housing on the third escarpment. The fisherman use a section of the docks and sell their surplus catch to North Coast Fish Packing, which packs the fish into salt brine for shipment to Hlammach and then destinations beyond.

5 – North Coast Fish Packing Warehouses.

6 – Keelbest Grain Elevator. This is the regional sales and storage facility for most farmers and mills southwestward from Keelbest to about halfway to Outentown and Sarshel.

7 – Keelbest Grain Elevator Storage Warehouses.

8 – Shrine to Tempus. An aged, retired commander of the royal army named Talhambrar owns this small house and lives in its second story. He has converted the ground floor into a shrine to the god of war, Tempus. There's more to this shrine than at first meets the eye. Talhambrar used a large part of his respectable inheritance (his father was a political leader in Lyrabar) to finance the construction of the shrine. It contains a number of valuable battle souvenirs, magic swords and a dagger that once belonged to Timoshenko, the fallen Grandfather of Assassins in Damara's Galena Mountains. There are signs throughout the shrine warning visitors they will be in deadly danger if they cross into closed areas or attempt to touch things, and these warnings are not to be taken lightly. Talhambrar spent a fortune buying exceedingly dangerous magical traps.

9 – House of the Tragic Voyage. Temple to Ilmater. Sister Talbara, the high priestess, is aided by the priests and priestesses Brother Huthnar, human male, AL:LG cleric of Ilmater, lvl 3, Painbearer, and Brother Tealadg Windel, human male, AL:LG cleric lvl 1, Painbearer.

10 – Fisherman's Hall. Now converted to the city administration building.

11 – Merciless Mermaid Tavern. This is a somewhat squalid tavern bought by in the Year of the Helm (1362 DR) by Deeskin (human male, AL:NE, rogue lvl 7), an immigrant thief on the run from Sarbreenar in the southern Vast. When Deeskin bought the tavern, it was called the *Floundering Flounder,* and it was floundering financially. The city administration, which had hoped the *Flounder* simply would fold and vanish, denied Deeskin a permit to expand above ground, so he expanded his cellar along the length and width of his property forward toward the pond. Deeskin converted the upper floor into a greasy spoon eatery which serves beer bought from the Forecastle Inn, fresh fish fried in rancid fat and roast potatoes. The wooden staircase leads down to the open beer cellar nearly twice as long as the eatery above. Fried fish and roast potatoes from above also are served in the beer cellar (1 silver shiner a serving), along with Forecastle beer (3 copper bites per quart/liter tankard) and middle grade swamp whisky from Eel Bayou (3 shiners per shot/0.1 liter).

12 – Fisherman's Rest Inn. Until the Year of the Wave (1364 DR), the *Fishermen's Rest* was a modest inn with simple rooms, decent fare and a steady customer base in the main hall. Traveling merchants tended to stop there, and fishermen returning from Easting Reach spent their evenings here at their own tables, eating, drinking, spinning yarns and singing on occasion. Thelann (human male, AL:N, Com 3), a 50-year-old immigrant bookkeeper from Hlath in Chondath who had embezzled a small fortune from the evil merchant for whom he had worked, bought the inn, which was in need for repair. Thelann did a good job of maintaining the old base of customers and tastefully repairing the inn, making it a house of some quality, when one considers its location. Village fishermen still are regular customers, because Thelann has kept the prices in the main dining hall in bounds. Travelers who wish to stay in the inn pay about twice what they did before Thelann remodeled, but their money also buys them twice the comfort and security. The merchants grumble about the prices for rooms without praising Thelann for keeping his kitchen costs in bounds, but he isn't worried about this. He knows his is the only place in Keelbest in which they wish to stay. Thelann is worried about other things, however. He has received word that his former employer in Chondath, still angry over the money Thelann embezzled, has set assassins on his trail. Thelann has 16 single rooms at 1 gold taler per night and 12 doubles at 8 shiners per person per night. His inn serves the house's own good quality brew, a bottom fermented lager, from Mirtul until Marpenoth and a bottom fermented double bock beer in the colder months, as well as good whisky from Eel Bayou (4 shiners per shot/0.1 liter) and premium whisky from Eastreeds (8 shiners per shot/0.1 liter). There also is good quality white wine from west of Uthmere at 9 shiners per quart/liter bottle. The only meat usually is offered cold. Thelann offers a variety of fresh cooked seafood meals from Regbrar the Fishmonger. : Slices of cold smoked ham or smoked beef with bread go for 4 shiners, swamp pheasant, 8 shiners and various fish and shellfish specialties range from 5 shiners to 1 gold taler, 2 shiners.

13 – Regbrar the Fishmonger: (human male, AL:NG, Com 5) a native of Keelbest, learned to handle fish from his father and then was schooled as a butcher in Dilpur. Regbrar always has any of the kinds of fish and shellfish taken on Easting Reach or in Traders Bay in stock as well as a good supply of swamp pheasant taken by hunters in the reeds on the south shore of the Old Water.

In addition, he buys slaughter animals from farmers southwest of Keelbest and usually can offer fresh meat from beef cattle, calves, boar or lamb at any given time, but seldom more than one or two varieties at once. When Regbrar slaughters, he not only sells fresh meat but also smokes hams or beef and makes a variety of sausages and even a bit of hard tack for hunters.

14 – Forecastle Inn. Innkeeper Cathylnyr also is a native of Keelbest who took over the *Forecastle* from his father and has been running it since. With the expansion of Keelbest, business has been booming and Cathylnyr recently added two new stories of rooms atop the hotel. The *Forecastle* does get merchant trade from time to time, particularly when the *Fishermen's Rest* is full, but Cathylnyr's main customers are sailors – both those from merchant ships and off-duty seafaring Swords of Impiltur from the naval base. As such, the *Forecastle* tends to be a loud, happy house, although there are fights and even brawls at times. All dishes in the *Forecastle* are seafood fare, running from 3 to 8 shiners. Drinks include Cathylnyr's home brewed lager beer of medium quality at 3 copper bites per quart/liter tankard and various whiskies from Traders Bay at 3 shiners to 2 gold talers per shot/0.1 liter. The new upper story is rented to a madame and her girls, most of whom are native Impilturians.

15 – Northfields Bakery. Hlaldan (human male, AL:N, Exp 5) was a master baker in a rich merchant's mansion in Chondathian Arrabar before fleeing to Impiltur, proud of his work in his native land but seeing himself as little more than a well cared for slave. After coming to Impiltur, he worked for several years as a journeyman baker in Lyrabar before learning coincidentally from a customer that the owner of the Northfields in Keelbest was retiring. Traveling north with his savings in hand, he negotiated and bought the bakery in the Year of the Staff (1366 DR). Hlaldan's bakery is of good quality, as evidenced by the fact that his bakery is bought by the kitchens of both inns, but it is lower in quality than he would like, due the limited quality of grains and fresh flour types in Keelbest, which no longer has a mill. There are the remnants of a windmill behind the bakery. It was destroyed in a lightning strike in the Year of the Worm (1356 DR). Hlaldan is contemplating rebuilding it.

16 – Sea Breeze Hall. Temple to Valkur (for information on Valkur see *Powers and Pantheons* by Eric L. Boyd, a pay download from http://www.rpgnow.com). Wavetamer Veluthia came to the Sea of Fallen Stars from the South with Valkur's Temple of Endless Waves and Wind and was asked by the Lords of Imphras II to take residence in Keelbest in the Year of the Tankard. The government converted a closed tailor's operation in the old fishermen's village into the *Sea Breeze Hall* temple, at considerable expense. Veluthia is not only charismatic but attractive as well, and her church already has drawn a respectable following among local fishermen and sailors.

17 – Tumsbrar the Wainwright. Tumsbrar (human male, AL:CG, Exp 4) operated a successful wainwright's shop in Sarshel for several years, but he left the city in the Year of the Turret, convinced that only half of those in his profession would survive in the economically ravaged city. He decided not to wait to see whether he held one of the lucky numbers, as he puts it, but took the money he still had and headed northward to Keelbest, to establish his business anew. Tumsbrar not only builds and fixes wagons, but he already learned as an apprentice how to do repair work on ships as well. However, he refuses to lay a helping hand upon any ship or boat that has anything to do with New Sarshel or Hlammach, including those of the Regdresks. And when locals march with torches to the waterfront district, with the warehouses of Melvaunt Spirits as their goal, an angry Tumsbrar often is among them.

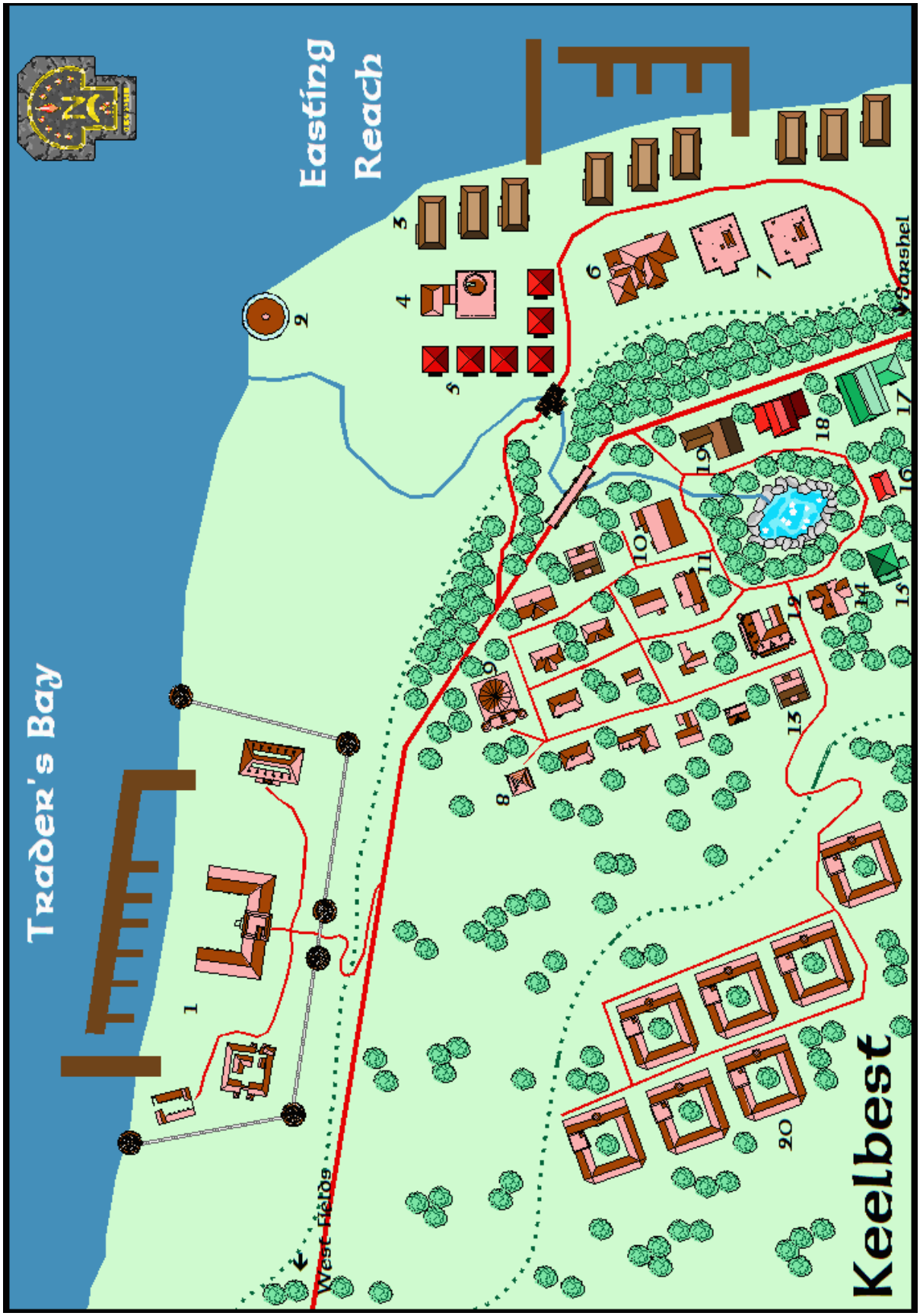
18 – Snard the Blacksmith. Snard (human male, AL:NG, Exp 4) is a specialized blacksmith who came from Calaunt on the Dragon Reach in the Vast. He is highly competent at blacksmithing, but he also understands how to repair metal parts used in the construction of boats and ships.

19 – Sethlaver Provisions. This large, general store has been in the hands of the native Sethlaver family for several generations, and it's expanded under the control of Jerold Sethlaver (human male, AL:NG, Com 3) in recent years, along with the growth in Keelbest. Sethlaver Provisions has everything that a merchant, fisherman, farmer, sailor, craftsman, tinker, businessmen or simple resident might need or seek in the way of supplies. Prices run at about 5% above the Players Handbook, where applicable.

20 – Block Housing for laborers and other recent immigrants.

Sailing Season

Keelbest usually is open for sailing from late Ches to mid-Uktar.


Trader's Bay
Easting Reach
West Fields
Gorshel
Keelbest
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

Keelbest

Sarshel

Small City, Conventional. AL: NG. 15,000 gp limit. Assets: 8,250,000 gp. Population: 11,000 mostly human. Authority figures: War Captain Silaunbrar, human male, AL:LG, Paladin of Ilmater, lvl 13; Holy Justice Tathbrar, human male, AL:LG, cleric lvl 9, priest of Tyr. Others: Herald of Imphras II Malsambrar, human male, AL:LG fighter lvl 10; Revered brother Lethar, human male, AL:LG, cleric lvl 12, Painbearer of Ilmater; Nanda Tulsance, human female, AL: CG, enchantress lvl 7, owner of the Night Watch and Harper Agent; Seeker of the 9th Order Bendan, human male, AL:NG, cleric lvl 8, Gondsman; Battleguard Hebrinar, human male, AL:CG, cleric lvl 5, priest of Tempus; Waterwalker Runduli Damhan, human female, AL:CG, cleric lvl 4, priestess of Istishia. Water Rats Brevas Hurn, human male, AL:NE rogue lvl 10, tavernkeeper of the Pregnant Mermaid, and Lithwindl, half elf male, AL:NE fighter lvl 9, rogue lvl 12; Xvimist Thieves and Water Rats Xereb. human male, AL: LE rogue lvl 5, and Karnos, human male, AL:LE, rogue lvl 4; Silimbrar, human male, AL:NE, Aris 1, owner of the Harbor Sentry Inn and Iron Throne Agent; Goat's Head Priests of Orcus (really Cyric) Levitth, human male, AL:CE, cleric lvl 8; Nythra, human female, AL:CE cleric lvl 6, and Derrenyn, human male, AL:CE, cleric lvl 3), Goat's Head Assassin, Rongyar. human male, AL:LE, rogue lvl 12, sorcerer lvl 3). Taxation: Benevolent.

Before the crash of the bloodstone market more than a decade ago, the bay-sheltered, walled city of Sarshel was the headquarters of the Impilturian Navy, a rich and bustling port city of 18,000, through which most Damaran and Impilturian wares traveled before voyaging out onto the Inner Sea. In its worst years of the bloodstone crash, it had become the hull of the city it once was, losing not only its economic base and two-thirds of its population but also the headquarters of the Impilturian Navy, when War Captain Rilaunyr moved the fleet's headquarters to Ilmwatch.

One cannot say that Sarshel has fully recovered from the devastating events that began shaking it more than a decade ago, but the port town certainly is back on its feet again and has every reason to be optimistic, even if it has forever lost the bloodstone trade upon which it was built to the Sembian outpost of New Sarshel across Traders Bay in the Great Dale.

When Zhengyi at last was defeated in Vaasa, the open lands east of the Coast Trail to Dilpur remained uninhabited and unused. In the years since, immigrant farmers have claimed the land, turning the coastal triangle into the great fruit belt of Easting Reach, and the most fertile and productive farming lands in Impiltur are in the second triangle to the west of it, between Sarshel, Filur and Dilpur.

The economic disaster under which Sarshel suffered made it possible for the city to reemerge as the shipping center for fruit and produce that it is today. Refugees from the Vilhon Reach and the Vast who had fled to Impiltur to escape drought and political persecution arrived prepared to work but poor. It was easy to obtain valuable residential and waterfront property in Sarshel, and this made it possible for the immigrants to start their businesses and come quickly to prosperity.

In Sarshel's days of glory, War Captains Rilaunyr and Silaunbrar ruled from the great Seaside Palace with its 200-room complex and covered wharf. After withdrawing the naval headquarters from Sarshel, the crown was reluctant to continuing paying the maintenance costs for these luxurious facilities. Queen Sambryl relinquished her smaller Bay Palace in Sarshel to the city government, and the remaining War Captain Silaunbrar, who rules the city, moved his administration there. The Navy too vacated the wharf, keeping the ships that remained in Sarshel in the battle docks south of the city.

Enterprising ship builders who had immigrated from the Vilhon Reach, three priests of Gond from Ravens Bluff and two formerly secluded ice wizards from Vaasa who had fled the borderlands beneath the Great Glacier when Zhengyi came to power approached a group of merchants in Hlammach with a proposal.

The shipbuilders had the knowledge and experienced workers to turn the wharf into the finest shipbuilding facility in Impiltur. The ice wizards had the means to create the new markets the ships would serve. They lacked only capital, and this was provided by the merchants of Hlammach.

Together, they bought the Seaside Palace and reopened the wharf, using timber brought down from Rawlinswood to construct large semi-armored cargo ships with insulated holds and sealed ice chambers. The Chondathian immigrants who put this idea together had long dreamed of coming up with system to capitalize on the early and long growing season the mild weather of the Easting Reach had made possible in Impiltur's produce-growing region.

Money could be made bringing such staples to Telflamm and the recovering cities of Thesk as well as Hlammach, Lyrabar and, if possible, the ports of the Vast and even Selgaunt and Yhaunn in Sembia as well as Scardale and Harrowdale.

Spoilage had made such dreams impossible, until a group of Chondathians encountered the two Vaasan ice wizards. In their research, they had developed a magical ice that could indeed resist heat over long periods of time. The Chondathians and priests of Gond began drawing plans for cargo ships that included special holds insulated with wood shavings and watertight ice chambers along with normal cargo holds.

The merchants of Hlammach were impressed with the plans, and in the Year of the Sword (1365 DR), Faerûn's first refrigerated ship sailed out of Sarshel's wharf onto the Easting Reach. Four such ships belong to the merchants' fleet today.

Sarshel's face has changed much since its days as the base of Impiltur's navy and as the embarkation point for the bloodstone trade. The city still maintains a small naval port where two cutters are stationed. There also is a detachment of 20 Heralds of Imphras II in Sarshel.

The waterfront is a series of warehouses, ice houses, grain elevators, packing plants and sawmills, all centered around the wharf that once was Seaside Palace. In season, the main thoroughfares are bustling and crowded, as farmers bring their produce, fruit and slaughter animals to market. Buildings just north of the waterfront which once were luxurious counting houses in the days of the bloodstone boom now serve as bakeries, slaughterhouses, breweries, fruit liquor distilleries and fruit wine cellars.

Former sailors and seagoing adventurers and mercenaries recruited from the Vast and the Vilhon Reach are moving with their families into abandoned houses above the waterfront until four new warships commissioned by the Merchants' League sail.

The merchant warships will take to sea sometime in mid-summer of the current Year of Wild Magic (1372 DR), and the Merchants' League hopes then to thumb its nose at pirates on the Sea of Fallen Stars, running caravans of Impilturian ships to the West, guarded by the four, metal-plated warships that still are in the wharf. It is said that the ships are in the final phases of construction now, being fitted with special and interesting new devices built by the priests of the Gond temple and their followers.

Just as the face of Sarshel has changed, so have the city's religious beliefs. Before the collapse of the bloodstone trade, there were two temples in Sarshel, one to Ilmater and another to Waukeen. The Ilmatari temple has lost little of its following, although prosperity is returning to the port city. Most of its residents have had to persevere recently enough that their worship of the Crying God remains strong.

The Waukeen temple still is the second largest in Sarshel, and it has grown tremendously, although it no longer serves Waukeen. The abandoned temple was taken over by the church of Tymora, where it now doubles as a gambling house for sailors.

In the Year of the Banner (1368 DR), the lords of Imphras II invited the Church of Gond to establish a new temple in Sarshel, an invitation the church was eager to accept, for it had few followers in Impiltur. The new temple is in the old officers quarters of the former naval base.

In addition to the projects to build refrigerated ships and armored warships for the merchants' fleet, construction specialists working for War Captain Rilaunyr's naval command in Ilmwatch and the priests of Gond in Sarshel are studying the idea of designing the machinery necessary to convert captured pirate ships into dredges which could chip off the high dike-like banks of Traders Bay to release trapped water, setting the long dreamed of swamp drainage into motion.

The temple to Umberlee is kept small by order of the Lords of Imphras II, but most observers would estimate its following to be easily as great as that of Ilmater's church. There also are small temples with at least one priest serving Tyr, Tempus, Kelemvor and Istishia, and there are known shrines to Chauntea, Mystra and Lathander. There also are hidden forbidden shrines to Mask, Talona, Talos, Cyric and Iyachtu Xvim.

In addition, there is a hidden sect of Orcus operating an illicit temple beneath abandoned block houses on the north edge of Sarshel. There are three refugee Damaran goats head priests in the secret temple, and it is said the some deity has begun giving them spells again.

There also are the makings of a thieves guild developing in Sarshel. The organization reportedly calls itself the Water Rats.

Sarshel's impassioned and at times even heated rivalry with Hlammach goes back to the hard time of the interregnum between the two Impilturian kingdoms, when the port cities were independent city-states who competed hard and at times even with violence against one another, to corner markets of sea trade with the greater lands of the Inner Sea.

The rivalry lives still, and in recent times, Sarshel's resentment of Hlammach has risen to new heights, as ships from the southern port city violated the unofficial blockade of New Sarshel in the Great Dale on the eastern shore of Easting Reach. Hlammach is less interested in the rivalry than Sarshel, which it considers to be a small port city that has permanently fallen from its erstwhile glory.

The old residents of Sarshel never will forgive their own renegade merchants for turning the quiet coastal town of Borkurstad into the competing port town of New Sarshel in the Great Dale. The merchants of Sarshel who did this perhaps dastardly deed long ago were overrolled by the chain of events they had set in motion, and New Sarshel now is in Sembian hands with all original roots from Impilturian Sarshel long severed, but it appears that Sarshel will never forgive New Sarshel for simply existing, just as War Captain Admiral Rilaunyr once remarked that Sarshel never will forgive Hlammach for having the gall to be there.

It is more than ironical and paradoxical then, that Hlammach was the savior of troubled Sarshel in its darkest hours, and it borders on the comical that no small number of people in Sarshel resent Hlammach all the more for having done so. Before the crash of the bloodstone market more than a decade ago, Sarshel was Impiltur's most important port as well as the headquarters of the Impilturian Navy, a rich and bustling harbor city of 18,000. The crash of the bloodstone market devastated Sarshel as a harbor, and growth and strategic considerations forced the move of the naval headquarters to Ilmwatch.

In the wake of those two events, two-thirds of the population migrated out of Sarshel, leaving a considerable amount of valuable real estate untended and windows gaping at an open sky. Once the bloodstone market recovered to some extent through artificial manipulations of the Iron Throne and the Zhentarim in the West, a certain amount of trade began returning to Sarshel's generous harbor, but the city by and large remained a physical and economical shadow of its old self.

During this time, however, enterprising immigrants from Chondath found Sarshel to be a convenient goal. Housing and business rentals were as little as 10% of what one paid elsewhere on the Golden Coast. With the know-how they brought with them from their abandoned homeland on the Vilhon Reach, the Chondathian immigrants began establishing small Inner Sea import-export companies that brought additional trade and traffic to Sarshel's still mostly empty harbor docks.

The first real infusion of new capital into Sarshel came in the Year of the Tankard (1370 DR), when relatively new but powerful merchant houses in Hlammach decided to finance a proposal by Chondathian immigrants and priests of Gond to open the new shipbuilding industry and wharf in the abandoned naval harbor of Sarshel. The Hlammach merchants agreed to finance the Chondathian project to the hilt.

In truth, both Sarshel's financiers in Hlammach and the powers that control New Sarshel across the bay are one and the same: The Iron Throne. Fallen Stars Holding, which is providing the financing of the wharf complex in Sarshel, consists of several small merchant houses owned by Chondathian immigrants and traditional Impilturian families, along with four new seagoing costers found in Hlammach between the Year of the Wyvern (1363 DR) and the Year of the Shield (1367 DR).

All four are fronts of the Iron Throne, although the people who run them openly are immigrant merchants from Chondath and the Vast who have come under no one's suspicion as of yet. But those who pull the strings are the same folks who have the upper hand in New Sarshel, Scardale and elsewhere, where secret connections to the covert Iron Throne determine what will happen. What the precise goals of the Throne in Impiltur and on Easting Reach are is unknown in Impiltur, but it seems rather certain that the Throne intends at a minimum to have the biggest piece of the action in trade in this growing area.

Game Master's Notes: The true plans of the Iron Throne east of the Dragon Reach and its organization in the East under the Wizardess Shandaril are explained in great detail in *Bloodstone,* the 7th part of *Northern Journey*.

It is doubtful that Queen Sambryl or her paladins have the least idea of the extent to which the Iron Throne has sunk its roots deep into Impilturian soil, and if they were aware, it is questionable what they could do, for the Throne's interests pose a genuine dilemma for the crown and its regent, one symbolized above all by the situation in Sarshel.

Sembian money channeled into Sarshel is leading to the famed port city's resurrection from an economic abyss that could quickly have brought it to ruin. There is no other source of money available to Impiltur to bring Sarshel profitably back upon its feet. But every Sembian pentar that is converted into a gold taler buys a bit of Impiltur for the Iron Throne.

If any of Impiltur's powers has an inkling of the Throne's threat, it may be War Captain Admiral Rilaunyr in Ilmwatch. In the summer of the Year of the Unstrung Harp (1371 DR), four Sembian warships attempted to sail into Easting Reach, naming New Sarshel as their port of destination. Rilaunyr had received word of the Sembian move well ahead of time, and the four ships, which had sailed out of Selgaunt, were blocked by four Impilturian warships, one of them Rilaunyr's magic ship, with the admiral himself on board.

Rilaunyr informed the Sembian admiral that the Impilturian fleet is the only navy with access to Easting Reach north of Telflamm. Impilturian coastal waters, he said, begin in the Inner Sea 10 miles/15 km south of the Impilturian Coast.

Rilaunyr informed the blocked Sembians that any attempt by the Sembian ships to sail farther northward would be viewed as an act of war and dealt with accordingly. The Sembian admiral did not sail on, but he did anchor his ships where they had been stopped and remained there, together with Rilaunyr's ships, for a full tenday, before the Sembian vessels, set sail, turned and voyaged westward again.

Most observers on the Inner Sea view this move as a decisive victory for Impiltur. They reason that Sembia's home ports are far from Easting Reach, and the Sembian fleet would have a difficult time defeating Impiltur in such distant waters. The suggestion that Sembian warships might retaliate by attacking Impilturian vessels farther west on the Inner Sea also is dismissed by both.

Sembia certainly could deny Impiltur access to markets in the West, but Impiltur could just as easily deny Sembian vessels access to the harbors of Easting Reach and parts of the Vilhon Reach, which would cut Sembia off from valuable markets in the East. Sembia is not known for engaging in long and protracted wars that cut deeply into its merchants' profits and are highly uncertain in their outcome.

On the other hand, War Captain Regent Kyrlraun may have to scrap his plans to make a future voyage for a state visit to Suzail in Cormyr. After having Rilaunyr deny Sembian warships access to Easting Reach, it is inconceivable that Sembia would allow a vessel of the Impilturian navy to pass from the Inner Sea through the Throat into the Lake of Dragons.

Political intrigues and infiltration aside, Sarshel once was one of the jewels of Impiltur's Golden Coast. The city lies well sheltered in the northwestern corner of the narrow Sarshel Bay, which penetrates deep into the western coast of Easting Reach, safe from the ravages of sea storms an unpredictable coastal weather.

The coast slopes gently upward from the shoreline in three tiers, the lower being the waterfront district, where the city's commercial and business sections are located. Above the waterfront is the Sarshel Old Town, the small residential district consisting mostly of fine, old homes that date back to a time when there was little more to Sarshel than these two districts.

Today, the Old Town is the residential section for the moneyed folk of Sarshel, about half of them natives of the city and the other half wealthy immigrants, mostly from Chondath and the Vast, who purchased the quality houses of the Old Town at bargain prices during the days of Sarshel's deep economic depression.

The largest of Sarshel's three sections is Upper Sarshel, which begins about half a mile/a kilometer north of the two lower sections and then wraps around and above them, to the west and then southward again, ending just above the lighthouse and new garrison in the south and continuing onward another half a mile/kilometer southward along the coast.

In Sarshel's more glorious days, the upper level of the city was a mix of well-tended dock laborers' shanties, small farms, fishermen's cottages, stone block housing buildings of tasteful architecture to preserve the skyline and small taverns and shops that served local customers. This is the level of Sarshel that still haunts the city's skyline with memories of the bad years after the bloodstone crash. About half of Upper Sarshel's buildings are unused and abandoned yet today.

People slowly are coming back to reclaim the small farms, while others are buying them at still low prices. Many of the long abandoned buildings are beginning to be brought back into a respectable state of repair. The new owners and the old ones who returned know that the soils above Sarshel are fertile and rich. Man of them are planning to establish fruit orchards in the hills west of the city, but much remains to be done.

Most of the block housing units which had been abandoned are being purchased by the Sarshel Sails Consortium, which is gradually restoring the buildings to house future laborers. But the restoration work that is being done is spartan, and the fine architectural embellishments of the past are being removed rather than being repaired when they have been badly damaged.

Many of the fishermen stayed on in Sarshel after the collapse of the bloodstone market, their trade being affected little by the financial crisis. But quite a number of them also took advantage of the depression and bought better quality houses in the Old Town during the dark days, leaving their pretty but unsaleable cottages to the ravages of weather and time. More than half of the once beautiful cottages now slowly crumble in ruin.

The winds of several autumns have blown tiles from the roofs, letting snow and rain in to slowly do their destructive work. Window glass lays in broken shards on rain washed floors, no longer protected by shutters which have blown westward onto the high plain. Birds nest in chimneys where the smoke of a cozy winter fire earlier spiraled upward, and once manicured lawns and gardens have been conquered by weeds and brambles. The same fate has befallen almost all of the shanties of the workers who once filled much busier docks.

Several of Upper Sarshel's shops and taverns also did their last taler of business in years past and are waiting to be claimed by time and nature, but these were the last establishments of the upper tier to suffer economic despair, and many managed to eke through until the arrival of Sarshel Sails and the new laborers from the Vast, Damara and Chondath, who have just finished rebuilding the naval base into a wharf and shipyard and that soon will begin building great ships.

In times of peace, the triple harbors of Sarshel are not difficult to enter, because buoys mark the safe path inward, but in times of war, when the buoys are removed, even an experienced captain would have difficulty finding the narrow but safe way through the reefs and jagged rocks off of Sarshel's shoreline. No other port in Impiltur is as treacherous as the shoreline of the Bay of Sarshel.

Unfortunately, the available harbor space for warships is limited in Sarshel, and it could be expanded only by tearing down a substantial part of the waterfront district and excavating a larger harbor where buildings now stand, a project that would cost more than Impiltur could pay.

The need to expand Impiltur's naval headquarters to dock more warships, along with strategic considerations, prompted War Captain Admiral Rilaunyr to petition a decade ago to move the navy from Sarshel to Ilmwatch, and his arguments convinced War Captain Regent Kyrlraun and the queen as well.

Rilaunyr's naval units are among the toughest members of the Sword of Impiltur, trained to fight equally well on land and at sea. The elite naval force is no luxury for Impiltur, however, but rather a necessity. As the Damaran invasion showed all too well, the kingdom is continually open to attack by land from the north as well as from the south and the east by sea.

The west worries the war captains little, because an enemy would have considerable trouble bringing a host fit for war over the Earthfasts, and an army marching into Impiltur on the Tsurlagol Trail would be highly exposed and easy to attack, to say nothing of the hail of elven arrows that would rain upon it during the time it marched passed the Grey Forest.

The orcs of the Earthfast also present a potential for trouble, but they cause the Lords of Imphras II no great worries. The orcs already are bogged down in numerous skirmishes in the High Country of the Vast west of the Earthfasts, and the Impilturian side of the mountains is rugged and difficult to ascend or descend quickly. An invading orc host could not simply swarm down out of the mountains into Impiltur but rather would have to straggle through difficult passes to enter the country. The paladins are convinced that the Sword of Impiltur could deal quickly with such an invasion.

With all this in mind, the queen and her navy rather abruptly left Sarshel, and in doing so, left one of the kingdom's finest palaces vacant and a large harbor and naval base to the spiders. Tactically, it made no sense to Rilaunyr to station more than two cutters in Sarshel, and the cost of maintaining them in the large naval harbor was far too high.

A small, natural cove just below the *Sea Virgin of Sarshel,* the coastal lighthouse, was selected for the new naval docks, mostly empty royal warehouses were torn down and a small copse of trees was cut, to make room for a new, more spartan naval garrison and government complex between the barracks of the Heralds of Imphras II and the new docks.

The new government and naval complex is only one part of the facelifting Sarshel has undergone in the last decade. Many of the now useless buildings in the old naval base along with a number of its superfluous docks were torn down by the new owner, Sarshel Sails, and a large shipbuilding shed was built at the end of the wharf, along with a ramp for launching new vessels.

The incredible roof that once covered the naval harbor has been dismantled. Old, unused barracks buildings were demolished and replaced by parts warehouses and ice houses where the Chondathian wizards of Sarshel Sails work. The construction of the new wharf and shipyard was or will be completed in Marpenoth of the Year of the Unstrung Harp (1371 DR), the tense depending upon when the PC group arrives there. Sarshel Sails plans to begin building its first merchant warship in Tarsakh of the new Year of Wild Magic (1372 DR), and new laborers are beginning to arrive in Sarshel, swelling the population again to a certain degree.

The wall surrounding the old naval headquarters with its many mountain stone watchtowers still stands and is maintained in good condition by Sarshel Sails, but only the towers at the main gate and at the tip of the outer breakwater guarding the entrance are manned by the consortium's mercenaries. Wooden walls 6 feet/180 cm high have been built to cut off the southern part of the old complex from the wharf.

Both the Sea Palace and the new temple to Gond, which does not belong to Sarshel Sails, stand within the wooden walls. There are gates in the wooden wall permitting passage between the wharf and both the Sea Palace and the Gond temple. The wooden wall is patrolled from the inside by mercenaries on foot.

The Sea Palace houses the offices of Sarshel Sails and the five trading costers located in Sarshel:

- **Bloodstone Transportation** – This is Sarshel's oldest coster, dating back to the Year of the Quiet Earth (1161 DR), during the reign of Queen Ilmara. Bloodstone Transportation just narrowly avoided bankruptcy during the crash of the bloodstone market, and the company shrank to a mere shadow of its previous size. The coster is growing slowly again, but it is gaining only a small percentage of Damara's trade, which it once dominated. Most of the Damaran trade now goes through Hlammach, and what does pass through Sarshel is handled for the most part by the local office of the Heliogabalus Cooperative.

- **Heliogabalus Cooperative** – The central office of this quickly growing coster is in Damaran Heliogabalus, and its main Impilturian branch is in Hlammach. The cooperative is the trading coster of the great Damaran Merchants League, which has a monopoly on almost all goods exported from Damara except for bloodstone. The Bloodstone Mines in the Damaran Bloodstone Pass are under government control and are marketed by the Royal Damaran Bloodstone Trust. Most bloodstone mined elsewhere in the Damaran Galenas is sold by the cooperative. The parent Damaran Merchants League is not a front for any other organization, but many of the members merchants have ties, sometimes unwittingly, to the Iron Throne, and it can be assumed that the Throne has an estimable influence on the decisions of the league and the cooperative, and it no doubt gleans a share of both's profits.

- **Royal Damaran Bloodstone Trust:** Sarshel has a regional office which checks cargoes of bloodstone being transferred from bloodstone boats to larger vessels for shipment to Hlammach, where almost all of Damara's bloodstone is sold. Royal Damaran is operated by the Damaran government. It exclusively sells bloodstone from the Bloodstone Mines of Bloodstone Pass in Damara.

- **Southeastern Fruit and Spirits Cooperative:** This is more a huge farmer's cooperative than a coster, although it conducts the business of a coster as well. Southeastern's main merchandise has to do with the fruit grown inland west of Sarshel from the Filur area northeastwards to a point about halfway between the Laviguer Road and Traders Bay. Southeastern sells not only fresh and preserved fruit but also fruit schnapps produced by regional distilleries, beer, cider, juices and conventional farm products, including grain and packed meat and sausages. Fronts of the Iron Throne are customers of Southeastern, but the organization has not succeeded in infiltrating or manipulating this agricultural coster.

- **Hlammach Trading** – This also is a large regional office maintained by the merchants league in Hlammach. Hlammach Trading limits its activity in Sarshel to the buying, trading and selling of merchandise. The Iron Throne also has made substantial inroads into this coster.

When Sarshel Sails bought the Sea Palace, the consortium had to agree to maintain the large bell tower and water clock atop the palace steeple in good working condition. The palace bells mark time in the city, tolling out the time on a 24-hour basis, thus 8 bells toll at 8 a.m., and 20 bells toll at 8 p.m. A single bell tolls at 15-minute intervals between the hours. Visitors not use to the tolling of clock bells often groan at the long and loud bell ringing in the middle of the night, but the bells are ancient harbor tradition, and they no doubt will continue to peal.

Fishmongers Square, on the north end of the waterfront, is Sarshel's central marketplace and therefore the busiest locale in the city by day, but also its sleaziest by night. From Mirtul through Eleint, when six bells toll loudly from the palace, the port's residents awaken. When seven bells toll just as loudly an hour later, they signal that the market and the other businesses are open for the day. 11 bells ring in the midday break, and 12 bells signal that work has started again. 16 bells ring in quitting time for laborers, and an hour later 17 bells mark the mandatory closing of the market stands.

Ships that dock after 16 bells pay double docking fees, to compensate for the extra wages dock laborers who work the night ships are paid. Laborers work half shifts on Midday and Halfday, and they are off all day on the 10th day of each ride, Freeday.

From Marpenoth through Tarsakh, working hours are shortened by two hours, along with the wages paid for the reduced work. In the cold months, the town awakens at seven bells, and eight bells signal the start of work. 15 bells signal the working day's end at 3 p.m.

Sarshel's system, enforced by city laws and the Heralds of Imphras II, has been criticized by other cities as being expensive and social to the extreme, but they have proven themselves in Sarshel since the days of the first kingdom and have become tradition as well as law.

The criticism is not 100% warranted. Common laborers not only work less but also earn substantially less in Sarshel than in the other cities of the Golden Coast, making it economical for traders to use the docks. Because working hours for laborers are severely restricted, Sarshel also has about 70% more workers per 1,000 gold talers of commercial revenue than the other coastal cities.

Most laborers in Sarshel could hardly afford to live in Dilpur, Hlammach or Lyrabar, but in Sarshel they fare about as well as their peers in other cities because the cost of living in Sarshel is lower, particularly today with the large amount of vacant housing available. Sarshel also is able to sustain itself without imports.

Food aplenty grows in the highlands behind Sarshel to the northwest, eliminating the need for high transportation costs, and sheltered Sarshel Bay, with hot springs believed to be located in the reefs, stays free of ice and open to fishing in all but the coldest of winters, and when there has been ice on the bay, it has lasted only a matter of days.

Meat, on the other hand, is relatively rare in Sarshel, found in the cold season only on the tables of the Harbor Sentry and a few other inns at proud prices. While non-perishables are sold at some of the small shops in Upper Sarshel and the Old Town, fresh food is available only at Fishmonger's Market. Common laborers usually settle for what's left at the end of a day's trading, but that's sufficient for their stomachs and priced right for their pocketbooks.

A wise laborer saves his coins and stocks up in mid-summer on firewood brought in from the lumbering operations along the foot of the Earthfasts between Outentown and Filur. Firewood is sold at two special marketplaces each year from mid-Eleasias to mid-Eleint. The wood that is offered was harvested the previous year between Flamerule and Marpenoth, and it has had nearly a year to dry in the large lumberyards northwest of Filur, before the draught-horse-drawn great lumber wagons bring it down from the hills to the harbor city.

The main lumber sales take place an open land on the western edge of Upper Sarshel, but wood for buildings in the Waterfront District and homes in the Old Town is stacked all along the western side of the Harbor Road, the street that follows the bottom of the Old Town's hill from north to south, and sold by lumber merchants there.

While most Sarsheli are hard at work on the waterfront, traders who transport Sarshel's agricultural wares to other markets for resale are busy on Fishmonger's Square, haggling and trying to outbid one another for the best fish, farm products and non-perishables.

Innkeepers too visit the market early in the day, to assure that their guests' tables will have the quality of food and produce expected of them. While agricultural products are the main commodity sold on Fishmonger's Square, one is liable to find almost anything there at one time or another.

Tinkers and peddlers travel by land from one city to the next in the months when there is no snow on the ground, and the more successful of them own sledges and draught horses, which make it possible for them to continue their trade in winter as well. They seldom stay as much as a tenday on a single market square, but as soon as a peddler selling one set of wares moves on, another with a similar assortment follows him, and there are those who curse over the gold taler they paid for this or that a tenday or two earlier, only to learn that the next peddler is willing to sell the same thing for a mere seven silver shiners.

The tinkers of Fishmongers Square tend to be a bit less itinerant, spending at least a tenday of each month in their tents at the marketplace and the rest of their time traveling among the local fishing villages along the coast and the rural farm settlements, seldom wandering more than 10 or 15 miles/15 to 25 km from Sarshel, seeking things that need repair.

After the first frosts set in and work days grow shorter, the tents disappear from Fishmongers Square. Only the permanent stands, most small wooden cabins, stay open then, selling first and foremost fish, but also agricultural non-perishables ranging from grains to cellared carrots and potatoes and even honey. The tinker's lot is harder in wintertime.

Rare is the tinker whose summer earnings can carry him through the year. Most must drive their wagons and sledges from door to door in the cities and from one village tavern to the next, doing what business they can, regardless of rain or snow or danger on the road, if they want the copper bites necessary to pay for their daily bread and their evening pint.

Crime is a growing problem in Sarshel. Pedestrians in the Waterfront District often are plagued by pickpockets of the Mask-worshipping thieves from the fledgling Water Rats Guild, and burglary is becoming a problem in the Old Town, however, the mercenary watches there have been relatively successful in catching several of the burglars, who now have taken up long-term residence in the dungeons of Ilmwatch.

Some of the apprehended thieves and burglars have been questioned with the aid of magic, and the Heralds of Imphras II are aware that an organization called the Water Rats exists, but because of the guild's highly secretive structure, devised in the temple in Telflamm, the captured thieves are unable to betray the location of the guild headquarters or any other important details about the organization.

The worst crime problem is the so-called *Night Strangler,* a murdering thief who has been killing one relatively wealthy visitor to Sarshel each month since the Year of the Staff (1366 DR). All of the victims have empty pockets and the marks of a garrote around their necks. Some are found dead in the street at night by patrolling soldiers, others are found dead in their rooms in local inns, and occasionally a victim who had too much to drink before dying is found slumped over his table, dead of a garrote, to the surprise of the inn's personnel, who thought he or she was merely drunk. All attempts to apprehend the *Night Strangler* over the past six years have failed.

A lesser problem that has been haunting the city since about the same time is the so-called *Gold Taler King.* The only trace he leaves are mysteriously empty tills in inns and other businesses. No type of lock seems to impress this silent thief. An open till is simply emptied. Locks are picked, and the tills then are emptied.

In the years since the Time of Troubles, there also has been a growth in religion in Sarshel. When Zhengyi overran Damara, the port city had only three temples, one to Ilmater and one to Waukeen, along with a small military temple to Tempus within the naval base that was served by single war priest.

The temple to Waukeen was purchased by the church of Tymora. Other temples have been established to Tyr (in the new governmental complex), Gond, Tempus, Kelemvor, Istishia and Umberlee, and there are open shrines to Chauntea, Mystra and Lathander. The church of the Morning Lord has raised funds in Sarshel to expand the shrine into a temple, and there are promises that a Morninglord will be assigned to serve permanently there. There also are forbidden, hidden shrines in Sarshel to Mask, Talona, Talos, Cyric, Iyachtu Xvim and Orcus.

The shrine to Mask, regularly visited by disguised traveling priests, is in the cellar of the *Pregnant Mermaid Tavern* at the edge of Fishmongers Market in the Waterfront District. The shrine to Orcus is in the cellar or a rundown, shuttered-up home on the northern edge of Upper Sarshel occupied by three refugee priests of Orcus and a fugitive assassin from Vaasa.

The trio of goat's head priests, Levitth, Nythra and Derrenyn, and their assassin, Rongyar, fled Vaasa in the Year of the Wave (1364 DR) after several things became clear to them, namely, that Zhengyi had fallen, that four years had gone by since they had gained spells from Orcus, and that drow were emerging from the ruins of Castle Perilous, despite the many dragons lairing there, and tracking down as many goat's head priests as they could find, brutally slaying them.

With their spells gone, the three priests learned fear and fled Vaasa. Why their talented assassin Rongyar joined them is unknown, as are the long term plans and goals of the quartet. They fled slowly from one hideout to the next in Vaasa and Damara before coming down the Merchants Run and the Heralds Road into Impiltur early in the Year of the Staff (1366 DR). In Ilmwatch, the four disguised men already had heard of the troubles in Sarshel and the availability of vacant housing, and they decided to head out over Outentown to the port city.

With what money they had taken with them, the four former assassins guild members purchased the last occupied house on the northern edge of Upper Sarshel from a childless couple wanting to head out onto Laviguer Road, hoping to build a small farm there and start anew. The four followed the couple, unseen, into the night, killed them, retrieved the money they had paid and buried their victims by moonlight in unused wasteland.

Rongyar is both the *Night Strangler* and the *Gold Taler King.* His work is the source of the quartet's support. Rongyar was one of the few assassins to slip successfully away from the Damaran troops who destroyed the Damaran Citadel of Assassins. He did so with the aid of a enhanced ring of invisibility he took from the finger of an archmage of the citadel whose head had been blown apart by the magic of a Damaran wizard during the battle. With aid of the ring, Rongyar always remains invisible as long as he wishes to, as long as he is not found by magic detection. If flour or some other material is scattered upon him, it too disappears after one full round of visibility.

Rongyar also claimed the high mage's other items, including a wand of polymorphing, a wand of magic detection and a cloak of protection +5, and he has impressed upon himself the fact that the cloak alone was not sufficient to keep the dead mage who had owned it from being killed. Rongyar is careful.

He spends most evenings invisible or polymorphed in the inns of Sarshel, looking for the right monthly mark and striking when then coast is clear. He picks wealthy visitors whose pockets are full, robbing them after killing them. He intends the murders to be a tribute to Orcus. Rongyar also regularly empties tills as soon as they're unwatched. Magical traps that have been laid to catch him have not succeeded to date, because his wand of magic detection has identified the presence of magic, which he considers to be reason enough to go elsewhere for his coins.

Rongyar's *"earnings"* provide him and the three priests with the money they need to survive, but why he continues to support the three priests is unknown. Levitth, Nythra and Derrenyn have been receiving spells again, awakening the question within them whether Orcus has returned.

However, they also have noticed with some suspicion that the spells they receive are different from those they once received. In truth, the three are receiving spells from Cyric, as is the case with other surviving goat's head priests in the Bloodstone Lands.

It should be noted that the citizens of Sarshel, unlike those of Keelbest, take no overt actions against Hlammach. Even the Sarsheli who hate Hlammach the most remember hard and hungry years and are not willing to upset the enemy applecart that is returning a bit of prosperity to their hometown, as much as they wish their benefactor were someone else.

To the tale of Sarshel there also belongs a recounting of the events that led to its role as a shadow capital over many years' time. What today is known as the Harbor Sentry Inn served as a seaside summer castle for the kings and queens of Impiltur from the Year of the Parchment Heretical (1167 DR) until the Year of the Wall (1227 DR).

Imphras I ruled the second kingdom from Filur and was succeeded by his son, Imbrar, who also ruled from Filur, while his sister, the mighty mage Ilmara, who had gained the Scrying Stones of Myth Drannor for the kingdom, watched Impiltur's borders from the ancient Narfelli tower in Ilmwatch that she had claimed for her own.

In the Year of the Luminar Procession (1127 DR), the scrying stones showed a new army of hobgoblins rising in the Giantspires and preparing to bring war again upon Impiltur. Ilmara sent word of this to her brother, the king, and in the same year Imbrar and many of Impiltur's finest warriors led an expedition into the mountains to stave off the hobgoblin attack. The more tragic songs bards sing of Impiltur relate how the hobgoblins never came to Impiltur, nor did Imbrar and his men return.

Imbrar vanished and apparently died young and without heir, after a reign of only five years. Under pressure from the nobility and to thwart dangerous political currents that were beginning to be felt, his sister, the grieving wizardess Ilmara, came to Filur and claimed her missing brother's throne before the Year of the Luminar Procession (1127 DR) had ended.

After 40 years as queen, Ilmara took a young warrior half her own age named Rilaun as husband. Rilaun, who was of evil heart, desired only to use Ilmara as a stepping stone toward winning the crown of Imphras I himself. To his chagrin, however, Ilmara gave birth to a son before the year of her wedding had passed. In this Year of the Parchment Heretical (1167 DR), she named her son Imphras and had him crowned immediately as king of Impiltur, saying she would rule in his stead as regent until young Imphras reached the age of 16.

Rilaun, seeing his plans foiled, was livid. He deserted the queen and fled from Filur, raising a bandit army with the intention of seizing the crown, but he was killed before his plans could bear fruit. Ilmara never had ceased to mourn the loss of her brother Imbrar, whom she felt would have lived, if she had not given him the information that led him into the mountains, and now she mourned too the treasonous treachery of Rilaun.

She often sought a refuge from her sorrows that was not to be found in the halls of the small royal castle in Filur. Thus it was that she had her Summer Palace built in Sarshel, to find silence and peace, and to shelter her young son, Imphras, from the intrigues in Filur, a threat still alive in those who would have followed murderous Rilaun.

Ilmara ruled more often from her Sarsheli Summer Palace than from the tower castle in Filur. Shortly after assuming the throne, Imphras II returned to Filur, to establish his reign in the true capital. He was the last king to rule from there, having moved his seat of government from rural Filur to metropolitan Lyrabar in the Year of the Trembling Tree (1223 DR).

However, Imphras II and his descendants continued to use the small palace in Sarshel as a summer residence until the Year of the Wall (1227 DR). No monarch since Ilmara had treasured the peace of Sarshel so much as young King Lashilmbrar, who succeeded his father, Imphras II, in the Year of the Winged Worm (1225 DR). But Lashilmbrar found the Summer Palace to be far too small and crowded for his needs, so he ordered the construction of the 200-room Sea Palace within the great naval base of Sarshel.

The project was completed in the Year of the Wall (1227 DR), at which time the old Summer Palace was sold to the noble Launrinbrar family of Sarshel. They turned the old palace into the Harbor Sentry Inn, the most luxurious inn in all of Impiltur. Many of the most important figures in Impilturian and Damaran commerce and politics had met often in the Harbor Sentry to discuss business, politics or both, until the bottom fell out of the bloodstone market, Damara was vanquished by Zhengyi the Witch King and two thirds of Sarshel had turned into a ghost town. The Harbor Sentry survived stubbornly through the dark years, but often with few guests.

Adventure Hooks: These suggestions are intended above all for Game Masters using *Impiltur* as a standalone accessory rather than those running the NJ adventure. But Game Masters running NJ can make use of some of these hooks too, if they wish. The hook for encounters with Rongyar and the goat's head priests can be particularly useful in an NJ campaign, if the Game Master uses it as a vehicle for the PCs to gain information about the church of fallen Orcus, which will play more of a role in the last module, *Bloodstone*. The Game Master should have no trouble delaying the NJ adventure in Sarshel, because it occurs at the time when the PCs' sigylls are tugging in opposite directions, so it well may be that the PCs are confused by the sigylls in Sarshel, freeing them to do some things on their own.

A good starting point for PCs seeking something to do in Sarshel is the large stone pillar near the Imphras Fountain on Fishmongers Market. Public notices from the city and from the Heralds of Imphras II are glued over each other onto the stone pillar, and your PCs probably can find notices there pointing them to any adventure hooks you dream up yourself, as well as notices from the Heralds of Imphras II, who are offering rewards of 2,000 gold talers for the capture of the Night Strangler, 200 gold talers for the capture of the Gold Taler king and 1,000 gold talers for information that leads to the liquidation of the Water Rats.

Rongyar and the three goat's head priests in Sarshel are of no other importance than their availability as adventure hooks. You can make a good adventure by letting the PCs try to find Rongyar, and if they do a good job, they'll also track down the three priests as well, leaving the Heralds of Imphras II not only impressed but also with open purses ready to pay well-earned rewards.

Any attempt by the PCs to track down the Water Rats should make for a good and snaky kind of adventure. The two top Water Rats are Brevas Hurn, the tavernkeeper of the Pregnant Mermaid, and Lithwindl, whom most people known only as a gambler who plays and usually wins at cards in the Pregnant Mermaid. Both men serve the House of the Master's Shadow in Telflamm. Hurn has made a career of organizing operating bands within thieves guilds, and Lithwindl is something of an assassin, whose role is that of a guild enforcer, although Hurn is the only one in Sarshel who knows that.

Lithwindl was an assassin for a thieves guild in Calimport, until he successfully carried out a contract from the guild to eliminate a person who had until then been unknown to him. After fulfilling his contract, Lithwindl was able to search the body without concern for being discovered. It was only then, through the objects he took from his victim, that he determined that his hit actually a mage of no little power.

Within a few days, Lithwindl heard on the thieves' grapevine that his target had been one of three Thayan Red Wizards secretly working together in Calimport, and that the other two Red Wizards were using both magic and violence in an attempt to identify and track down the assassin. Lithwindl decided to vanish from Calimport before the other Red Wizards could learn his identity and try to track him. He vanished as far as Telflamm, where he believes he has been safe.

When Hurn first began organizing the Water Rats, some local thieves who resisted were found murdered on the waterfront, and word went around quickly that they were paying the penalty for not joining the Water Rats Guild, an organization of which the thieves knew almost nothing, simply because it is a shadowy and secretive organization.

At the top is Hurn, who alone knows who Lithwindl is, and vice versa. Publicly, Lithwindl is seen only in the Pregnant Mermaid, where he lives, sitting at the card tables at night and gambling – compulsively, in the opinion of most regular customers. No one in Sarshel is aware of ever having seen Lithwindl outside of the Mermaid.

In reality, Lithwindl leaves the tavern frequently, in the morning and again in the evening, when the guild's pickpockets are at work, and again after midnight, when the Mermaid closes and he begins secretly and invisibly observing the guild's burglary operations as well as disciplining Water Rats who violate guild rules. Normal discipline consists of a sound beating, but cutting off hands and death also may be considered in the appropriate cases. However, no thief who has been disciplined by Lithwindl knows whose victim he is. Lithwindl uses magic to disguise himself.

Two higher level thieves of Sarshel – Midambryl (human female, AL:NE, rogue lvl 8) and Laadan (human male, AL:NE, lvl 6) – were recruited directly by Hurn and report directly to him, as customers in the Mermaid. The two tell their underlings that Hurn has paid protection money, and his business therefore is off limits to them, as are all Sarshel businesses that pay protection.

Midambryl and Laadan know each other – they have long before Hurn came to town – and they also know Hurn. Each of them has three *jacks* apiece – thieves of levels 3-4 – but neither knows the names of the other's jacks. The jacks also are not told of Hurn's identity.

The jacks also do not know each other, although someone seriously and competently following one of the jacks sooner or later and more than once would be led to Midambryl or Laadan, and either of these two in turn would lead to the *Pregnant Mermaid,* but only the sharpest of observation would have a chance of catching the way Midambryl and Laadan slip notes on bits of parchment to Hurn or pass on information with a special cant from the temple in Telflamm.

Each of the jacks functions something like an army sergeant, leading a team of three *clydes,* thieves of first and second level. During the day, the clydes are sent out by day into crowds to pick pockets. The jacks sometimes keep an eye on them from the sidelines, to observe their techniques. At other times, the jacks are busy collecting protection money. At night, the jacks and their clydes go on burglary missions led by the jack. It goes without saying that no clyde who is caught is able to tell his captors much about the organization or the ways of the Water Rats.

As complex as this may sound, the situation is complicated even more by the fact that three Xvimist agents of the Zhentarim live in rooms above the *Moonsea Maiden,* which also houses a secret but priestless Xvimist shrine in its cellar. Two of the three – Xereb and Karnos – have let themselves be forced into joining the Water Rats, and they are slowly trying to learn all they can about the organization. The Zhentarim intends to have a monopoly on protection rackets and it can see that the Water Rats are running one. It intends to take over the Water Rats as soon as it knows more about what it's up against.

At this point, the two Zhentarim agents have gotten far enough to put together the possible connection between some of the jacks and Midambryl, but they are not acting yet, because they know the Water Rats' upper echelon still is invisible to them.

No one in the Water Rats suspects Xereb, but Lithwindl is keeping a close eye on Karnos. He's rather certain that he caught Karnos following Midambryl to the Pregnant Mermaid at one time, and he's waiting for him to repeat the mistake. However, Lithwindl also has made the mistake of keeping track of Xereb too often in the same disguise, and Xereb knows he's being watched and is prepared to kill the spy. Recently, Malsambrar, a Herald of Imphras II, has noticed the disguised Lithwindl following Xereb, whom he suspects of being a pickpocket, and he has been keeping an eye on both.

Owners of several waterfront warehouses, the Southeastern Fruit and Spirits Cooperative, 10 Sails Lumber and most inns, taverns (including the *Moonsea Maiden*) and small shops are paying the Water Rats for protection, but the Water Rats also are coming under considerable threats and pressure from those who do pay, because the Water Rats are not delivering the protection they sell, as far as the *Gold Taler King* is concerned.

This is a matter of no small concern to the guild. Lithwindl has been concentrating unsuccessfully upon discovering the renegade thief, and the temple in Telflamm has promised to send an expert in dealing with such problems, as soon as seasonal sea traffic resumes.

These events are intertwined like a bunch of snakes in a pit. If your PCs get involved in trying to uncover the Water Rats, they may have all kinds of fun and adventure, along with many strange twists. And if the PCs look like they're the crooks, they can expect Malsambrar and the other Heralds of Imphras II to reserve rooms for them in the dungeons of Ilmwatch.

Another plot your PCs may come across involves the Iron Throne and the Night Watch Tavern. The Throne is not aware that the owner of the Night Watch, Nanda Tulsance (see the descriptions of the *Night Watch* and the *Harbor Sentry Inn* in the map key below) is a secret Harper agent in Sarshel, but the success of Nanda's tavern has to a great extent foiled the plans of the Throne and its innkeeper agent Silimbrar of the Harbor Sentry to use the luxury hotel to spy upon important people visiting the harbor city.

Silimbrar and the Throne have concluded that guests will remain in the Harbor Sentry at night, open to spying, only if Nanda and her Night Watch Tavern cease to exist. Through contacts made in New Sarshel across Easting Reach, a team of assassins has been hired to do this job. Neither the Throne nor Silimbrar are aware of it, but they have let an assassination contract with a secret branch of the Xvimist church in New Sarshel, and a group of three disguised Xvimist assassin monks now is sailing from New Sarshel to Hlammach, to travel then by land from Hlammach to Sarshel. The assassins will reach Sarshel shortly after the PCs arrive there, planning to burn the Night Watch to the ground, with Nanda in it.

Map of Sarshel

Game Master's note: Upper Sarshel including the shrines to Orcus and Xvim are not shown.

1 – Sarshel Sails Wharf.

2 – Former Seaside Palace.

3 – Fishmongers Square.

4 – Sea Virgin of Sarshel Lighthouse. 100 feet/30 m tall.

5 – Sarshel Harbor (commercial).

6 – Fishermen's Wharf.

7 – Pregnant Mermaid Tavern. The shrine to Mask in the cellar is the secret headquarters of the Water Rats thieves guild. The mermaid draws what one might consider to be a typical waterfront crowd of sailors, dock workers and somewhat shady characters, however, the jacks and clydes of the Water Rats are prohibited are banned from stealing in the Mermaid, except, of course, when they have a special contract from above, to carry out a specific theft. Owner Brevas Hurn offers only Sarshel's own Sea Virgin Brew at two copper bites a pint/half liter, three bites for a quart/liter tankard, as well as several lower grade whiskies that run between 2 and 8 silver shiners per shot/0.1 liter. The only food available at the Mermaid are boards with brown bread and cold fish, cold smoked fish or fish paste, running from 6 copper bites to two silver shiners.

8 – Easting Reach Seafood. This packing plant produces a wide variety of smoked fish and fish and other seafood barreled in brine.

9 – Moonsea Maiden. This shabby tavern draws clientele similar to that of the Pregnant Mermaid. However, few sailors come to the maiden. It tends instead to be the hangout of fishmongers and peddlers from Fishmongers Square. It is a front operation for the Xvimist Zhentarim, who maintain a shrine to Xvim in the cellar of the tavern. The tavernkeeper Rihgarth heads the Zhentarim operations, which consist mainly of spying (including the theft of documents gained sometimes in break-ins). Among the Zhentarim, the Maiden is a recognized safe house. There are six rooms above the Maiden, but Rihgarth refuses to let the three that usually are empty, claiming that it's too expensive and time consuming to maintain them. In truth, these rooms always are held open for traveling Zhentarim agents. Rihgarth and the two other Zhentarim, Xereb and Karnos, live in the three other rooms. Rihgarth offers Sea Virgin Brew at two copper bites a pint/half liter, three bites for a quart/liter tankard, as well as several lower grade whiskies that run between 2 and 8 silver shiners per shot/0.1 liter. The Mermaid serves boards with brown bread and cold fish, cold smoked fish or fish paste, running from 6 copper bites to two silver shiners and fried cod with brown bread at 3 silver shiners.

10 – Great Imphras Fountain. From under a layer of seagull droppings, the stone eyes of Imphras I look seaward, with five spouts of water arising around his feet in the warm season.

11 – Naval Watch. The new, small naval harbor of Sarshel that is home port to two cutters used mainly to chase smugglers.

12 – House of the Mourning Dolphins. Temple to Ilmater. Revered brother Lethar; Brother Nennwin (human male, AL:LG, cleric lvl 8 Painbearer of Ilmater, Sister Malonyl (human female, AL:LG, cleric lvl 5, Painbearer of Ilmater, Sister Kalinbryl, human femal, AL:LG, cleric lvl 2 Painbearer of Ilmater, Sister Ruhdar, human female, F&A monk of Ilmater, lvl 4).

13 – The Sweeping Wave. Temple to Umberlee. Wavelady Mirjara (human female, AL:CE, cleric lvl 3, priestess of Umberlee lvl 3).

14 – Government Complex. This newly constructed facility houses Sarshel's city administration and government, the new naval base and barracks, the local court and a temple to Tyr within the court manned by Holy Justice Tathbrar. There are dungeons beneath the complex, but only prisoners who serve sentences of a year or less or who have been sentenced to death are held there. Death sentences are executed upon a gallows in the underground dungeon. Prisoners serving longer sentences are transported to the fortified prison in Ilmwatch.

15 – Bloodwave. Temple to Tempus. Battleguard Hebrinar is the sole priest.

16 – Dolphin Grotto. Temple to Istishia. Waterwalker Runduli Damhan is the priestess.

17 – Sarshel Graveyard.

18 – The Threshold. Temple to Kelemvor. Doomguide Narbharin (human female, AL:LN, cleric lvl 3, priestess of Kelemvor).

19 – Gold Coast Breads & Grains. This is a large grain and oil mill that also houses a regional bakery which supplies local taverns and inns as well as some shops with bread and other baked goods. Gold Coast has however only a limited number of private customers in Sarshel, because most residents of the Old Town and Upper Sarshel prefer to buy fresh bread sold in small family bakeries.

20 – Earthfast Timber Woodworks. The Earthfast Timber sawmill is used for cutting wood for finished products rather than sawing raw timber. The plant produces furniture, utility wood products and construction lumber.

21 – House of the Turning Wheel. Temple to Gond. The Gondsmen and Seeker of the 9th Order Bendan is assisted by Seeker of the 11th Order Xristonapol (short name)(gnome male, AL:CN, cleric lvl 6, Gondsman) and Seeker After Small Things Guthring (human male, AL:LN, cleric lvl 3, Gondsman).

22 – Garrison of the Heralds of Imphras II.

23 – Waterfront Ironworks. Large blacksmith's shop with small foundry.

24 – Sea Virgin Brewery. This regional brewery is owned by the Southeastern Fruits and Spirits Cooperative. Sea Virgin is sold in most small taverns in Sarshel and is the only non-house beer available in the surrounding area.

25 – Merman's Spirits. The distillery also is owned by Southeastern Fruits and Spirits. It distills a variety of fruit schnapps varieties, mainly for export out of Sarshel. The local schnapps, which bring a good price in Hlammach, Lyrabar and elsewhere on the Inner Sea, never has been a popular drink in Sarshel. It is served in Sarshel mainly in inns and taverns frequented by travelers.

26 – House of the Harvested Profits. The former temple to Waukeen was purchased by the church of Tymora, which decided to retain the old name. Within, however, it has been turned into a temple to Lady Luck, complete with gambling tables. Wilmimbrl (human female, AL:CG, cleric lvl 3, Luckbringer of Tymora).

27 – Aghnan's Steeds. Aghnan (human Tuigan male, AL:N, War 9) was a 13-year-old Tuigan warrior captured near the Yellow Rose Mill in Denderdale of the Great Dale during a small Tuigan raid in the Year of the Turret (1360 DR). The captured teenager drew the sympathy of Erik Gingolfssen, a horse breeder in Denderdale, who spoke with the youth and learned of his love of horses. Gingolfssen vouched for the youth and kept him on his horse ranch, a gesture that was not without problems, for Aghnan was difficult to civilize. In a raid by Gallist Hunters of Herne in the Year of the Gauntlet (1369 DR), Gingolfssen's stables were burned and most of his horses died. Tired of the constant dangers of life in the Great Dale, Gingolfssen took the gold talers he had saved and together with Aghnan moved westward into Impiltur, where he bought an abandoned merchant sailors' barracks at a low price and converted it into stables. He and Aghnan had lived in rooms above the stables. Gingolfssen fell to his death while making his own roof repairs in the Year of the Tankard (1370 DR), and Aghnan, his sole heir, took over the stables. Aghnan offers a good selection of draught horses, warhorses and riding horses, all extremely well cared for.

28 – Silkie of Sarshel Bay. This large tavern is a favorite stopping place for adventurers, bards, mercenaries and caravan guards passing through Sarshel. The tavernkeeper Narthurn (human male, AL:LG Com 2) also has four single rooms available above the tavern (4 silver shiner per night). The Silkie has a large open guest room with double fireplaces, large wooden tables, candled chandeliers and several pretty waitresses, most of whom are willing to provide additional services after closing hours. Narthurn offers Sea Virgin Brew at 3 copper bites a pint/half liter, 5 bites for a quart/liter tankard, Easting Reach wines at 5 silver shiners to 2 gold talers per chalice (8 oz./0.25 liter), local schnapps at 5 to 9 silver shiners a shot/0.1 liter and several middle to top grade whiskies that run between 7 silver shiners and 4 gold talers per shot/0.1 liter. The Silkie also has a limited offer of food, including boards of brown bread and cold fish, cold smoked fish or fish paste, running from 8 copper bites to 3 silver shiners, fried cod and potatoes at 6 silver shiners and a wine-cooked seafood plate for one gold taler.

29 & 30 – Grain Elevators. Both belong to Southeastern Fruits and Spirits, along with the warehouses around them.

31 – Harbor Lights Inn. The inn has 12 single rooms at 7 silver shiners a night and 6 doubles at 5 shiners and 5 copper bites per person per night. The house has been in the ownership of the family Tulumbrar for several generations. The current owner is Rannulyr (hm AL: NG lvl 0). The Harbor Lights is a friendly house that tends to draw guests among travelers who are below the wealthier classes as well merchants of moderate wealth and adventurers who are seeking a peaceful rest. When locals from Old Town or some of the better-to-do residents of Upper Sarshel go out to eat, they usually choose the Harbor Lights as well. It also the favorite haunt of the Heralds of Imphras II, which is a guarantee that anyone who disturbs the peace in the Harbor Lights will be treated to free guest accommodations in the local dungeon. The Tulumbrar family has recovered only slowly from its losses in the years after the bloodstone crash. As a result, the Harbor Lights is slightly rundown, in need of certain repairs. But it is comfortable, and the food is excellent. The Tulumbrars brew their own beer, both a dark, bottom fermented ale (5 copper bites per pint/half-liter tankard) and a strong bottom fermented lager with a strong golden orange color (4 copper bites per pint/half-liter tankard). The house beer and ale are not sold off premises. The house also offers high quality whisky from Eastreeds on Traders Bay (9 silver shiners per shot/0.1 liter) and various wines from the Uthmere area (6 silver shiners to 2 gold talers per glass at 8 oz./0.25 liter). The Harbor Lights offers a wide menu of seafood specialties including not only fish but also eel, lobster, grab, shrimp and prawns. From Eleint through Ches, specialties from lamb also are on the menu but are not always available (about 75% of the time). Seafood platters run from 3 silver shiners to 1 gold taler and 2 shiners. Lamb entrees run from 1 to 2 gold talers.

32 – Night Watch Tavern. This watering hole opens evenings at 19 bells, the time when people begin finishing their meals and are out looking for entertainment. The Night Watch offers only drinks, along with the salted bread sticks that are served along with them at no extra charge. The salt sticks pay for themselves, because they stimulate thirst.

Seating in the Night Watch is arranged in comfortable wooden booths with wooden benches to either side, illuminated by oil lanterns that hang on the walls above the table and burn whale oil. This is a place above all for social pleasure and budding young lovers with a few gold talers in their pockets, but it also is used by smaller merchants to close minor league deals, and travelers from all walks of life consider the Night Watch to be Sarshel's best night spot.

The Night Watch also is where some of the Heralds of Imphras II head after they finish dining at the Harbor Lights Inn. The owner of the Night Watch, enchantress and Harper agent Nanda Tulsance, a native of Berdusk who has spent a considerable amount of time in Twilight Hall, is one of the few resident Harper agents in civilized Impiltur, although few in the kingdom are aware of this. Nanda is involved in no Harper plots at present.

Her job is to shelter the occasional Harpers who pass through Sarshel and give them information, as well as to give news to and receive news from Harper agents who come to Sarshel once each quarter year for that specific purpose. The Night Watch is equipped with magical scrying and listening devices that Nanda uses when she suspects Zhentarim, members of the Iron Throne or other evil elements of using her house to conduct business.

The Water Rats thieves guild does not know what the Night Watch is all about, but Lithwindl has detected magic there and feels that his own security may be threatened by the house. He refuses to enter it, and he and Brevas Hurn have placed it off limits to all guild members until they can get down to what is behind the threatening magic.

Rongyar of the Orcus shrine has had similar reactions and will not enter the Night Watch for that reason. The Zhentarim and the Iron Throne do not appear to be aware of this magic however, and have at time provided information over both organizations that appears to be useful. The Harpers have funneled little specific information to the royal government at present, but some operatives of the Zhentarim upon whom Nanda spied in the Night Watch no longer are alive.

At times, Nanda does pass on information to some members of the Heralds of Imphras II, explaining only that it was overhead. This hasn't led to any action being taken against Zhentarim yet, but a few of Nanda's tips have resulted in Sembian agents of the Iron Throne taking up long-term residence in the dungeon of Ilmwatch.

Nanda's house beers are served in tin tankards that hold a pint/half liter. The light colored *Lady's Tankard,* strong in bitter hops, and *The Farmer's White,* the unusual bottom fermented beer brewed with wheat malt instead of barley malt, cost 4 copper bites per quart/liter tankard. In the cold months, Nanda also serves a strong, sweet, dark, malt-rich double bock beer that she calls *Nandeator* at 5 copper bites. She has a selection of the best wines from Uthmere at 1 to 4 gold talers per quart/liter bottle (only full bottles are sold), Eastreeds whisky at 1 gold taler per shot/0.1 liter and the full selection of local fruit schnapps at 5 shiners per shot/0.1 liter. Nanda's house has another secret:

The Heralds of Imphras II who go there always have their drinks put on their personal tabs, which are allegedly paid at month's end. In truth, Nanda has invited the Heralds to drink in her house at anytime they wish, as non-paying guests. Their regular presence gives her an extra measure of security she wishes to have, and her prices are high enough to make this affordable.

The Night Watch Tavern was a small inn until Nanda bought it. There still are six single guest rooms above the tavern, but they're not generally offered. Nanda reserves them for preferred customers and quietly visiting Harpers. Your PCs should stand no chance of rooming at the Night Watch, unless of course one or more of them is a Harper and have been informed by the Harpers that Nanda is a contact.

33 – Shrine to Chauntea (unattended).

34 – Shrine to Mystra (unattended but cared for by Nanda Tulsance of the Night Watch Tavern.

35 – Shrine to Lathander. This is by far Sarshel's largest open shrine, virtually a small temple, tended by the retired owner of the Harbor Sentry Inn, Rilinbryr. He and other somewhat wealthy natives of the Old Town began praying to the Morninglord in Sarshel's dark days after the bloodstone crash. They also erected the shrine and continually tended it. This growing group of worshippers credits Lathander with sending Sarshel the new dawn that arose with the arrival of Sarshel Sails. Their petition now has been answered by the House of the Eastern Sky in Lyrabar. A delegation will leave Lyrabar by coach in Tarsakh in the Year of Wild Magic (1372 DR) and travel to Sarshel, to consecrate the shrine as a full temple. It will be known as the *House of the Red Waves,* a reference to the reflection of the rising sun upon the waves of Sarshel Bay. The delegation from Lyrabar will bring with it a Dawnlord, a 3rd level priestess of Lathander, who will remain in Sarshel to serve the new temple.

36 – Harbor Sentry Inn. The Harbor Sentry is Sarshel's most luxurious and expensive inn. Originally built by the wizardess Queen Ilmara as a royal Summer Palace, it was sold later by King Lashilmbrar to the noble Sarsheli family Launrinbrar and remained in its possession and in operation – even through Impiltur's dark days – until the Year of the Tankard (1370 DR), when the last heirless scion of the Launrinbrars, Rilinbryr (see also the entry on the Shrine to Lathander, Map No. 35), retired and sold the inn to Silimbrar, non-inheriting son of the noble family Nauburnyr from Dilpur.

The Nauburnyrs long had run the famed Impilturian Anchor Inn in Dilpur. Silimbrar's older brother was to inherit the Impilturian Anchor, and Silimbrar was sent westward to Waterdeep for an education, which he received, along with additional ideas obtained from sons of Sembian merchants whose fathers were deeply involved with the Iron Throne. Silimbrar too became infected with the germ of greed that inspires the Iron Throne and became one of its secret although relatively unimportant members.

The idea was for Silimbrar to take over the Harbor Sentry, using money from his father, and to turn it into a combination safe house, secret headquarters for and listening post of the Iron Throne in Sarshel. Much of that indeed has gone together as planned. The Harbor Sentry once more is the preferred inn for important people and wealthy merchants visiting Sarshel, and traffic is increasing. As a business, the inn is prospering.

Only one element of the strategy is not functioning as Silimbrar and the Iron Throne had hoped. It is difficult to use the inn's dining hall as a listening post, because the majority of the guests have left it by 20 or 21 bells, seeking a night spot that's more fun and usually heading to the Night Watch in the Waterfront District.

Silimbrar's dining hall serves excellent food and drink, and the guests there treasure the Harbor Sentry as a hostelry, but the dining hall is an old, conservative castle hall that offers little stimulation for a enjoyable social evening.

Once the food and drinks have been cleared from the tables, Silimbrar's guests head downhill, to do the talking the Iron Throne wants to listen in on in the Night Watch. That poses some serious problems. The Night Watch tends to be a bit loud, so it's difficult to listen in on other folks without making it obvious that one is doing so.

The Throne is not interested enough in what's said in Sarshel to pay the high, ongoing costs of slipping scrying devices into the Night Watch, scrying devices which no doubt would soon be discovered and then go into new owners' hands, requiring regular replacement. So, Silimbrar and the Throne have concluded that something needs to be done about the Night Watch.

Of course, none of these intrigues are visible to guests' eyes. Those who do spend a night in the luxurious chambers of the Harbor Sentry pay anywhere from 7 to 15 gold talers for one of the 20 single rooms and 5 to 12 gold talers pro person for one of the 8 double rooms. These guests are not aware that they're renting rooms remodeled to add passages in the walls that allow employees loyal to the Iron Throne to listen in on conversations within the rooms.

The Harbor Sentry always has a wide variety of seafood dishes including exotic fare at prices ranging from 1 to 20 gold talers and local lamb dishes at 3 to 22 gold talers. Dishes with beef, veal, boar or fowl also are available often, at prices ranging from 4 to 30 gold talers. Silimbrar's house beer is served in tin tankards that hold a pint/half liter. The light colored *Landbrau,* strong in bitter hops costs 3 copper bites. *Sarshel White,* an unusual bottom fermented beer brewed with wheat malt instead of barley malt, costs 4 copper bites.

In the cold months, Silimbrar also serves a strong, sweet, dark, malt-rich double bock beer called *Silimbrator* at 5 bites. He has a selection of the best wines from Uthmere at 2 to 6 gold talers per quart/liter bottle and premium imported wine from Ithmong at 8 to 100 gold talers per bottle (only full bottles are sold), Eastreeds whisky at 2 gold talers per shot/0.1 liter and the full selection of local fruit schnapps at 1 gold taler per shot/0.1 liter.

37 – Salt Breeze Inn. Damiana Darb (human female, AL:NG, Com 2), a refugee hotelier from Tsurlagol in the Vast, built the Salt Breeze in the Year of the Sword (1365 DR). The Salt Breeze is more a pension than an inn. Damiana accepts short term guests only when necessary. Her business focuses on serving merchants, other business people and even summer vacationers who come to Sarshel for a tenday or more and make the Salt Breeze into a temporary home. Paying guests also receive their breakfast and midday meals as part of their lodging costs. The dining hall is open to the public only at night, as is the walled beer garden in warm weather. The Salt Breeze also has a large meeting hall that is used by locals for weddings and other events and also is hired out to different merchants and other business groups as well as farmers cooperatives for regional meetings. In the evening, about half of the guests usually are locals who enjoy the Salt Breeze's simplicity. Single rooms run 7 gold talers for a tenday. Doubles are 6 gold talers per person for a tenday. The Salt Breeze also has three family apartments that cost 4 gold talers per person for a tenday. Vacationers often pick the Salt Breeze because it has its own spaces in Sarshel Harbor for guest boats, and it also has one boat of its own that guests can rent on a daily basis. Damiana offers her guests a decent but non-luxurious menu. House beer costs 3 copper bites for a quart/liter flagon. Good quality Uthmere wines go for 4 to 8 silver shiners per chalice (8 oz./0.25 liter). Decent quality Eastreeds whisky funs 5 silver shiners per shot/0.1 liter, and local fruit schnapps are 4 silver shiners per shot/0.1 liter. At night, a good variety of seafood specialties are offered at prices ranging from a single silver shiner to a gold taler.

Sailing Season

Sarshel usually is open for sailing from the second ride of Ches to late Uktar

Sarshel Bay
Sarshel
(Center)
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37

Sarshel

Filur

Village, Conventional. AL:LG. 800 gp limit. Assets: 240,000 gp*. Population: 600, in summer 700, mostly human, + 500 human soldiers in garrison. Authority figure: War Captain Sambrar, human male, AL:LG, paladin of Ilmater, Lord of Imphras II. Others: Sensate Mindy Tulance, human female, AL:CG lvl 9, priestess of Sharess; Heartwarder Kent Uthvin, human male, AL:CG, cleric lvl 7, priest of Sune; Fidin mac Greagh, dwarf male, AL:LG, fighter lvl 6, Exp 9, Blacksmith; Keethis, human male, AL:NG; Exp 4, blacksmith; Mother Nerita, human female, AL:NG, F&A Monk of Chauntea, lvl 4; Painbearer Lunyla, human female, AL:LG, cleric lvl 4, priestess of Ilmater; Holy Champion Miranda Stun, human female, AL:LG, cleric lvl 4, priestess of Torm; Beaudra Tunbryl, human female, AL:NE, rogue lvl 6, tavernkeeper at Green Tree and agent of Mask's House of the Master's Shadow in Telflamm; Tarbus Dalhindel, human male, AL:CE, War 3, maintains secret shrine to Talos. Taxation: Benevolent.
*Adjusted to include military base.

This small crossroads town once was the capital of the Kingdom of Impiltur. After winning the Crown of Narfell for his monarchy, King Imphras I erected a small tower in Filur and moved there in the Year of the Gleaming Crown (1097 DR), where the young kingdom's throne stood. But Imphras' grandson, Imphras II, moved the throne to Lyrabar later in his reign. Imphras' Tower still stands, serving as the seat of local government and the official seat of War Captain Sambrar, whose duty finds him mainly among the Earthfast dwarves or with the green elves of the Grey Forest.

Game Master's Note: The castle in Filur is pictured on the back cover of this accessory.

Filur is an inland village of about 500 permanent residents and up to 200 travelers at any given time. It is a crossroad town in the truest sense, with a real frontier flavor. Filur supports a local base of farmers, although temperatures are colder and soils poorer this near to the Earthfasts than neighboring areas, but most of the income generated in Filur comes from serving those who pass through it.

Along all four roads leading into Filur are large corrals where draught and riding horses are bred and tended. Any caravan master who comes to Filur from Ilmwatch or Lyrabar knows he can save two days time if he changes horses in Filur rather than waiting for his steeds to rest. Travelers on the Laviguer Road going to destinations on the coast other than Sarshel, Dilpur or Keelbest face the same problem. Horses coming from the Fortress of Mal and Ilmwatch cannot reach Hlammach or Lyrabar without resting horses or changing them.

Filur not only is a place to change horses. The village also has two smiths and a wainwright who can make all repairs a caravan or traveler may need, including replacement wagons of several sorts, and there are shops where riders or caravans can buy almost any equipment or provisions for the further journey. A small temple to Ilmater is on the road to the castle, shrines to Helm and Tempus are on the castle grounds, and there is a temple to Chauntea in the fields on the town's edge. There also are secret, forbidden shrines to Talos and Talona.

Despite its modest size, Filur has three inns and four taverns on the main roads. But the main attraction in Filur is the *Crooked Cross,* the name given to the point where the four roads meet. Four buildings stand at the intersection: The temple to Tymora- a gambling casino - and temples to Torm, Sune and Sharess. The latter, the *Happy Encounter Festhall*, is the biggest festhall in all of Impiltur.

Already in the days when the ancient empire of Narfell had modern Impiltur firm in its grip, Filur was something of a rebellious outpost for immigrant descendants of the ancient Turami, and ever since that time, it's a town that has continued to go its own, independent way.

The powers of ancient Narfell could have crushed tiny Filur, of course, but instead, they choose to ignore it. Filur lived within its own rural confines, made no trouble for the Narfelli conquerors and produced a better quality of wares than more subservient Impilturians in the coastal cities, so the Narfelli simply let Filur feel independent within its own unwalled boundaries and took advantage of the fact that Filur had no customers outside of its boundaries other than Narfell.

Such has been Filur's way throughout its history. During the years after Narfell's fall, when the half-breed Turmrar walled themselves into the four cities of the Golden Coast and the sons of the Turami controlled the countryside, Filur served as their unofficial capital, and when Lyrabar became the capital of Impiltur's first kingdom, Filur continued to be the place where most kings and queens held their summer court.

Imphras I, Imbrar and Ilmara all clung to their belief that the best decisions could be made for the weal of the kingdom if the monarch remained isolated from the intrigues and machinations within the cities and learned of the thoughts and doings of his folk through his paladins. The great diviner Tashilaun, who had served Ilmara as her sage and continued to serve Imphras II in that capacity, urged the young king to continue with this practice, although Imphras II had strong misgivings about the future of Impiltur being in the hands of kings who did not see the clockwork of their kingdom daily on a firsthand basis.

Imphras II did not share Tashilaun's views. During his long reign, he gradually divided the branches of the royal government, moving his ministry of finance to Hlammach, the ministry of agriculture to Dilpur and in the end, in the Year of the Trembling Tree (1223 DR), the capital itself from Filur to Lyrabar.

Today, the small castle from which Imphras I ruled Impiltur is the seat of the regional government of War Captain Sambrar, one of the 12 Lords of Imphras II. Sambrar spends much time away from Filur on military business, and the town more often as not is ruled by the administrative officers of the Sword of Impiltur who serve Sambrar. While Sambrar is responsible for defending the Filur area, its internal locale puts the town on the kingdom's tertiary level of defense.

The main mission of the military base inside Filur's castle complex is the training of the 500 elite soldiers of the Sword of Impiltur for commando duty in the crown's aid to the embattled dwarves of Earthfast City and also more recently to help the green elves of the Grey Forest battle the drow who are coming up into the wood from the Underdark, aided by large numbers of elven, human and dwarven undead.

Neither the forest elves nor the Sword of Impiltur has learned the true nature of these attacks yet, but the invaders are coming through the Underdark from the Acropolis of Thanatos, the huge underground complex devoted to the draw demipower of the undead Kiaransalee beneath the Galena Mountains and Plain of Vaasa. (See the WotC accessory *Demihuman Deities* by Eric L. Boyd for more details. This accessory is available as a pay download from http://www.rpgnow.com.) The drow appear to be determined to exterminate the green elves and to set up a surface outpost deep within the dark wood.

Many a town would have been devastated by the withdrawal of the national government and its status as capital, but Filur never was comfortable with being the focal point of all of Impiltur, and Imphras II cushioned the withdrawal by carrying it out piecemeal over many decades, minimizing its economic impact. Few in modern Filur yearn for the days when it was Impiltur's seat of government. When Lyrabar was designated by Imphras II as the new capital, most folk in Filur felt that they could return to normal life again.

Originally, Filur was the name of the wide farming plain that covers the area, reaching all the way to the thin forests at the foot of the Earthfast Mountains. But the inland town of Filur grew quickly around the kingdom's main crossroads, which is more or less in the center of the farming plain. As a result, the village has two faces, one that serves the hardy and independent settlers who farm the area, and another that caters to the heavy trade that passes through, but only after spending a night in the town.

The neighboring farmers whom Filur supports are by no means rich agricultural barons. Temperatures are colder, soils are poorer and the hours of afternoon sunshine are a bit shorter in the shadow of the Earthfasts than in neighboring areas. The main crop in the Filur area is grain, producing substantially less money than the fruit orchards of Sarshel to the East or the rich, sunny farm soil of Dilpur to the South. But the waving grain fields of Filur do provide local farmers with income enough to live comfortably. However, most of the money earned in Filur comes from those who pass through after spending a night there.

Virtually anyone who travels over a longer distance within Impiltur passes through Filur and spends the night there. Large corrals where draught and riding horses are bred and tended line the roads outside of the town, coming virtually to the crossroads itself.

The briskest business at the corrals involves the trading of horses, at a price, of course. Caravan masters know they can save two days time if they exchange horses in Filur rather than waiting two days for their steeds to rest. Simple travelers going to destinations on the coast other than Sarshel, Dilpur or Keelbest face the same problem.

Filur offers not only horses but also anything else a traveler or caravan may need. The village has two smiths and a wainwright who can make all repairs a caravan or traveler may find necessary, including replacement wagons of several sorts, and there are shops where riders or caravans can buy almost any equipment or provisions for the further journey.

Food, lodging, entertainment and even a chance to worship also are available. There are three inns, four taverns and the *Happy Encounter,* Impiltur's biggest festhall. In addition to the temples at the *Crooked Cross,* as the crossroads is called, there also a temples to Ilmater and Chauntea and shrines to Tempus and Helm within the castle grounds, which are open to the public.

An aged, retired priestess of Talona lives in a shack at the edge of town and has a secret shrine to her goddess in the cellar. There are no other true worshippers of Talona in Filur, but some of the more superstitious or hypochondriac residents do bring the aged priestess food and small donations of money in hopes of fending off disease.

Tarbus Dalhindel, owner of the building in which the Drover's Rest tavern is located, is an avid follower of the church of Talos. Dalhindel lives in the house which is in the western wing of the building and maintains a shrine to the Destroyer in the cellar beneath the house, which has been bricked off from the tavern cellar. The tavernkeeper, who rents from Dalhindel, knows nothing of his landlord's religious activities. But older farmers who were threatened by Dalhindel in the days when he personally ran the Drover's Rest, still bring offerings to the shrine to appease Talos and fend off damagesng storms.

Adventure Hooks: If they don't have enough money to pay for a change of mounts or if they're attached to the horses they have, your PCs will spend more than one night in Filur, like many other travelers. Chances are they won't find much adventure action in Filur, but it's one of the best places in Impiltur to gather news, including the kind they weren't meant to over hear.

If the PCs manage to discover the shrines of Talona or Talos, they could receive a reward of 100 gold talers from the Heralds of Imphras II, but such a discovery will make no great waves, because the shrines are not attended by priests or priestesses. Some of the connections to the Iron Throne in Filur also might come to light, but they too are of lesser significance.

It is possible that the PCs will hear of ancient Narfelli ruins in the Earthfasts just beneath the source of Toho Creek. Wizards who serve the crown first discovered the sunken ruins in the Year of Chains (1321 DR), during the reign of King Rilimbrar. A few of the royal wizards did enter the ruins and return with items of power and also a few badly damaged journals that made clear that the ruins once were a small Narfelli outpost defended by strong magicks.

Scientists from Lyrabar who examined part of the site believe that it once stood atop one of the lower peaks on the edge of the Earthfasts, and that an intense attack of Raumathari magic caused the very rock of the mountain to split open, swallowing the outpost along with its inhabitants.

After suffering many casualties to the unpredictable and often incomprehensible magic of the ruin, wizards serving the crown abandoned their efforts to do further research in the Year of the Weeping Moon (1339 DR), as a result of the newly-crowned Queen Sambryl's insistence that some things are best left alone.

The ruins were not closed to adventurers, but the opening was and still is closely guarded by the Sword of Impiltur. The soldiers warn adventurers who intend to enter the ruins that few returns, and that they crown has the right to buy any magical items retrieved in the ruins.

Locals will tell that most of the adventurers who entered the fissures that led to the sunken ruins died there after setting off deadly magicks that were beyond their understanding. Until some 30 years ago, adventurers attempted with regularity to loot the ruins, but few venture there these days. In the Year of the Gate (1341 DR), a band of six high-powered adventurers from the Moonsea area entered the ruins and somehow set off a tremendous explosion that all but sealed the entrance to the ruins. All that remains is a small, treacherous winding tunnel, averaging some two feet/60 cm in diameter.

No one in Impiltur knows what occurred in the ruins that day, but it is known that neither the party of six nor any other adventurers who have since gone into the ruins have returned. The real situation in the ruins is more complicated. The Narfelli treasure now has a guardian of absolute evil and of incredible power.

The wizards of Narfell were the first to discover this evil – one of Faerûn's legendary pools – and they sealed it off, placing the magic-defended tower atop the site to prevent its being reopened. The Raumathari magic that destroyed the outpost did not succeed in destroying all the protective surfaces of rock that the Narfelli magic had created, but the sealing interface had become thin.

When the Moonsea party entered the ruins, it did indeed set off a forceful explosion, one that not only nearly closed the entryway to the ruins but also blasted open the last walls sealing off the evil pool. This pool is inhabited by an ancient power named Galdraxus, a kin of Tyranthraxus, the possessing spirit of the old SSI computer game *Pools of Radiance* (1988), but it is more like the spirit occupying the *Pool of Twilight* in the WotC novel of that name by James M. Ward and Anne K. Brown.

The pool is the evil power's domain, and it is not seeking to leave the pool. Rather, it wants to control Faerûn and all of its inhabitants from within the pool. To do that, the evil power needs victims of magical or physical power themselves, who share its lawful evil alignment. It will then take complete mental, possession of these victims und use them as its agents in the surface world. None of the adventurers who have entered the ruins since the reopening of the pool have filled its needs to date, and all have been brutally killed by the Galdraxus.

If you wish to use this hook, we suggest you modify the description of Tyranthraxus in the WotC accessory *Villains Lorebook* by Dale Donovan (TSR - 1998, free WotC download). Other helpful aids are the novel *Pool of Twilight* (1993) and the WotC modules FRC1 *Ruins of Adventure* and FRC2 *Curse of the Azure Bonds* (both TSR - 1989, available as pay downloads from http://www.rpgnow.com).

Map of Filur

1 – Great Imphras Castle. The castle complex today serves as a training ground and barracks for the special expeditionary soldiers and wizards of the Sword and Wand of Impiltur who fight together on the side of the dwarves of Earthfast City and the green elves of the Grey Forest. War Captain Sambrar, one of the 12 Lords of Imphras II, leads his regional government from the castle, and the regional office of the ministry of agriculture that works with local farmers and controls logging in the foothills of the Earthfasts is in the castle complex. There are five monks of Chauntea, levels 2-6, working in the ministry's office. There also are shrines to Helm and Tempus inside the walls. The castle complex is guarded but it is open to the public.

2 – Toho Gold Tavern. A retired prospector named Ilinar (human male, AL:N, Com 1, Rogue 2) owns and runs the tavern. There are rumors that Ilinar still has much of the gold he panned and that he supposedly has cached it in the tavern's cellar somewhere, protected by strong magical wards he bought. The house beer, actually a light, bottom fermented ale, costs 3 copper bites for a quart/liter tankard. Fruit schnapps from Sarshel costs 5 silver shiners per shot/0.1 liter, and medium grade swamp whisky from Eastreeds costs 8 shiners per shot/0.1 liter. No food is sold.

3 – Toho Creek Grains – Elevator and Bakery. This is the only grain elevator in the Filur area, owned and operated by a farmers cooperative. Unmilled what, barley and oats are stored here, along with milled flour. The bakery makes bread for the entire region, using flour from the cooperative's nill (No. 5).

4 – Keethis, Blacksmith. Keethis runs a smithy that's been in family ownership for generations.

5 – Toho Creek Grains – Flour and Oil Mill. Also owned by the cooperative, the mill stamps seeds for vegetable oil as well as grinding flour.

6 – Mill Pond.

7 – Horn of Plenty Inn. The most inexpensive and popular of Filur's three inns. The Innkeeper is Methelraun (human male, AL:LG, Exp 5), a native of Dilpur. Like the Diamond of Narfell, it is an old, traditional inn that has a steady clientele. The 24 single rooms cost 6 silver shiners per night. The 16 doubles cost 5 shiners per person per night. Dining fare is simple and varied from day to day but always good, with prices ranging from 4 shiners to 1 gold taler. The house beers, a straightforward bottom fermented lager, costs 3 copper bites per quart/liter tankard. Uthmere wines range from 1 to 3 talers per quart/liter bottle. Fruit schnapps varieties from Sarshel cost 7 shiners per shot/0.1 liter. Good Eastreeds swamp whisky runs 9 shiners per shot/0.1 liter.

8 – Temple to Chauntea. Tended by Mother Nerita, a monk of Chauntea.

9 – Bartas Hunbrith's Corrals. Owner Bartas (human male. AL:NE, Exp 2). Sales: Prices at PHB. Exchanges at 10-30% of PHB, dependent upon condition of horse. Bartas will drive his own prices up, if he thinks the owners know little about horses. He also will tell lies claiming the PCs' horses are injured, if he thinks they won't know better.

10 – Herald's Well Tavern. Tavernkeeper Walthard Bleddeth (human male, AL:CG, Exp 1). The house beer, actually a golden nearly orange bottom fermented lager, costs 3 copper bites for a quart/liter tankard. Fruit schnapps from Sarshel costs 6 silver shiners per shot/0.1 liter, and swamp whisky from Eastreeds costs 8 shiners to 1 gold taler per shot/0.1 liter. The only food available are wooden platters with cold cuts, cheese and bread at 3 silver shiners.

11 – The Goldmine. Temple to Tymora with gambling casino. Luckbringer Rendaryl (human female, AL:CG, cleric lvl 4, priestess of Tymora), is the only clergy. And Toho Gold Lager is the only drink at 3 copper bites for a quart/liter tankard.

12 – Steadfast Hall. Temple to Torm. Holy Champion Miranda Stun is the priestess. Members of the church also include three paladins of Torm serving with the Sword of Impiltur in Filur.

13 – House of Fortitude. Temple to Ilmater. The only priestess is Painbearer Lunyla.

14 – Toho Gold Brewery. The small but traditional brewery offers only one beer, a good, rural bottom fermented lager.

15 – Green Tree Tavern. Tavernkeeper Beaudra Tunbryl (hf AL: NE rogue lvl 6) is a worshipper of Mask who was sent by the hidden branch of the church in Lyrabar to start a small thieves guild in Filur and to eventually establish a shrine to Mask hidden in the tavern's cellar. Her guild, which she calls *The King's Cut*, includes Beaudra at present and four other low lvl (1-3) thieves. Even before Beaudra bought the Green Tree, it was viewed as a place where dubious characters hang out, although the Heralds of Imphras II find little to do on the premises. Beaudra sells salted bread sticks from the Toho Creek Grains Bakery at a copper bite for 2 sticks, Toho Gold Lager at 3 copper bites per quart/liter tankard and middle quality Eastreeds whisky at 7 silver shiners per shot/0.1 liter.

16 – Paladin's Steed Tavern. Tavernkeep Hamus Dartt (human male, AL:LG, fighter lvl 9), a retired captain of the Sword of Impiltur, runs the Steed almost like a club for the military. Most of his customers are current and retired members of the Sword of Impiltur or the Heralds of Imphras II. Mercenaries and adventurers who have tried out the Steed usually are dissatisfied, saying the reception is cool if not downright cold. There are tables in the Steed where cards are played regularly. Toho Gold Lager costs 3 copper bites for a quart/liter tankard. Fine Uthmere wines are 1 to 2 gold talers for a quart/liter bottle. Dartt also offers a variety of Eastreeds whiskies of different quality at 8 silver shiner to 3 gold talers per shot/0.1 liter.

17. Citadel of the Heralds of Imphras II.

18 – Drover's Rest Tavern – Shrine to Talos. Tavernkeeper Tareth Xethro (human male AL:NG Com 2), an immigrant from Sevenecho in the Vast, runs Filur's favorite watering hole for caravan crews and the mercenaries who guard them. Locals tend to avoid the place, but not because of anything Xethro does. Their aversion has its roots in the days when the landlord of the tavern building, Tarbus Dalhindel, still ran it, while also pressuring and threatening local farmers to get offerings to the shrine of Talos out of them. In Dalhindel's time, the Drover's Rest ended up losing money, and he was forced to find a renter. Xethro is not aware of Dalhindel's past, his religious affiliation or the fact that he has a shrine to Talos on the same property. Dalhindel's house is in the west wing of the tavern building, although the doorway connecting the two has been bricked up, as has the wall separating the two parts of the cellar. The secret shrine to Talos is in Dalhindel's part of the cellar. And he still does extort offerings to Talos from some of the older and more naïve farmers in the Filur area. Xethro's tavern is a lively place, including dart boards and card tables. His kitchen is small and offers only one varying warm dish daily at 5 silver shiners. A wooden platter with a variety of cold cuts, bread and cheese always is available. The house beer, a dark bottom fermented lager, costs 4 copper bites for a quart/liter tankard. Beer is the only drink that Xethro sells.

19 – Diamond of Narfell Inn. This house is owned by Nester Investments of Hlammach, a front for the Iron Throne, but to date, the throne has not used the inn to run any of its secret operations. It's been used only to earn money. The innkeeper, Durbold Hlumm (human male, AL:N, Com 3) comes from Sembian Yhaunn and is strictly an employee of Nester Investments who is not aware of the Iron Throne involvement. The Diamond is an old, traditional inn that has a steady clientele. The 12 single rooms cost 8 silver shiners per night. The six doubles cost 7 shiners per person per night. Dining fare is a mixed menu of local meats and smoked fish dishes from Sarshel, with prices ranging from 8 silver shiners to 1 gold taler. The house beer, a light bock, bottom fermented, rich in barley malt and low in hops, costs 5 copper bites per quart/liter tankard. Uthmere wines range from 1 taler, 8 shiners to 5 talers per quart/liter bottle. Fine fruit schnapps varieties from Sarshel cost 8 shiners per shot/0.1 liter. Quality Eastreeds swamp whisky run 3 gold talers per shot/0.1 liter.

20 – Happy Encounter Festhall. This is the biggest festhall in all of Impiltur, with *"specialty chambers"* in the cellar, dancing and entertainment on the first floor and private rooms with services of the hosts and hostesses in the three upper stories. The festhall is owned jointly by the temples of Sharess and Sune, and most of the hosts and hostesses are priests, priestesses and followers of the two temples. The services of a host or hostess cost 5 to 100 gold talers a night, dependent upon which services they perform and who the host or hostess is.

21 – Chapel of Ecstasy. Temple to Sharess. Sensate Mindy Tulance is both the high priestess of the temple and the madame of the Happy Encounter. Her real name is Elunna Marliir, and she is a runaway from a noble house of Arabel in Cormyr, who found life there dull to say the least. The temple also has five other priests and priestesses ranging in level from 1 to 6. All double as hosts and hostesses in the Happy Encounter.

22 – Flamehair Parlor. Temple to Sune. Heartwarder Kent Uthvin is the temple's high priest. He has two other priests and two priestesses ranging in level from 1 to 4. All also serve as hosts and hostesses in the Happy Encounter.

23 – Righild the Butcher. Righild Sunthaven (hhuman male, AL:N, Exp 7) is the 12th male of his house to serve as the butcher for all of Filur.

24 – Market Square. In warm weather, the square is bustling with people and filled with stands offering a variety of wares, about half from local farmers. In the cold months, the number of stands dwindles to about a 10th of what it was in the warm season.

25 – Bloodstone House Inn. The most luxurious and most expensive of Filur's three inns. The Innkeeper, a member of former lower nobility in Dilpur, is Nimbryra (human female AL:N, Aris 3), a 60-year-old matron who never married. Her house always is kept in a meticulous state. Like the Diamond of Narfell, it is an old, traditional inn that has a steady clientele. The 18 single rooms cost 1 gold taler and 2 silver shiners per night. The 10 doubles cost 1 taler per person per night. Dining fare is a mixed menu of local meats and smoked fish dishes from Sarshel, with prices ranging from 1 to 5 gold talers.

The house beers, a light bock in summer and a double bock in cold months, both bottom fermented, rich in barley malt and low in hops, cost 7 copper bites per quart/liter tankard. Uthmere wines range from 2 to 10 talers per quart/liter bottle. Fine fruit schnapps varieties from Sarshel cost 1 gold taler per shot/0.1 liter. Quality Eastreeds swamp whisky runs 4 gold talers per shot/0.1 liter.

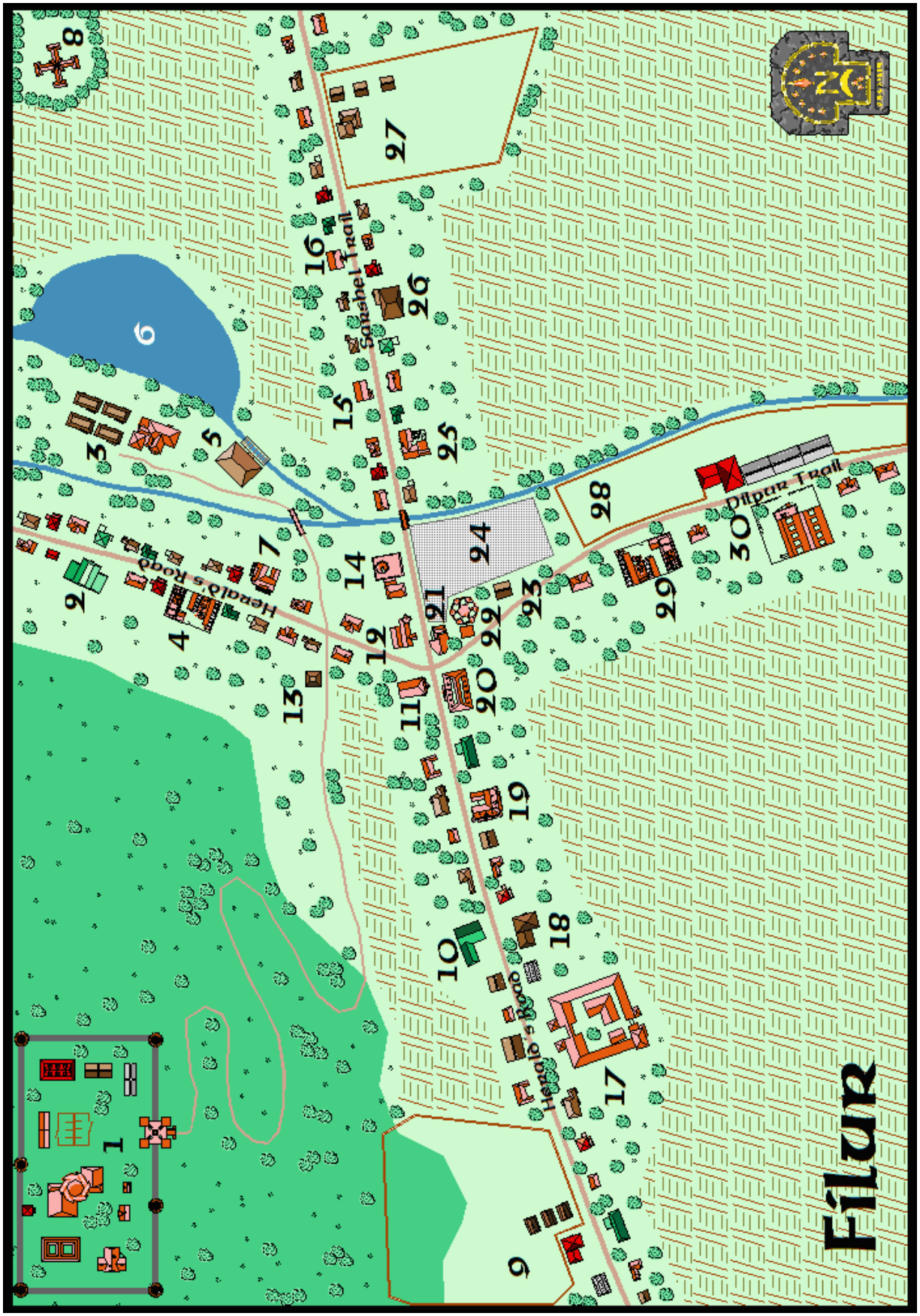
26 – Mendicil's General Store. Hubert Mendicil (human male, AL:NG, Com 1) has almost anything in the PHB at about the same prices.

27 – Kardar's Corrals. Owner Kardar (human male, AL:N, Com 2). Sales: Prices at PHB. Exchanges at 5-25% of PHB, dependent upon condition of horse.

28 – High Plain Livestock Corrals. High plains breeds some of Impiltur's best draft horses but does no other business. Prices are at 15% above PHB, but they are good prices for the quality of the stock being offered.

29. Fidin mac Greagh, Blacksmith. Fidin has a long term feud going with other members of his clan, which led him to leave Earthfast City and come down from the mountains to ply his trade among humans. He hangs out in the Paladin's Steed, having no trouble being accepted there, due to his battle experience against orcs in the mountains.

30. Bodan’s Wheels, Wagons and Sledges. Bodan (human male, AL:NG, Exp 4) is prepared to offer or make whatever the customer wants, regardless of whether he's dealing with a poor farmer or a rich caravan master.


Filur
Sanchel Trail
Heralo's Road
Dilpar Trail
Heralo's Road

Filur

Pick 'n' Axe

Hamlet, Conventional. AL: CG. 500 gp limit. Assets: 3,750 gp. Population: 150, 65% human, 35% dwarven. Authority figure: Heralds of Imphras II, various persons ; Others: Iron Thane Rigghan mac Tirnis, dwarf male, AL:LG, Exp 9; Duarth mac Cargh, dwarf male, AL:LG Exp 9, Hammersmith; Willit Porgg, human male, AL:NG, retired ranger lvl 6, keeper of the Blushing Orc Wench tavern; Luckbringer Karlanda Rubrar, human female, AL:CG, cleric lvl 4 priestess of Tymora; Krimhild, human female, AL:N; Com 1, owner of prospectors' general store; Talumbrar, human male, AL:NG, Com 1, keeper of the Ironlord's Table Inn; Arbul Timm, human male, AL:NG, ranger lvl 3, owner of Orc Wash Livestock. Taxation: Benevolent.

This is another frontier town, but one at the foot of the Earthfast Mountains. It's a walled mining town, with about 150 permanent residents and another 50 to 100 humans and dwarves who are passing through. There are three taverns – mostly rather rough-and-tumble places – and one simple and basic inn.

The village has everything that prospectors need and not much else. One can buy almost any supplies one needs to go prospecting in the mountains, have ores tested, sell what one has mined or arrange to have it shipped down to the coast. In addition, representatives of large trading companies in Hlammach, who exclusively buy all mined materials sold by the dwarves of the Toho Mines and in Earthfast City, also have substantial bureaus here.

The only temple is the *Lucky Strike Casino,* which serves Tymora. There are several small and unattended shrines to many other human and dwarven gods as well.

Human prospectors came to the mountains directly above Pick 'n' Axe before the Earthfast dwarves had investigated the area, and the Ironlord of Earthfast concedes this small area of the mountains to still be within the Kingdom of Impiltur. In principle, the Lords of Imphras II share that point of view, but no Impilturian soldiers patrol beyond Pick 'n' Axe. The human inspectors still find gold and silver in the mountains, where the nearby dwarven Toho Mines take iron ore.

Pick 'n' Axe lies high in the foothills of the Earthfast Mountains, where large stone outcroppings begin to break through the gravelly soils and conifers begin to be more predominant than deciduous trees. The village is high and steep enough that rushing water is heard throughout the year, even in times of deep frost. But there are no young streams in Pick 'n' Axe that grow into major rivers. Most are tiny brooks that flow into the Orc Wash, a small but fast flowing creek that winds to the southwest a few miles/kilometer below Pick 'n' Axe, following the foothills until it flows into the Orcblood River above Hlammach.

In addition to the 150 souls who dwell directly in the village, it's estimated that another 200 or more prospectors, trappers and hunters live in log cabins of the high hills and low mountains that surround the village. But the main economic current in Pick 'n' Axe is the steady flow of heavy, iron-shod wagons that come down into the village from the Toho Mines of the Earthfast Dwarves carrying cargoes of high grade iron ore for the smelters and foundries of Hlammach or shipments of quality swords made by the dwarven smiths.

The Toho Mines are run by run by Iron Thane Rigghan mac Tirnis. The smelters of Toho turn out extremely high quality, rust resistant alloys, all of which go to the clan's master weaponsmiths, who make the finest blades that are used to equip regular armies anywhere in Faerûn. The Toho smiths turn out 50 to 60 such swords monthly as exclusive purveyors of her majesty, Queen Sambryl, and his majesty, Azoun IV of Cormyr (or his successor, if Azoun has died in your campaign). Cormyr's Purple Dragons have been fighting with Impilturian Toho swords since the days of the first kingdom, and the Sword of Impiltur is armed exclusively with Toho Steel.

Because of the heavy Toho production, the activities of the miners of Pick 'n' Axe are overshadowed, but their work is not to be underestimated. It is said that the miners of Pick 'n' Axe are the landlords of Hlammach, and there is more than a grain of truth in this observation. The local prospectors know where the richest veins are and they have staked and registered their claims. They produce enough silver and gold to supply the royal mint with all the precious metal that's needed to mint new coins, and there's still enough left over to satisfy the many jewelers and goldsmiths of Hlammach. Most of the prospectors have their earnings invested in real estate, merchant houses and shipping lines in Hlammach.

Prospectors tend to remain quiet about their new finds, at least until they are staked and registered, and they usually work alone or in small groups of two or three. They lead dangerous lives. Small orc bands and hungry wild animals regularly prowl the mountains near Pick 'n' Axe, and a prospector always must be ready to defend his life.

For this reason, most golddiggers and silver miners retire their picks and axes before they reach their 50th birthdays. They know that only the fittest survive. And the riches they've accumulated if they have survived will let them live the rest of their lives in whatever manner they wish.

Many tiny trails lead upwards from Pick 'n' Axe into the lower Earthfasts, and in the warm months – from Mirtul into Marpenoth – one regularly sees prospectors, hunters and trappers heading off into the slopes, some with a burro in tow and almost all accompanied by their fierce and loyal stone hounds, a local relative of the wolfhound, seeking their fortune or prey. The hunters track deer and boar, keeping the local butcher supplied with meat, while the trappers go primarily after mountain sable to sell the pelts to Fallen Stars Furriers.

In the winter months, when few merchants travel to Pick 'n' Axe, the Ironlord's Table and the taverns cut their prices for rooms. Many of the prospectors in the more remote areas desert their simple lean-tos and shacks to take up rooms for the winter. Those nearer to the village have more substantial log cabins. They tend to stack enough firewood for the winter and lay in sufficient supplies to necessitate only monthly visits to Pick 'n' Axe.

Some residents of the village increment their income by tapping the local mountain sugar maples in autumn for syrup. Most of the syrup is sold regionally, either in the village in winter or in the logging camps in the foothills of the Earthfasts from below Pick 'n' Axe northeastward to Outentown.

Life in Pick 'n' Axe is rougher, coarser and scrappier than in most of Impiltur. Barroom fights are not infrequent, but they are fast. All of the taverns have hired half-ogre bouncers to settle disputes expeditiously, before the taverns are in need of repair.

The Heralds of Imphras II will deal with any crimes in Pick 'n' Axe, but they're uninterested in trivial barroom brawls. They focus primarily on keeping orc bands out of the area and preventing robbery and claim jumping. Newcomers to Pick 'n' Axe who enter the mountains are watched closely by the Heralds, to see that they do their own mining rather than stealing someone else's silver or gold. Anyone who wishes to mine in the mountains is required to register and to buy a set of official mine stakes at the royal assay office.

A staked mine can be worked only if it has been registered. Removing stakes to jump a claim is a hanging offense in Impiltur.

Adventure Hooks: There are posters all around town warning that the violent use of weapons and magic is strictly prohibited in Impiltur and can be allowed only in cases of self defense, and then only to the degree necessary for that defense. The posters also warn that murder is punished upon the gallows. If a fight or brawl in Pick 'n' Axe ends in death, it will be handled by the Heralds of Imphras II as murder.

PCs who come to Pick 'n' Axe can try to lead the same lives as the natives, but if they seem to be hanging around town with no purposeful occupation, they will draw the attention of the Heralds, who will keep a close and suspicious watch on them, even to the point of holding them a day or two for questioning, if a crime without other suspects occur and the PCs have no clear alibi.

PCs who are newcomers to Pick 'n' Axe are well advised to try to avoid getting involved in arguments with the locals. When it comes to a barroom brawl, the locals usually will fight automatically on the side of other locals, regardless of the real issues.

At times when orcs become particularly bothersome, the heralds will hire adventurers to hunt them down. Work also is available guarding wagons traveling between Pick 'n' Axe and the Toho Mines.

Map of Pick 'n' Axe

1 – Krimhilds Grubstake. This huge, rambling wooden structure is owned by Krimhild (hf AL: N lvl 0), widow of a prospector who died in an orc raid a decade ago. Krimhild has just about anything a prospector or mountain adventurer might want or need, including good hardtack made by the local butcher, Nesher Hardy. Prices, when applicable, run about 15% above PHB.

2 – Tower of the Heralds of Imphras II. The structure is a wooden tower 50 feet/15m high. The ground floor serves as a stable for the heralds.

3 – Duarth mac Cargh Hammersmith. Duarth is a master blacksmith of the Earthfast dwarves who comes from the Toho Mines. He used to travel to Pick 'n' Axe to negotiate prices, and during one of his visits, he fell in love with the village's water-powered smith's hammer. When the former smith retired to move to seaside Sarshel, Duarth bought the smithy and began making his home in the village, although he still visits home frequently. The smith does no weapon work, but it does take on almost every other kind of smith's work from shoeing horse to the manufacture of prospecting tools, farm implements and construction parts. Duarth personally specializes in making decorative and ornate construction elements that are transported to the coast, bringing proud prices in Hlammach. Duarth also employs four human smiths.

4 – Hlammach Trading. This house, which has some ties to the Iron Throne, is engaged in buying iron ore, precious metals, firs and even packed meat for resale elsewhere. It is a branch office of one of Hlammach's largest trading houses.

5 – Golddigger Tavern. Tavernkeeper Derbo Thorn (human male, AL:CN, War 6) is a retired prospector who had no desire to go *"back down below,"* so he bought the Golddigger and stayed when he grew too old to mine. This is the rowdiest and least clean tavern in Pick 'n' Axe, but also the one that has the most and roughest fun. It's also the only tavern without half-ogre bouncers. The customers do their own policing. This is the place where many prospectors, hunters and trappers who work the area hang out, along with Duarth and his smiths and the crew from Orc Wash Livestock. Others enter at their own risk and often leave quickly with one or more bumps on the head. The Heralds of Imphras II avoid the place too. Food is limited to hard tack and hard bread (probably the only place in Impiltur with such entrees, but it's what the customers are used to) at 3 cooper bites and a wooden platter with cold cuts, brown bread and cheese for 5 copper bites. Hlammach Harbor Foam beer costs 5 copper bites for a quart/liter tankard. Mediocre swamp whisky from Traders Bay goes for 8 silver shiners a shot/0.1 liter. That's all that's offered. Derbo has four single rooms to let, at 7 silver shiners a night in the warm season and 2 gold talers a month in winter.

6 – Pick 'n' Axe Cooperative. About a third of the prospectors in the area as well as the smith Duarth market their wares in Hlammach through their own cooperative.

7 – Toho Mines and Shrine to Moradin. The dwarves of the Toho Mines maintain offices here, usually in the hands of human employees, to take care of financial dealings in the sale of ore, metal and weapons. A small stone hut behind the building serves as a shrine to Moradin.

8 – Ironlord's Table Inn. Like most of the other structures in Pick 'n' Axe, the inn is a spartan building of wood. The innkeeper, Talumbrar, is a native of the village. There are 16 single rooms at 9 silver shiners a night and 8 doubles as 8 shiners per person per night. In the winter season, the singles go for 3 gold talers a month and the doubles for 5 gold talers. The menu consists of excellent offerings of venison and boar, but the vegetable side dishes are from conserves, regardless of season Hlammach Harbor Foam beer costs 5 copper bites for a quart/liter tankard. Eastreeds swamp whisky costs 2 gold talers a shot/0.1 liter.

9 – Fallen Stars Furriers. This is a branch office of a trading company in Hlammach that is owned by the Orcblood Hunters and Trappers Guild. The local branch buys pelts from trappers, primarily mountain sable, and cleans them. It also buys some hides from hunters and tans ten, but only in small quantities. The guild has some connections to the faith of Malar, the Beastlord, but the employees in Pick 'n' Axe are unaware of this.

10 – Royal Bureau of Trade. An office of the royal ministry of finance. Government representatives buy gold and silver for the royal mint and control all shipments of ore, iron, steel and weapons from the Toho Mines.

11 – Blushing Orc Wench Tavern. The tavernkeeper is a retired hunter named Willit Porgg (hm AL: NG ranger lvl 6). Most of the hunters who work the Pick 'n' Axe area make the Blushing Orc Wench their home, and several also room here in winter. The Wench has six singles at 7 shiners per person per night in the warm season and 2 gold talers a month in winter. Cold platters of sliced venison and boar, cheese and bread cost 4 silver shiners. Hlammach Harbor Foam beer costs 5 copper bites for a quart/liter tankard.

12 – Nesher Hardy, butcher. Nesher (human male, AL:N, Exp 3) buys and butchers, hangs and dresses the boar and venison brought in by local hunters. He does sell his meats and sausages to local customers, but most of his business is with the taverns of Pick 'n' Axe and the Ironlord's Table Inn. He also makes hardtack, but all of it is sold for resale to Krimhild (see No. 1).

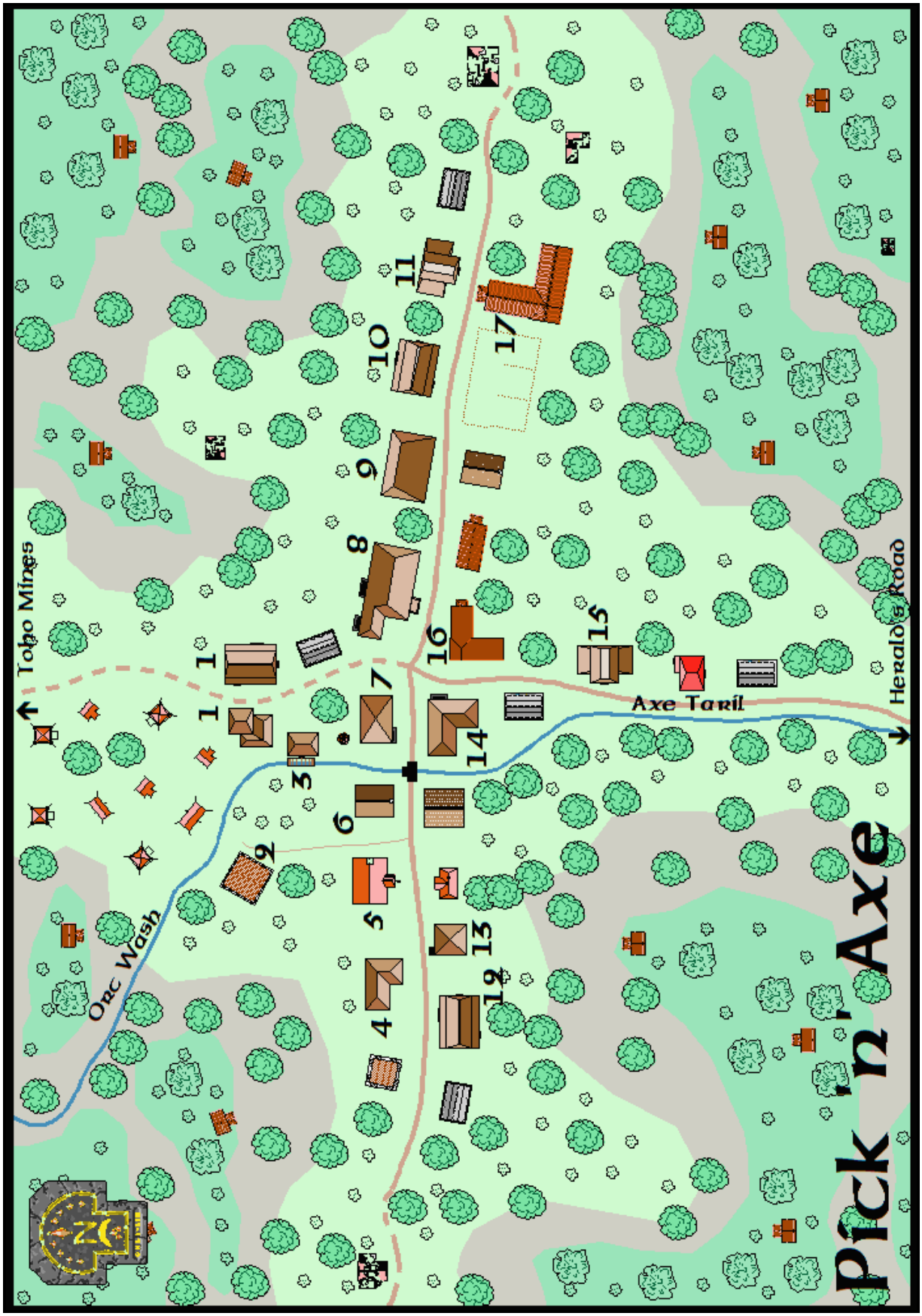
13 – Royal Assaying Office. Another branch of the royal ministry of finance, this office sells mining permits and claim stakes, registers claims and assays gold and silver, certifying its official value.

14 – Lucky Strike Casino – Temple to Tymora. Luckbringer Karlanda Rubrar is the only member of the clergy. Cold platters of sliced venison and boar, cheese and bread cost 4 silver shiners. Hlammach Harbor Foam beer costs 5 copper bites for a quart/liter tankard.

15 – The Whistle Well Wet Tavern. Tavernkeeper Duran Drodd (human male, AL:N, Com 2), a native of Filur, runs a house that caters primarily to merchants, local workers and the like. The Whistle has five single rooms at 6 silver shiners a night in the warm season and 2 gold talers a month in winter. Cold platters of sliced venison and boar, cheese and bread cost 4 silver shiners. Hlammach Harbor Foam beer costs 5 copper bites for a quart/liter tankard.

16 – Klarindas Leather & Loom. Karinda Applebroth (human female, AL:NG, Exp 4) is a tailor. Her son, Naim (human male, AL:NG, Exp 3) is a leatherworker and shoemaker. They make clothing, shoes and leather goods to order and repair what's damaged.

17 - Orc Wash Livestock. Arbul Timm owns this operation, which employs 4 laborers. Timm specializes in draft and pack horses and ponies, mules and burros. Prices are 15% above PHB.


Pick 'n' Axe
Tobo Mines
Orc Wash
Axe Trail
Herald's Road
1
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17

Pick 'n' Axe

Dilpur

Large City, Conventional. AL: NG. 40,000 gp limit. Assets: 34,400,000 gp. Population: 17,200. mostly human. Authority figures: War Captains Imbraun, human male, AL:LG, Paladin of Ilmater, lvl 12, and Soargilm, human male, AL:LG, Paladin of Ilmater, lvl 11, both Lords of Imphras II; Battle Wizard Puthunraun, human male, AL: NG Invoker lvl 12, Wands of Impiltur; Holy Justice Zalimbrar, human male, AL: LG, cleric of Tyr, lvl 7, High Judge of Dilpur. Others: Lashililm, human male, Cleric of Chauntea (non-specialty priest) , AL: NG, cleric lvl 15, Impilturian Minister of Agriculture; Yryrar the Seer, human male, AL:N, diviner lvl 17; Enlaraun, human female, AL:LG, cleric lvl 13, Priestess of Ilmater; Battleguard Nathanraun, human male, AL: CG, cleric lvl 11, priest of Tempus; Luckbringer Talmara, human female, AL: CG, cleric lvl 6, Priestess of Tymora; Wavetamer Denthik Loorch, human male, AL: CG, cleric lvl 4, Priest of Valkur; Xindelnyr, human male, AL:LG, Exp 5, owner of the Great Imphras Inn; Hadrathyr, human male, AL: NG, Exp 3, owner of the Impilturian Anchor Inn; Chanulraun, human male, AL:NE, Aris 2, agent of the Zhentarim; Divis Tiedwar, human male, AL:LE, War 6/Exp 4, Blacksmith and spy for the anti-Tiamatist faction pf the Dragon Cult; Tam Darbls, halfling male, AL: N, Fighter lvl 7, keeper of the Sadder but Wiser Mermaid Tavern; Khezard, human male, AL: NE, rogue lvl 7, keeper of Poor Talimbrar's Boarding House, safe house for the House of the Master's Shadow temple to Mask in Telflamm; Nashimbrar, human male, AL:NG, Exp 4. Wainwright; Jerrit Durning, human male, AL: LE, Aris 7, leader anti-paladin movement in Dilpur.

For years Dilpur was the smallest of Impiltur's former city-states on the Golden Coast. After the bloodstone crash and the exodus from Sarshel, Dilpur nearly doubled in size, growing to 17,000. Many of the refugees claimed the fertile lands west of the city and south of the Coast Trail, finding it ideal for vegetables, fruit and wine grapes.

The agricultural zone and its yield are respectable, qualifying Dilpur as an important agricultural region of Impiltur. Dilpur’s wines are of good quality and are appreciated on the Inner Sea, which is the only region where they are sold, but they do not reach the quality of some of the premium wines grown west of the Dragon Reach.

The port city is walled, and the wall has been extended in recent years to also protect the upper city where most common folk and the many newcomers live. Agriculture and regional shipping are the main economic activities in Dilpur, which also is the seat of the Royal Ministry of Agriculture. The city also has a garrison and a naval base, underlining its strategic importance at the mouth of Easting Reach. And there is a detachment of 25 Heralds of Imphras II.

Rule over the city is exercised by War Captains Imbraun and Soargilm. In practice, Imbraun holds the reins of the city's administration, while Soargilm commands the combined military and naval forces there. The largest government facility in Dilpur is the royal ministry of agriculture.

Dilpur is an unusual Impilturian city, divided into sections and partitioned by walls. Karadon Hurgoth Castle, which houses the local government offices and the Heralds of Imphras II, and Renduun Garth Manor, which houses the Ministry of Agriculture, both still stand on a foundations and frames that date from ancient Narfell. The city has all the facilities one would expect to find in an agricultural center along with docks and waterfront warehouses, but only smaller trading ships sail from its port, with Sarshel, Nyth, Ethdale, Telflamm, Hlammach and Lyrabar as their destinations.

Dilpur has a number of inns and taverns, particularly on the waterfront, and temples to Ilmater, Tyr, Tempus, Valkur and Tymora. Imbraun concerns himself less with the exercise of religion than the other Lords of Imphras II and has not catalogued the city's shrines. But it is known that a seeker can find shrines to Umberlee, Talos, Lathander, Chauntea, Kelemvor and Mask in the city. There are thieves enough in the city, but no organized thieves guild in known to operate there. However, the followers of the House of the Master’s Shadow in Telflamm have every intention of establishing both a thieves guild and a temple to Mask in Dilpur.

Dilpur historically was the *little brother* in dealings on the Golden Coast, despite its strategically important position at the point where Easting Reach meets the Sea of Fallen Stars. Dilpurans learned to keep their ears open and their mouths closed, watching for the best opportunity to guide deals so that they went down in their own favor.

The tradition of secrecy and respecting secrets in Dilpur also is fostered to a certain extent by the two Lords of Imphras II who are in charge of the city, both of them paladins of Ilmater. War Captain Soargilm, who lives in the military garrison within the naval harbor complex, occupies himself little with day-to-day events of the city, focusing instead on the command he holds over local troops and sailors.

Imbraun is one of the strictest Lords of Imphras II when it comes to crime. He sees to it that acts of violence and robbery are pursued with a vengeance in his domain. In fact, at times he has resorted to pressing the Sword of Impiltur into police duty, to aid the watch and the Heralds of Imphras II in dealing with crime.

Dilpur is divided into various sections. Walls, streams and canals separate them. It is illegal in Dilpur to climb a wall or to cross a stream where there is no bridge, except when one owns the property on the other side. Anyone caught violating this law can expect to spend 30 nights in the dungeon beneath Karadon Hurgoth Castle and 30 days on the local chain gang, working hard to keep public property in good condition.

Missionaries from the House of the Master's Shadow in Telflamm have taken note of Dilpur's position on secrets and walls. The great temple of Mask is waiting until some future date to organize thievery in Imbraun's city, looking upon his anti-crime campaign as being a bit too risky. At the same time, the temple has taken advantage of Dilpur's penchant for secrecy to use the city as a dispatching point and hideout for thieves and church members.

Poor Talimbrar's Boarding House (Map No. 27) in the Waterfront District was purchased secretly by the church in the Year of the Banner (1368 DR). When things get too hot for a church member from elsewhere in Impiltur, he or she usually is smuggled into Poor Talimbrar's disguised as a sailor between ships and remains there until it's safe to move or to skip the country.

The boarding house serves the same purpose for new agents of the church coming into Impiltur. They sail on merchant vessels from Telflamm to Dilpur, spend a few days being briefed at Poor Talimbrar's and then travel on to their eventual inland destination.

Dilpur is roughly divided into six districts. The northwestern part of the city is the Park District (Map Area A), including the large mill pond (Map No. 6), the Royal Grain Mill (No. 5), the Royal Saw Mill (No. 4) and the Royal Ministry of Agriculture (No. 22). The district also includes the city cemetery on the east bank of the mill pond and unbuilt public park land west and north of the pond to the city wall. The district's eastern boundary is Toho Creek. It ends in the south at the wall of the Admiralty and the east-west road just north of Kreezy Skone's Bakery (Map No. 23).

The Castle District (Map Area B) covers the central northwestern part of Dilpur, beginning in the West where the Park District ends. It includes Karadon Hurgoth Castle (Map No. 10), the water customs control point on Toho Creek (Map No. 8), the eastern wing of the city park east of the cemetery and the temples of Tyr (Map No. 20) and Tempus (Map No. 21). The Waterfront Canal (Map No. 49) crosses the district, which is bounded in the northeast by the old inner city wall and in the south by the east-west road running north of the military garrison.

The Hill (Map Area C) is the main residential area of Dilpur. It's an interesting collection of houses, cottages, shanties, small taverns, a few small shops and no doubt a few hidden shrines. Until the Year of Maidens (1361 DR), the Hill was outside of Dilpur's city wall. It had been a low hill over the port where low income laborers lived, followed by the first farms to the west. The wall around the Hill marks the district's boundaries with the old wall at the Hill's bottom marking its southern perimeter.

The Lords District (Map Area D) houses the relatively few truly wealthy residents of Dilpur, among them Yryrar the Seer, a famous sage and diviner (Map No. 24). Like the castle and the ministry of agriculture, it is believed that most or all of the houses in the Lords District were built upon foundations that date from the Narfelli empire, and it well may be that some cellars of these houses contain known or unknown treasures that are priceless. It is difficult to say.

The district always has been well guarded, and if thieves ever have succeeded in robbing anyone in the Lord District, it is a well kept secret. Stone walls, all 10 feet/3 m high, separate the various properties. The district is bounded by the city wall on the west and south, the road to Hlammach in the north and the Mill Stream in the east.

The Sea District (Map Area E) between the two harbors was the heart of old Dilpur. It once was home to most of Dilpur's formerly smaller population as well as the district of temples, better inns and taverns and on its north end the market square. It still serves the latter function. The district is bounded on the south and southeast by the city wall, on the northeast by the Waterfront Road and the eastern edge of the marketplace, on the west by the garrison wall and the Filur Road and in the north by the market square.

The Waterfront District (Map Area F), as the name probably suggests, is the roughest section of Dilpur. The southern half of the district comprises the commercial shipping and fishing harbor along with the business that serve it. The central section contains boarding houses, a tavern and an inn, all somewhat rundown and not always safe, along with small shops, cheap housing and small industry, such as the grain elevator.

A 10-foot-high stone wall separates the central part of the Waterfront District from the more civilized northern area, where more reputable businesses, industry, shops and middle class housing. The Waterfront District is bounded on all side but the northwest by the city wall. It ends in the northwest at the market square.

The main changes in Dilpur in recent times are the rapid growth of the Hill District and the construction of the new wall that surrounds it, the latter the result of a successful attempt to spur the city's economy. The bloodstone crash after Zhengyi's invasion of Damara caused serious problems for Dilpur. The economic base dropped out of Sarshel, to the northeast on Easting Reach, and many refugees from Sarshel came to Dilpur looking for work, incremented by a continuing flow of immigrants from the Vast and the Vilhon Reach. By the time Zhengyi had fallen in the north, there were far more people in Dilpur than the city could employ.

War Captain Sambrar, who then was the ruling Lord of Imphras II, had worked closely with the Haven of the Tragic Harvest, the local temple to Ilmater (Map No. 18), to alleviate the suffering of the destitute. The city had a wealthy treasury earned from taxes collected in better days, and the temple too had been well-tithed, so it was possible to finance charity programs that supplied the impoverished and unemployed newcomers with food and firewood.

But Sambrar saw such programs as short-term solutions. The financial powers of Hlammach had assured the crown that economic recovery was inevitable but that it would be slow in coming. Sambrar felt that if the city government simply continued to pour tax monies out without producing anything with the investment, the treasury well could be depleted before the upswing began.

Therefore, he commissioned local architects in the Year of the Turret (1360 DR) to draft plans for a new, outer city wall that would ring in and defend the Hill above. Many Impilturians scoffed at the military purpose of the project, saying that the last defense Dilpur needed was on the inland side, but enough tax money was in the city treasury to finance the project, and the city's investment spurred other spending and caused not only employment but also a vigorous new cash flow that led to a genuine economic upswing and a relatively quick escape from the depression that had haunted the port town.

Dilpur has a gentle harbor, facing southward on a large but unnamed bay the cuts inland westward at the approximate point where the Sea of Fallen Stars meets Easting Reach. The bay successfully shields the city from all but the worst of sea storms, and even these wreak little damage. Foreign sailors and even some maps produced outside of Dilpur name the body of water *Dilpur Bay,* but this name is not used in Impiltur.

Farm crops and lumber are among Dilpur's main products. The fields and orchards all roll upwards toward the north from Dilpur's shoreline, enjoying a generous southern exposure of long daylight. The hills directly above the city, enjoying not only the full sunshine of the southern slope but also reflected light from the bay, produce very respectable wines. Many a vintner has commented that these wines could be among Faerûn's best, if only the heavy soils were of a slightly better quality for viniculture.

Past the vineyards, the landscape to the north of the city is covered almost totally by fields and large orchards, nearly all the way to Filur. Much of the grain and produce travels southward by farm wagon into Dilpur, some of it being milled or processed in the city and the rest being exported by the small and medium sized ships that use Dilpur's harbor. To a lesser extent, the Grain Belt Brewery (Map No. 39) and the Chauntea's Milk Distillery (Map No. 42), both in the Waterfront District, also provide exports.

Another important product is lumber from the low forests in the foothills of the Earthfast Mountains north of Filur. The timber is transported by large wagons to a staging area about 5 miles south of Filur, where Toho Creek at last becomes reliably wide and deep enough for rafts to carry the wood on to Dilpur. Guards at the water customs house on Toho Creek (Map No. 8) open the dam gate (Map No. 7) to the short rapids that rushes to the Mill Pond (Map No. 6), and the rafts carry the wood on down to small docks at the south end of the pond for cutting in the royal mill (Map No. 4).

Adventure Hooks: Because Dilpur is a relatively quiet and peaceful city, it won't necessarily be the most exciting location for adventure in Impiltur. In fact, under normal circumstances, the PCs, like most other travelers, will find little to draw their attention when passing through town. However, if they keep their eyes and ears open and you as Game Master choose to give them things to see and hear, there are a things that can produce good gaming action.

One interesting location is House Sardelnyr (Map No. 51) in the southwestern corner of the Lords District, direct on the city wall. This house belonged to a rich shipowner named Senhanbrar, the eldest of twin sons in the old, traditional and prosperous family Sardelnyr of Dilpur. Senhanbrar inherited the family shipping business, and the second twin, Chanulraun, inherited a small fortune which his father intended him to use to start a shipping business on the Moonsea.

Chanulraun, always secretly bitter over the fate that had deprived him of being the prime heir by a matter of minutes, did go to the Moonsea, settling in Melvaunt, but he invested his inheritance unwisely in foolish get-rich-quick schemes and soon had little left of his inherited wealth. In these times, Chanulraun fell into the fold of the Zhentarim, becoming a minor league agent of the Black Network in Melvaunt.

For several years, his lot remained unchanged. He was a minor figure in the Moonsea operations with only wherewithal enough to maintain a modest standard of living. That changed in the Year of the Tankard (1370 DR), when the Zhentarim High Tyrannar of Iyachtu Xvim, Fzoul Chembryl, became aware of Chanulraun and his history.

The second twin from Dilpur was a square peg that fit well into a square hole on Chembryl's gaming board. Chembryl was steering the still small and covert expansion of the Black Network eastward into the Bloodstone Lands, and he thought that Chanulraun could be the key to establishing a first branch of the planned new Zhentarim insurance business – i.e. protection racket – in Impiltur.

Chembryl made of Chanulraun the man he was supposed to have been. A small shipping company in Melvaunt known as Drandes Moonsea Line had been secretly in the hands of the Zhentarim for years. Drandes owned four small cargo boats that were involved above all in smuggling on the Moonsea. Drandes operated quietly and in the shadows, drawing little attention. Few if any in Melvaunt knew who the alleged head of Drandes was, much less that the Black Network was the true owner.

Chembryl made Chanulraun the nominal head of Drandes and saw to it that word generally spread through Melvaunt that Chanulraun had acquired the shipping line years earlier. The business also shifted from smuggling to open, honest contracts for cargo shipping on the Moonsea, and soon both the names Drandes Moonsea Line and Chanulraun came more into the public eye in Melvaunt and on the Moonsea, with Chanulraun being identified as the head of a small but successful shipping line.

With this groundwork laid, the Zhentarim could be relatively certain that Chanulraun's story would check out, should nosy folk like the Harpers or others decide to take a cursory look into his background.

In Hammer of the Year of the Unstrung Harp (1371 DR), Chanulraun, claiming to be a successful businessman, returned to Dilpur for the first time, to visit his twin Senhanbrar. The visit drew no suspicion, because shipping was at a standstill on the Moonsea during the winter months, and this was the one time of the year when Chanulraun could credibly make such a visit.

It was Chanulraun's job to make a good impression with important folk in Dilpur. A fortnight before Chanulraun allegedly had intended to return to Melvaunt, dastardly deeds were done in Dilpur. Chanulraun himself was beyond suspicion, because he was taking part in a dinner with other prominent figures from Dilpur in the Great Imphras Inn at the time the crimes were committed.

The events took place on one of many foggy winter nights, when the Sea of Fallen Stars brought a wet shroud over Dilpur, and sight was limited to less than 100 feet/30m. Someone or something, apparently using incredibly powerful magic or perhaps the stealth of expert assassins, entered into the Lords District, broke the neck of all 20 hired mercenaries who patrolled the area and then broke into Senhanbrar's compound as well, killing Senhanbrar and all members of his family and household.

The string of murders was discovered later in the same night, and a seemingly shocked Chanulraun was informed of the death of his twin and his family. Senhanbrar and his entire family were dead, leaving his Chanulraun as his only heir. Chanulraun took over Senhanbrar's estate and business, swearing he would avenge his brother's death. He also brought in a new team of tough mercenaries to guard the Lords District, one that cost double what the old guards had, and asked other residents of the district to share in the costs.

Most did, but a few, including Yryrar the Seer refused. Yryrar was left in peace, but mysterious things began happening to the few Lords District residents who hired their own mercenary guards rather than paying for Chanulraun's higher priced men from the Moonsea area. A few mercenaries were found with their throats cut, a few family members were attacked by hidden, knife-throwing assassins who barely missed their targets, elusive prowlers were seen at times climbing over walls, etc.

Chanulraun's mercenaries also found suspects prowling the grounds of those who paid them, but they were more successful than the other mercenaries, managing to kill three of the prowlers in melee. The corpses all bore clues that indicated the prowlers had come from New Sarshel, across Easting Reach. Similar clues had been found at the assassination scene of Senhanbrar and his family. The Heralds of Imphras II are convinced that assassins from New Sarshel representing rival merchants and traders there are trying to eliminate their competitors in Dilpur.

In truth, the whole series of events was staged by Xvimist assassins from the secret hideout on Traders Bay to the north. The goal was to eliminate Senhanbrar and his family, thereby placing Chanulraun ins a position of power, from which he could begin running the first Zhentarim protection racket in Impiltur.

The incidents that occurred on the grounds of those Lords District residents who refused to pay for the services of Chanulraun's mercenaries also were staged with the intention of frightening the merchants into paying for protection, and the attempts succeeded. The bodies of alleged prowlers killed by Chanulraun's mercenaries actually were drunken sailors who had been highjacked in New Sarshel and smuggled into Dilpur, where they were murdered.

Chanulraun and his thugs are under orders from Chembryl to stay away from Yryrar the Seer. Chembryl hopes that Yryrar can be assassinated someday, but for the time being, he thinks that Dilpur's protection racket has too much to lose and little to gain by risking the unfavorable attention of the powerful sage.

Chanulraun is viewed as his brother's honorable avenger. No one in Dilpur suspects him. If your PCs stumble onto a bit of evidence and can blow Chanulraun's cover, they could become heroes in Dilpur. Chembryl has made Chanulraun the No. 2 man in the Impiltur branch of Moonsea Assurance, the Zhentarim protection racket. One peg higher is Steward Hundelraun in the Grollburg Castle in the Impilturian Badlands.

Another good adventure setting is Poor Talimbrar's Boarding House (Map No. 27) in the Waterfront District. The current landlord is a thief from Telflamm named Khezard. Because the House of the Master's Shadow views Poor Talimbrar's as something of a safehouse and control center, little overt activity takes place here.

Neither the city watch nor the Heralds of Imphras II are aware of the church of Mask's activities at Poor Talimbrar's yet. But it could be that your PCs overhear a few things, should they decide to go there. There also are things that might tip them off that something isn't quite cricket. For instance, some of the alleged sailors from Telflamm who frequent Poor Talimbrar's well may betray the fact that they know little about ships, the sea or sailors' lives. If any of your PCs has sea experience, he well may smell a foul ball.

Waterways of Dilpur

The only water route into the city is Toho Creek, which has its source near the Toho Mines in the Earthfast Mountains. The creek flows through a water gate of the Royal Customs in the northwestern city wall (Map No.8) that is guarded by the Southern Sword. Most water traffic into Dilpur consists of rafts carrying lumber from the mountain foothills. Just south of the Water Customs Gate is the Mill Pond dam and gate (Map No. 7). This too is guarded and can be opened to let lumber rafts float on down to the mill pond, to unload their cargo for the sawmill. The water between the dam and the mill pond is a fast rapids that can be navigated by expert raftsmen, but it us unsafe for boats.

Still farther downstream is the Harbor Dam, which also is guarded but cannot be opened. Like the rest of southern Toho Creek, the canal above this dam is navigable, and it flows directly into the main harbor. The canal sees little commercial usage, but it is used for fishing and pleasure rowing. The creek itself below the Harbor Dam flows between the castle and agricultural ministry, along the garrison wall and then into the naval harbor. It's closed to boating, but fishermen may fish from the shore as far as its confluence with the Mill Stream. South of that, it is guarded by soldiers and closed to all use.

Map of Dilpur

The Districts:

A – Park District
B – Castle District
C – The Hill
D – Lords District
E – Sea District
F – Waterfront District

1 – Dilpur Military Base and Admiralty. War Captain Soargilm, who lives in the garrison, commands the 100 soldiers and 300 sailors of the Southern Sword stationed in Dilpur. Under his command also are four, fast naval cutters used to hunt smugglers on southern Easting Reach. Extremely strong magic protects the garrison's central building against intruders, to safeguard the scrying stone of Myth Drannor that is kept there. The scrying stone is contained high in the tower in the garrison's northwest corner, which is used by the battle wizard Puthunraun, the Wand of Impiltur who is assigned to serve with War Captains Soargilm and Imbraun.

2 – Naval Harbor. At least one of the four naval cutters always is in port.

3 – Dilpur Harbor. The city's commercial port. Boats and small ships from the Inner Sea and Easting Reach use the docks on the harbor's north side, while the smaller southern docks are reserved for fishermen. Warehouses, a tavern and stacks of cargo surround the rest of the harbor.

4 – Royal Sawmill. The mill, like the grain mill, is powered by a waterwheel and owned and operated by the Royal Ministry of Agriculture.

5 – Royal Grain Mill. This mill too is owned and operated by the agricultural ministry. It is run by monks of Chauntea who live in the ministry's compound.

6 – Mill Pond.

7 – Mill Pond Dam and Gate. (See *Waterways of Dilpur* above).

8 – Water Customs Gate Six well-armed soldiers of the Southern Sword and three Royal Customs Officers are on guard here at all times. A large grated gate closes off traffic on Toho Creek. The grate goes down to the creek bed, which is about a yard/meter deep at this point. (see *Waterways of Dilpur* above).

9 – Harbor Dam. (See *Waterways of Dilpur* above).

10 – Karadon Hurgoth Castle. This large castle complex, believed to date in part from the fallen Narfelli empire, is the seat of government for Dilpur and the surrounding region. War Captain Imbraun, the paladin Lord of Imphras II who steers the local government, has his seat and residence in the castle.

11 – Great Imphras Inn. The imposing inn complex dates back into the times of the first kingdom. For quite a number of generations, it's been in the hands of the family of current owner Xandilnyr, whose great-grandfather several generations back, Xindelraun, was one of the founders of the Heralds of Imphras II. The Great Imphras was used in Xindelraun's time not only as an inn but also as the base in Dilpur for the heralds and as the kingdom's local message center. These are functions the inn no longer has, although it is one of the few royally chartered hostels in Impiltur, with a charter personally signed by Imphras II. The inn's dining hall also is the meeting room of the Great Imphras League, which is nothing more than a club of wealthy and powerful residents of Dilpur, which includes most city dwellers who fit those definitions. Important political visitors to the Ministry of Agriculture, key figures in commerce, traveling merchants of wealth and power and rich travelers tend to stay in the Great Imphras. All rooms are let out in their own right, rather than based upon occupancy. The rooms all have two beds each. The suites have two to four beds. Rooms run 6 to 15 gold talers per night, suite 15 to 50 gold talers per night. All meals and drinks are included in the price. The inn's dining hall is open only to registered guests and those they invite as well as to members of the Great Imphras League and their guests. For league members, a night out at the Great Imphras usually costs between 7 and 15 platinum marks per person, but this includes the finest food in Dilpur, exquisite wine from Tethyr, etc.

12 – Impilturian Anchor Inn. This large seafront inn is owned by Hadrathyr (hm lvl 0, AL: NG), the inheriting son of the old and wealthy Impilturian family Nauburnyr. Unknown to Hadrathyr, his brother, Silimbrar, who runs the luxurious *Harbor Sentry Inn* in Sarshel, is an agent of the Iron Throne. The Anchor is a bit too civilized to draw many adventurers, but it is the host of many other travelers who seek quality accommodations. The Impilturian Anchor has 16 single rooms at 1 gold taler per night and 12 doubles at 8 silver shiners per person per night. The inn's dining room serves a top fermented house ale not available elsewhere at 4 copper bites for a quart/liter tankard. Quality local and Easting Reach wines cost 2 to 7 silver shiners per glass. Warm and cold rum from the Vilhon Reach costs 3 silver shiners per mug. The menu consists largely of seafood entrées, although some dishes with meat and vegetarian specialties also are offered. Prices run from 5 silver shiners to a gold taler.

13 - The Alehouse Tavern. Kundelraun's (human male, AL:NG, Com 2) half-timbered watering hole is a favorite night spot for locals and those who know their way around in Dilpur. Inside, it's a wood frame building with whale oil lamps illuminating the guest rooms and two fireplaces to provide winter heat. Kundelraun sells no food, but along with drinks, he does serve salted, roasted walnuts from the foothills of the Earthfast Mountains when they're in season and salted breadsticks the rest of the year. Because of the salt, both items pay for themselves. They make customers thirsty, increasing the sale of ale. The only drinks Kundelraun sells are the top fermented sweet, bitter and dark ales that he brews himself and sells for 5 silver shiners per quart/liter tankard. Kundelraun's ales are not sold elsewhere.

14 – The Lady's Challenge. Temple to Tymora with gaming casino. The priestess in charge is Luckbringer Talmara, who is helped by Neebeth (human male, AL: CG, cleric lvl 3) and Lunilta Geen (human female, AL: CG, cleric lvl 1). There are several dice and card games for those who want to praise the lady and try their luck. No food is available, but Dilpur's Grain Belt Beer is on tap at 3 copper bites for a quart/liter tankard.

15 – Rising Tide Inn. Many of the people who stay in the inn are permanent residents there, all of them *old salts* who once sailed the seas, and all of them equally loyal to Moll Odem (human female, AL:CG, Com 3), the innkeeper. Moll, a native of the Moonshae Islands, is the widow of Seth Odem, a former merchant sailor on the Inner Sea. Moll tells tales of spending a dozen years beneath the waves of the Sea of Fallen Stars as a captive of the Sahuagin. Whether her story is true is difficult to say. In any case, she just turned up in Dilpur in the summer of the Year of the Bow (1354 DR). She says she was freed from the Sahuagin and brought to the city's shoreline by sea elves. Seth Odem believed her, took her in and put her to work as a waitress in the *Rising Tide*. Two years later, in summer of the Year of the Worm (1356 DR), they were married. Moll has been running the *Rising Tide* alone since Seth's death in the Year of the Banner (1368 DR). Her house is simple but warm and comfortable, and the food is the best home cooking anywhere on the Impilturian coast, however, there is no menu, simply the one and only meal of the day, almost always seafood of some sort. Drinks are limited to quart/liter tankards of Dilpur Grain Belt at 3 copper bites and mugs of rum – hot or cold – from the Vilhon Reach at 3 silver shiners each. The *Rising Tide* is a large inn, with 26 single rooms and 12 doubles. 14 of the singles and two of the doubles are rented permanently. The remaining rooms are available at 5 silver shiners per night per person for a single and 4 shiners per person for a double.

Game Master's Note: The *Rising Tide* can be used as a good starting point for the PCs to get information for underwater adventures together with WotC's Sea of Fallen Stars accessory by Steven E. Schend, available as a pay download from http://www.rpgnow.com. If you're running the *Northern Journey* campaign and wish to insert an underwater element, you could have the PCs go in search of one of the magic items listed in the accessory, perhaps, for instance, the *Great Sword of Impiltur*.

16 – Whitecap House – Temple to Valkur. The temple and its sole priest, Wavetamer Denthik Loorch, have been in Dilpur only since the Year of the Gauntlet (1369 DR), but Loorch already has drawn a respectable number of followers to Valkur's church.

17 - Sadder But Wiser Mermaid Tavern. Tam Darbls, a gigantic hair foot halfling who stands a balmy 5½ feet tall and was outcast from his settlement in Damara because of his size, took to the sea as young man, managed to stow away a small fortune, and bought the decrepit Boatswain's Friend Tavern when he retired at age 50. In the last five years, he has fixed up the renamed tavern a bit, but not a lot. It's a favorite watering hole for aggressive tempered sailors, dock workers and adventurers, none of whom like each other much, but all of whom look forward to the daily brawl that take place in the Mermaid. Darbls has two half orcs and two former fighters who work as bouncers in the Mermaid. Darbls and the city watch seem to have something of an unspoken understanding. The watch ignores what goes on in the Mermaid, as long as no one dies (and they learn of it) and as long as the brawl doesn't spill out into the street. The bouncers keep a keen eye on the customers. They make sure that those who do damage in a brawl are able to pay for it. Those who don't seem to have enough wherewithal are pitched into the street at the first sign of unpleasantness. Darbls runs the Mermaid to gain a profit, after all. When a brawl does produce a dead body, it's usually smuggled out of the tavern quietly in a whisky wagon, smuggled onto a ship and dumped at sea. But Darbls and the bouncers do their best to see that no customers expire on premises. Darbls' drinks all are in barrels and come from low-middle quality distillers. He serves only rum from the Vilhon Reach at 4 silver shiners a mug and whisky from the Dragon Reach at 7 silver shiners a shot/per 0.1 Liter. Darbls has no compunctions about buying contraband rum or whisky.

18 - Haven of the Tragic Harvest. Temple to Ilmater. Painbearer Sister Enlaraun heads the temple, which still has the largest following among the temples of Dilpur. She is assisted by Painbearers Tarbot Wanl (human male, AL: CG, cleric lvl 8), Reduna Garth (human female, AL: LG, cleric lvl 4) and Sister Nessena Tiggl (human female, AL:LG, F&A Monk, lvl 5).

19 - Narfell Square. A cobblestone public square with benches and an apparently enchanted fountain named *Kiriagoth's Eye*. The fountain once stood on the then swampy grounds of the Narfelli archmage Kiriagoth the Occularum where Ilmwatch stands today. Nathlinbrar, a royal architect of the first Impilturian kingdom who came from Dilpur, was one of the key figures in the early phases of settling and constructing Ilmwatch, and it is said that he claimed the crumbing and no longer operating fountain from the overgrown grounds before the old tower as part of his commission. Nathlinbrar's construction firm occupied the rest of the city block where the square now stands. He had the fountain reconstructed in the company's center courtyard and named it Narfell Square. Although the fountain appeared then and now to consist of normal stone with no detectable trace of a dweomer, it nonetheless showed signs of being magical as soon as water issued from it again. It is said that those who serve the good of Impiltur gain wise insight when drinking from the fountain's waters, that soldiers who must solve the riddle of a threat facing the kingdom gaining clearer insight when consuming its water and that those injured in Ilmater's service can be healed by the water to a certain degree. The source of this magic has been a riddle to magi for a few centuries. It seems to be able to choose or reject recipients of its benefits quite intelligently. The latter property is used by some who argue the hotly belated claim that Kiriagoth in his later days had become a believer in the teachings of the Crying God.

20 - Tower of Justice. This huge temple to Tyr, a tower 120 feet/36m high and 540 feet/15m in diameter, also serves as Dilpur's court, the local jail and its gallows. The latter is hidden behind walls at the very top of the tower. The trap door of the gallows opens onto an empty shaft 30 feet/9m deep beneath it, which assures the instant death of the hanged. Beneath the gallows are the chambers of the priests, and then, descending, the temple rooms and the courtrooms, which begin on the first floor. The jail is a dungeon in the temple's cellar. The condemned must climb a spiral staircase leading the 120 feet/36m upward to the top of the tower, before meeting their doom. The High Judge of Dilpur is Holy Justice Zalimbra. He is assisted by three additional holy justices of Tyr, levels 5, 4 and 2.

21 - The Sheath of Tomorrow's Sword. Temple to Tempus. This great temple contains an artifact of unknown power. In the main temple stands a huge anvil out of which the upper blade and heft of a sword arise. The anvil and the sword's blade all are clearly a single piece of metal. This relic came to Dilpur in the days before Narfell's fall. Whatever may have been known about this relic was lost with the fall of the Narfelli priests who guarded over the so-called *Tomorrow's Sword.* It is claimed - and the temples' priests believe this tale - that an avatar of Tempus presented the anvil and sword to Narfelli priests of Tempus after his defeat of Garagos, allegedly saying at the time that the weapon one day would be drawn by a hero whose fate it was to save the folk from those who would despise honest war. The folk to be saved obviously were not the Narfelli. Who might have been meant remains unclear. The temple is headed by Battleguard Nathanraun, who is assisted by various battle priests assigned to the Sword of Impiltur.

22 - Royal Ministry of Agriculture. The current Minister of Agriculture is Lashililm, a native of Outentown.

23 - Kreezy Skone's Bakery. There's actually an arrest warrant out for Kreezy (human male, AL:NG, Exp 4) in Waterdeep, where his first bakery went bankrupt. Some creditors viewed his quick departure as evidence of fraud. In truth, Kreezy fled the City of Splendors penniless and desperate, working his way across Faerûn eastwards, always putting more distance between himself and his hometown. Dilpur is better for his flight. Kreezy is a master baker who turns out some of the best breads, rolls and buns in Impiltur.

24 - Yryrar the Seer. Tower of the great sage Yryrar.

25 – City of the Fallen Stars – Graveyard.

26 – Barley Harvest Tavern. This tavern is another of Dilpur's secret tips. It belongs to the Dilpur Brewers Guild, a unique organization in Impiltur. The guild comprises the many hops and barley growers within the triangle formed by the Heralds Road and the Coast Trail, as well as most house brewers in Dilpur and in the small farm settlements within the triangle. The beers and ales of *all* house brewers who are guild members *always* are available on tap in the *Barley Harvest,* although these beers otherwise usually are sold only in the house that brews them. The beers and ales run from 3 to 5 copper bites for a quart/liter tankard. The *Barley Harvest* draws a strange mix of travelers and locals who are in the know, farmers and occasional adventurers who get word of the house. It's a must for all Faerûnian beer and ale connoisseurs!

27 – Poor Talimbrar's Boarding House (and secret Temple to Mask). This seemingly modest facility once was and to a lesser extent still is a boarding house for sailors who are between ships. In recent years, it's quietly and covertly been taken over by the House of the Master's Shadow, the temple to Mask in Telflamm. It now serves covertly as Dilpur's Mask temple as well as a safehouse for thieves active elsewhere in Impiltur. Much of the activity of Mask's church in Impiltur is planned quietly in Poor Talimbrar's

28 – Mother Kihnhuld's Inn. This waterfront hotel is the most rundown in Dilpur, but it gives the sailors who room there what they want at a price they can afford – 1 silver shiner a night for a single room, along with inexpensive, independent waterfront district prostitutes who ply their trade in the inn, usually charging about a gold taler for their services. Who Mother Kihnhuld is or was, if anyone, is long forgotten. Degg Hobart (human male, AL:NE, Rogue 2) owns and runs the inn. The kitchen offers greasy seafood dishes at 2 to 5 silver shiners, Grain Belt beer on tap at 3 copper bites for a quart/liter tankard, cheap rum from the Vilhon Reach at 3 silver shiners a mug and equally cheap whisky from Traders Bay at 5 shiners per shot/0.1 liter.

29 – North Shore Grain. Grain elevator and storage.

30 – Hectic Haddock Tavern. The favorite hangout of Dilpur's fishermen, the *Haddock* offers clam chowder at 2 silver shiners a portion, smoked fish plates at 2 silver shiners, Grain Belt beer at 3 silver shiners for a quart/liter tankard and Vilhon Reach rum at 5 shiners per mug. The owner and tavernkeep, Tesselraun (human male, AL: NG, Com 1), is a retired fisherman.

31 – Market Square. In summertime, the marketplace is filled with colored tents where peddlers sell wares brought into Dilpur by ship, as well as a collection of stands where local and regional farmers sell their meat and produce. The latter group works the marketplace alone in the winter months.

32 – Turmish Lute Tavern. (Abarkad human male, AL:N Com 1), the owner and Tavernkeeper, is a native of Turmish. His tavern sells Grain Belt beer at 3 copper bites per quart/liter and rum from the Vilhon Reach at 4 silver shiners a mug. Fish sandwiches with hard buns, in the style of the Vilhon Reach, cost 4 copper bites apiece.

33 – Tradesman Tavern. This house caters to businessmen above all. The house beer, *Tradewinds Bock,* sweet in barley malt, costs 3 shiners per quart/liter tankard. Rum from the Vilhon Reach costs 6 silver shiners per mug, warm or cold. The Tavernkeeper, Bartlraun (human male, AL:N, Exp 1), is a former retailer of firewood. He bought the Tradesman after loosing his left leg in an accident. He now limps around the Tradesman on a pegleg.

34 – Nashimbrar, Wainwright. Dilpur's native born wagon maker, Nashimbrar specializes in wagons for the logging and agricultural trades as well as for caravans, but he can build and fix virtually any type of wagon.

35 – Green Tree Inn. This modest but sizeable and popular inn is owned by the Dilpuran family Tethelraun and operated for the family by a refugee from the Great Dale named Erik Nurfingssen (human male, AL:LG Com 1). The *Green Tree* offers its own top fermented ale at 4 copper bites per quart/liter tankard, bottom fermented *Grain Belt* at 3 copper bites per quart/liter tankard, Vilhon Reach rum at 4 silver shiners per mug and liter bottles of local and Uthmere wine, running from 7 silver shiners to 3 gold talers per bottle, dependant upon variety and vintage. The Green Tree has assorted beef, pork, lamb and seafood dishes ranging in price from three silver shiners to a gold taler and more. The 20 single rooms run 8 silver shiners per night, and the 8 doubles cost 6 shiners and 5 copper bites per person per night.

36 – Egurdd mac Daiern, Weaponsmith. Like the tavernkeeper Bartlraun (see *Tradesman Tavern* above), Egurrd (dwarf male, AL: LG, Exp 9/War 6) also is missing a leg and limps around with a pegleg on the left side. He left Earthfast City and came to human lands after surviving nearly fatal wounds in a battle with orcs near Earthfast City. He left only because he would be a burden rather than a help to his clan. Egurrd does not know the secrets of forging magical dwarven weapons, but his normal weapons are masterpieces.

37 – Heath Davitt's General Store. In the Year of the Banner, Heath Davitt (human male, AL:NG, Com 2), a native of Dhedluk in Cormyr, decided to make a journey to Impiltur, the land from which is ancestors were believed to have come. He liked what he saw, decided to stay and bought the general store from the previous owner, who was retiring. The store offers most items in the PHB at approximately the prices listed there.

38 – Divis Tiedwar, Blacksmith. Tiedwar is a master smith whose work is of the highest quality. Nonetheless, many Dilpurans trade only reluctantly with him, due to his unfriendly, cantankerous personality. In truth, Tiedwar is a man of fanatic evil. He served for many years as an agent of the Dragon Cult (anti-Tiamatist faction) in the Vilhon Reach, before migrating to Impiltur to continue serving the cult in the same manner there. The cult believes there are a number of heretofore undiscovered dragons lairing in the Earthfast Mountains, and Tiedwar's main job is to keep his ears open for clues to their possible whereabouts. He does this by hopping from one tavern to another where adventurers and members of the Sword of Impiltur congregate, then sitting alone, brooding, at a table in a dark corner, and using a *Ring of Clairaudience* given to him by the cult to spy on individual conversations. Tiedwar has not succeeded in gaining information on dragons yet, but he has picked up substantial information on the movement of goods through different areas, some of which have been hijacked by the cult to bolster its treasury. If you're using this Impiltur accessory in conjunction with the *Northern Journey* adventure, it is quite possible that Tiedwar has been tipped that your sigyll-bearing PCs are heading his direction, and he could attempt to kill them or have them killed.

39 – Grain Belt Brewery. This large, regional brewery and malting house buys up most of the barley and hops grown north of Dilpur. Grain Belt brews only two beers, its somewhat sweet, bottom fermented beer rich in barley malt, available all year long, and a top fermented dark ale, offered from mid-Marpenoth through mid-Tarsakh. Grain Belt also is the only regional malting house, and it is the sole source of malt for all other local breweries and house brewers.

40 – The Wall – Tavern. Bailara Distel (human female, AL:CE, Com 2), an immigrant from the Vast, runs this beer-and-rum dive popular with itinerant adventurers and sailors. Bailara sells Grain Belt at 4 copper bites per quart/liter tankard and rum from the Vilhon Reach at 6 silver shiners per mug. She and her four attractive waitresses all also offer after-hours services.

41 – Waterfront Inn. Sulmbara's (human female, AL: N, Com 2) clean and modest house is a favorite hostel for captains and officers of merchants ships, traveling merchants and itinerant adventurers. The *Waterfront* has a guarded warehouse where valuable merchandise from wagons, caravans and ships can be stored safely and also the best stables of any inn in Dilpur. The 24 single rooms cost 9 silver shiners per night. The 14 doubles cost 7 shiners per person per night. The inn's restaurant is one of Dilpur's more popular places to eat, drawing a regular cross-section of customers. Respectable dress and cleanliness are required for admittance, and no weapons are allowed in the public room. The inn is a huge half-timbered building, with two fireplaces and four wood stoves in the public room. The tables and benches of the wooden booths are illuminated by whale oil lamps. The menu concentrates upon seafood specialties but also has a few beef, pork and poultry entrées from locally raised meat, coming from the farmlands north of the city. Meals run from 5 silver shiners to 1 gold taler and six shiners. The *Waterfront* brews its own golden-orange bottom fermented lager, sold at four copper bites per quart/liter tankard. One also can order high quality rum from the Vilhon Reach at 6 silver shiners per mug, high quality Traders Bay whisky at 1 gold taler per shot/0.1 liter. The wine card offers a selection of better quality local and Uthmere wines, sold in quart/liter bottles, at prices ranging from 1 to 7 gold talers, depending upon variety and vintage.

42 – Chauntea's Milk Distillery. Strangely, although *Chauntea's Milk* produces some of Impiltur's finest fruit schnapps and liqueurs, its products are by and large shunned by most Dilpurans, who tend to care only for sweet Grain Belt beer, rum and whisky. *Chauntea's Milk's* distillates are not regularly offered in any of the city's inns and taverns, although some inns will order it at the request of customers who are staying for more than a few days' time. The locals' dislike for fruit schnapps and liqueur do not hamper *Chauntea's Milk's* trade. Its distillates are highly popular in Lyrabar and are exported to cities along the Vilhon Reach, the Vast, Sembia and Cormyr, as well as to distributors in Scardale and Harrowdale.

43 – Sea Breeze Packing. This huge meat and seafood packing plant is a cooperative jointly owned by the Dilpuran fishermen and regional farmers whose catch and livestock it processes. At certain times of the year, the packing plant becomes quite unpopular with residents of the Waterfront District, when the predominant west wind turns fickle and sends the strong and utterly unpleasant smell of fish wafting across the district.

44 – Seaness O'Murdoch, Tinker. The aged Seaness (human male, AL:LN, Com 3) was born in the Year of the Evening Sun (1303 DR) in a small fishing village called Caer Givet on the north end of Gwynneth in the Moonshae Islands. In the Year of the Great Harvests (1325 DR), he was captured by northern raiders and enslaved on the oar bench of their ship.

In less than a year, pirates from Amn captured the northmen's ship and put it to their own use, keeping Seaness in chains on the bench. A few months later, in the Year of the Blue Flame (1327 DR), a ship from Baldur's Gate destroyed the pirate vessel in a sea battle but managed to free the slaves before it sank. Seaness and the other slaves were taken to Baldur's Gate and freed.

The city was too big for Seaness, but he also saw immediately that a better and more prosperous life could be led on the mainland than in the abject poverty of the tiny fishing village where he was enslaved, so he made no attempt to find passage back to the Moonshaes. The travel fever also had gotten into his blood.

Using the skills he had learned in his village and a large portion of natural talent, Seaness followed the Chionthar eastward from Baldur's Gate, making a living as an itinerant tinker. He settled for a few years in Arylon, where his services were appreciated and his income was respectable. But the urge to see more of Faerûn nagged at him, and in the Year of the Sword and Stars (1332 DR), he continued eastward, spending time in Iriaebor, Proskur (Year of the Wanderer – 1338 DR), Elversult (Year of the Gate – 1341 DR), Waymoot (Year of the Saddle – 1345 DR), Arabel (Year of the Spur – 1348 DR), Highmoon (Year of the Crown – 1351 DR), Archenbridge (Year of the Bow – 1354 DR), and Tulbegh (Year of the Prince – 1357 DR).

In the Year of the Serpent (1359 DR), after the unrest of the Time of Troubles had ended, Seaness decided to sail the seas again, this time as a free man. He booked passage on a ship from Yhaunn to Ravens Bluff, where he stayed until the Year of the Sword (1365 DR). In that year, he was unjustly accused of cheating by a competitor.

Before the authorities became involved, Seaness decided to quietly leave town and cross the pass into Impiltur, paying for passage with a large trade caravan bound for Hlammach. Early winter storms ravaged the mountains in early Marpenoth of that year, trapping the entire caravan for 18 days under blizzard conditions in a high pass. Nearly half of the caravan members died before the survivors were rescued by a patrol of the Sword of Impiltur from Laviguer.

Seaness too nearly died of pneumonia, before being rescued from death's door by a priest of Tempus from Vordric-Dun. After leaving Laviguer, he had two relapses, being healed a second time by Brother Porbyrl, the monk of Chauntea who operates the shrine in Wye, and Doomguide Nentil Darnn, the priest of Kelemvor who operates the shrine in Outentown. Seaness spent two years with Darnn, becoming a devout follower of the god of death during that time.

With scrolls from his church, Darnn was able to permanently cure Seaness' recurring pneumonia, but he was less able to handle pains that were developing in the aging tinker's legs, which turned out to be a case of rheumatism. Seaness, now devout in his faith, accepted his rheumatism as a first and early stage of his eventual passing into Kelemvor's realm.

After two years in Outentown, his need to earn money and a growing yearning for the sea drew him farther to the East. At age 64, partially crippled, Seaness came to Dilpur in the Year of the Shield (1367 DR) and used his remaining savings to buy the building where he maintains his tinker's shop on the ground floor and his home in the apartment above. To the back of his shop is also a small, still unconsecrated shrine to Kelemvor, but Darnn has promised that a priest will arrive in this Year of Wild Magic (1372 DR) to consecrate it.

Despite his 69 years, Seaness can fix almost anything that isn't magical, as long as the job doesn't require too much leg muscle. For your PCs, he's an encyclopedia of knowledge about Dilpur, much of Impiltur and the cities and villages along the trail that took him from Baldur's Gate to Dilpur. His shop gives him a view onto the Sea of Fallen Stars, which warms his salty heart. His wandering days are done. Seaness intends to remain in Dilpur until he at last meets Kelemvor.

45 – Abhal's Fine Horses. Abhal (human male, AL: N, Tuigan War 7/Exp 6) is a Tuigan barbarian who spent long years as a prisoner in Telflamm, after the defeat of the Tuigan Horde. After being freed, he became somewhat civilized, eventually crossing the sea to Dilpur, where he bought an old farm and turned it into corral with barn. Abhal breeds and sells riding and war horses of the finest quality at prices 20% above those in the PHB.

46 - Tanalbyr's Draft Horses. Native Dilpuran Tanalbyr (human male, AL:NG, Exp 7), like the Tuigan Abhal, is a master horse breeder, but Tanalbyr concentrates upon breeding team horses for caravans and draft horses for farming. His prices are about 10% above those in the PHB.

47 – Millstream.

48 – Toho Creek.

49 – Canal.

50. House Tethelraun. The Tethelraun family is one of the richest in Dilpur. Its main financial holdings are in the village of Northford, north of Impiltur's Badlands, on the River Icehilt at the foot of the Earthspur Mountains. Locally, the Tethelrauns own the Green Tree Inn and two merchant vessels that sail the Sea of Fallen Stars.

51. House Sardelnyr. This house currently is in the hands of the Zhentarim agent Chanulraun, who inherited it after having his brother, shipping magnate Senhanbrar of Dilpur, assassinated. At this point, Chanulraun has not come under suspicion. Both the local watch and the Heralds of Imphras II have been misled by false clues left by the Zhentarim assassins who killed Senhanbrar, leading a false path to competing shippers in New Sarshel, across Easting Reach. (See the section *Adventure Hooks* above for more details).

52. House Durning. Jerrit Durning, a native of Tsurlagol in the Vast, is one of the richest and most powerful merchants in Dilpur. He also is the nominal leader of the loosely organized but well-focused Dilpur element of the movement seeking to have the power of the paladin Lords of Imphras II reduced by the queen.

Sailing Season

Dilpur usually is open for sailing from early Ches to the end of Uktar

Dilpur

Torg mac Cei Coal Mine

Mining Hamlet, Nonstandard (Mining operation). AL: LG. 20 gp limit*. Assets: 30,000 gp*. Population: 150, 105 human, 29 dwarves, 12 gnomes, 4 halflings. Authority figure: Ironlord Cindarm mac Faern of Earthfast City, dwarf male, AL:LG, Fighter 15/Exp 16, lord of Earthfast City; Ginnith mac Tringh, dwarf male, AL:LG, Exp 14/War 9, Minemaster. Taxation: Benevolent.
* Adjusted to reflect the status of the mining community.

While the queen and her paladins were still were concentrating worried eyes upon Damara and Vaasa in early summer of the Year of the Serpent (1359 DR), before the fall of Zhengyi the Witch-King, a group of half a dozen secretive dwarves was wandering along the east bank of the Orcblood River homeward, toward Pick 'n' Axe and the Toho Mines.

Little is known about the business these dwarves conducted in Hlammach, but it is said that they came to the city bearing a runestone that they had kept well hidden, a runestone that was found somewhere beneath the mountains. It is known that the dwarves came to Hlammach to consult with Yryrar the Seer, although none can say what they paid for his services or what information they may have gleaned from the great diviner.

There are those who say they picked their lonely route home through unsettled lands to protect the runestone that they bore. Others argue that this makes little sense, that the dwarves traveled over frequented roads from the Toho Mines to Hlammach, and that it would have been more secure and just as reasonable to take the same route back.

There is speculation that Yryrar gave them information or perhaps confirmed information that the dwarves already had, to the effect that there is black gold in the Upper Orcblood Valley. It is known that four of the six dwarves set up camp on the eastern bank of the river, at the point where the lower outcropping of the Earthfasts stretches farthest eastward, while the two others, after a mere tenday in camp, headed homeward. Druids, rangers and travelers all reported that the dwarves were doing some digging there, but when asked what they were seeking, they would say only, concisely and gruffly, that they were doing *"ancestor research."*

The dwarves had been barely a month long in their river camp, when a delegation from Earthfast City reached Lyrabar and quickly won a charter from Queen Sambryl, giving them all rights to the lands upon which they were camping. There were whispers in Lyrabar that the dwarves were about to undertake something that would relieve the queen of a great worry, no doubt a reference to the fact that Impiltur's ability to harvest firewood in the foothills of the Earthfasts is waning. Without firewood, much of Impiltur would be uninhabitable.

Before High Summer had passed, the amount of dwarven activity on the site had increased substantially. Two dozen dwarves had settled into the riverside camp. Wagon after wagon came down from the foothills, bearing not only dwarves but also human laborers and large building blocks. The hired humans began constructing barracks and industrial type buildings under dwarven supervision and some were in use before the first serious frost swept across the river valley.

Exactly what secrets and revelations led to the dwarves' discovery remains unknown, but its was quickly clear to one and all that the dwarves found geological evidence that large beds of coal were waiting to be mined, and their diggings quickly confirmed this. In the Year of Maidens (1361 DR), the clan named the mines after their fallen Ironlord, Torg mac Cei, who had died fighting the Tuigan Horde in Thesk a year earlier, in the Year of the Turret (1360 DR).

In the dozen years since the opening of the first shafts, the dwarves have managed to bring a respectable amount of coal to the surface and to glean a small fortune in the process. The miners who work for the dwarves are mostly human, with a mix of dwarves from other clans and a few gnomes and halflings. The Earthfast Clan cannot supply enough men of its own to work the mines, but they do run them.

The mines already have made it possible to substitute coal for wood as the main heating fuel in Hlammach, and they're still in their earlier stages of development. Both the dwarves and Impiltur's crown hope the mine will supply coal to most of the Golden Coast with time, and that goal is reached, the dwarves think the mine can sustain it for a long time. The coal reserves east of the Orcblood seem to be huge, and there's even talk of exporting coal.

Adventure Hooks: Any creative Game Master can come up with several adventure hooks in a mining camp and in deep, expanding coal mines. The key to a special adventure in these mines lies within the secrets the dwarves and to a lesser extent Yryrar the Seer guard.

While restoring an area of Earthfast City that had been overrun by orcs in *Alagh Rorncaurak**, the *Great Battle Cavern of Unquenched Valor* that serves as a temple to Clangeddin Silverbeard, the Earthfast clan found an ancient runestone not of its own making. The runestone that the delegation of dwarves brought to Yryrar was only a part of a larger stone, but the Hlammach delegation did not know this, because the rest of the stone was found after its departure.

The first stone tells how men of the Narfelli empire went into the Underdark east of the Orcblood *"not for gold but for fire."* The runestone describes the site where the dwarves later found coal, which is what current Ironlord Cindarm mac Faern believed the runes meant. He sent the delegation of six Earthfast dwarves to hire the sage Yryrar's services, in the hopes that the great diviner would know more about whatever coal deposits might be found there.

It was an easy task for Yryrar. He recollected clearly what he had read earlier in old Narfelli parchments in the crown's library about coal east of the Orcblood. The Narfelli had operated large coal mines at the location named by the dwarves, but they also destroyed these mines. If other parchments explain why the Narfelli destroyed their mines, these have yet to be found, Yryrar told the dwarves, but he personally was convinced that the mines were destroyed shortly before the empire's destruction, in the hope of keeping the mines from falling into the hands of Raumathar.

On this point, Yryrar was wrong, and Cindarm mac Faern has become aware of that. The rest of the runestone was found before the delegation to Yryrar returned, and it clearly explains that men had mined the underground riches near the Orcblood, but in doing so, they had mined too deeply and awakened a horrible doom there.

Cindarm mac Faern is determined to work the coal mine and reap its reaches, therefore, his clan has kept the contents of the rest of the runestone secret. He particularly does not want Impilturian Queen Sambryl or her paladin Lords of Imphras II to get wind of the runestone's dire words, because he is convinced that the mines would be shut down as a result of them.

If you as Game Master wish to expand on this thread, you have a free hand to do so. The project group does not intend to further elaborate on these mines in the future. This could be a good place to depart from regular role-playing routine and instead have the dwarves awaken a horror of the deep, *a la Tolkien*, who put a balrog in the Mines of Moria.

* See WotC's *Demihuman Deities* accessory by Eric L. Boyd, available as a pay download from http://www.rpgnow.com.

Hlammach

Metropolis, Conventional. AL: N. 200,000 gp limit*. Assets: 35,000,000 gp*. Population: 35,000, 96% human, 4% mixed, mostly dwarven. Authority figures: War Captains Imbrar, lvl 13, and Silmgar, lvl 11, both human male, AL:LG, paladins of Ilmater, Lords of Imphras II; High Justice Rualara, human female, AL:LG, cleric lvl 12, Priestess of Tyr; Royal Impilturian Minister of Finance Rulmgar, human male, AL:N(LG), Fighter lvl 10, Rogue lvl 6. Others: Jeltar Starrain (really Warbin Twoomb), human male, AL: LE, Rogue lvl 16, key merchant and agent of the Iron Throne; Jasper Tardrin, human male, AL:LE, Aris 7, agent of Iron Throne; Myron Tandy, human male, AL:LE, Exp 3, agent of the Iron Throne in Nester Investments; Tashilnyr, human male, AL:LG, Exp 10, Chairman of Hlammach Shipping; Undrabans, human male, AL:LE, Cleric lvl 8, Strifeleader of Cyric; Kinnit mac Gearg, dwarf male, AL:LG, Exp 10, Manager Toho Iron Works; Lanahla Meltassian, human female, AL:CG, Enchantress Wizard lvl 11, and Rinold Meltassian, human male, AL:NG, Bard lvl 8, owners of the Lonely Scrag and Harper agents; Painbearer Wilaunyr, human male, AL:LG, cleric lvl 19, Priest of Ilmater; Battleguard Tandalus, AL: CG, human male, cleric lvl 5. Priest of Tempus; Wavetamer Kardlraun human male, AL: CG, cleric lvl 6, Priest of Valkur; Waveservant Narmara, human female, AL:CE, cleric lvl 3, Priestess of Umberlee; Randlraun, human male, AL:CN, cleric lvl 2, Priest of Istishia; Doomguide Dargonath, human male, AL:LN(E), cleric lvl 7, Priest of Kelemvor; Sonnlinor Narn mac Tirnith, AL:LG, dwarf male, cleric lvl 3, Priest of Moradin; Gondsman Morton Rubik, human male, AL:N, cleric lvl 12, Priest of Gond; High Demarchess Nandia Phunt, human female, AL:NE, cleric lvl 12, Priestess of Mask; Hurnor Greaghur mac Kemnit, dwarf male, AL:N, cleric lvl 14, Priest of Vergadain; Melius Dart, human male, AL:CE, cleric lvl 2, Priest of Malar; Shamus mac Garneghal, dwarf male, AL:LN, War 9/Exp 6, manager of Torg mac Cei Coalyards. Taxation: Benevolent.

* Adjusted upward to account for the city's wealth.

For NORTHERN JOURNEY Game Masters only:

Hlammach is a pivotal point for one of the few planned *NJ* encounters in Impiltur. You can have your PCs visit Hlammach as often as you or they want, but once you decide to move your PCs on to the Great Dale, Hlammach should be the beginning of the further journey. You need to steer them to Impiltur, either for the first time or again. Please keep the following points in mind:

- In earlier visits to Hlammach, the PCs may not be made aware of Undrabans, the Strifeleader of Cyric, or his two assistant priests.

- During this final visit, the city watch will inspect the arms of all persons entering the city, looking for the sigylls. When the PCs are discovered to bear the sigylls, they will be asked to accompany guards to the garrison of the Heralds of Imphras II for questioning. If the PCs resist, the guards will make clear to them that the PCs are not suspected of anything, but rather that they have been the victims of a plot against them that has been uncovered.

- Once in the garrison, the interrogating officer, Commander Hilrunbrar (hm Fighter Lvl 8, AL: LG) will inform the PCs that investigators of the Royal Ministry of Finance have tracked down culprits who have been paying merchants to incite seditionist dissension against the crown. The arrested are three Strifeleaders of Cyric, the priests Undrabans, Dragohan and Redokrans.

- In searching Greystone House (Map No. 71), which they had used as their secret temple, the investigators found a document from a High Strifeleader named Robald Hlind in Calaunt on the Vast, describing the PCs and their sigylls and ordering Undrabans to have the PCs killed.

- Hlind explains in his message to Undrabans that the PCs are carrying out a mission on behalf of High Tyrannar Fzoul Chembryl of the Xvimist Church in Zhentil Keep and therefore are enemies of Cyric's church. Hlind mentions that the PCs receive their assignment from Fzoul during an extended stay in his *Heart of the Hand* Xvimist temple in Zhentil Keep. The PCs will be looked upon with some suspicion as a result of this message, and they will have to explain this matter.

- Once the PCs have satisfied the Heralds, you have two options open. If you want your PCs to go to Lyrabar for some reason, you can have the Heralds send them there for further consultation with agents of the crown. If not, you can have the Heralds send them on.

- Regardless where you send the PCs, the next important stop will be Ilmwatch, where the crown wants the PCs' sigylls investigated at the Royal Strategic Academy. The PCs will be all but forced to submit to the investigation in Ilmwatch. The crown considers the matter of the sigylls to represent a possibly dire threat to the weal of the kingdom, and it will have little understanding for an attempt by the PCs to circumvent this investigation.

- Undrabans, Dragohan and Redokrans are still alive and in the dungeon beneath the Heralds' garrison. The PCs can question the three priests, if they wish, but they will know nothing more than what is written in the parchment from Robald Hlind.

For All Game Masters:

Some call Hlammach the *Secret Capital of Impiltur*; others call it the *Capital of Impiltur's Secrets*. To some extent, both descriptions fit. With an estimated population of about 35,000, Hlammach has grown to be about 10% larger than the true capital, Lyrabar. Hlammach is by all means the *business* capital of Impiltur, tacitly acknowledged in the fact that the Royal Ministry of Finance is in Hlammach and not Lyrabar. The city's War Captains are the paladin Lords of Imphras II Imbrar, who governs, and his deputy Silmgar, who commands the naval garrison of the Sword of Impiltur.

The appellation *Capital of Impiltur's Secrets* is a more recent invention. It refers to the many webs of plots and conspiracies against the current government structure that are alive and well and spreading in Hlammach. The city has a large population of relatively recent immigrant merchants who have little respect for the traditional rule of the descendants of Imphras I and the paladin Lords of Imphras II who serve the crown, although this system has served Impiltur well for three centuries.

The *"moneychangers of Hlammach,"* as the city's merchant class is referred to in Lyrabar, would like to see a government headed and run by the merchant class to serve business interests rather than public interests – although most Hlammach merchants will tell you that public and business interests are one and the same thing.

Working separately, agents of Sembia's Iron Throne and representatives of the *House of the Master's Shadow* – the great temple of Mask in nearby Telflamm – are doing their best to steer this quiet merchants' revolution and foment still more unrest, and these are aided again by limited activities of the element of the Zhentarim serving High Tyrannar Fzoul Chembryl of the Church of Iyachtu Xvim and – albeit unwittingly – by small but dedicatedly evil factions of the churches of Talona and Cyric.

One of the great ironies about Impiltur is that few lands in Faerûn are as well equipped as the Kingdom of Imphras to spy upon and perceive what threats there are within the country and outside its borders. With the Crown of Narfell, the Scrying Stones of Myth Drannor and the Narfelli magic of Tower Ithfell, there is little that the powers of Impiltur cannot see.

When it comes to external threats from Vaasa or the orcs of the Earthfast Mountains and the High Country of the Vast, there is little that escapes the watchful eyes of the Lords of Imphras II and their Wand of Impiltur. When it comes to domestic threats, however, one must sadly conclude that the many and mighty eyes of Impiltur are looking at the wrong things. The paladin lords perceive the organized crime of the family Regdresk in the Traders Bay area as the cancerous heart of all evil in Impiltur.

While much evil is done in the swamp country, the Regdresks pose no threat to the long-term stability of the kingdom. On the other hand, if the conspiracies and unrest that are focused upon the paladin lords by rebellious merchants are not quelled within the next few years, Impiltur could find itself in a political crisis that might eventually lead to the kingdom's fall.

This is underlined all the more by the fact that the dowager wizardess Queen Sambryl most certainly is in the late autumn of her life, and she is without issue and therefore without heir to the throne. Ironically, the crown and the Lords of Imphras II possess more than enough power to quickly end any merchant rebellion, but they fail to understand the true danger, although Queen Sambryl and Regent War Captain Kyrlraun both are well aware of the unrest spreading outward from Hlammach. Both view this unrest as a product of changing times and populations, but the queen also sees signs of a conspiratorial movement that Kyrlraun does not perceive.

There is little awareness in Lyrabar of the covert activities of Mask's church in Impiltur, and the queen and her paladins have heard the name *Iron Throne,* but they know little about this organization. However, the queen is determined to learn more, and her finance minister Rulmgar in Hlammach has been given this task, over the protests of some of the Lords of Imphras II.

They have yet to see that the development of New Sarshel across Easting Reach and north of Telflamm is the work of the Iron Throne and not the Sembian government. As a result, Sembia is perceived in Impiltur as an economic threat although not yet as an enemy. This perception disguises the clandestine work of the Iron Throne in Impiltur and falsely focuses the watching eyes of the kingdom upon Sembia, which, as a nation, has only a passing interest in Impiltur.

The queen and the Lords of Imphras II are, of course, aware of the god Mask, his church, and the things for which it stands, but they have given little thought until now to the question of whether Mask's church is active in their kingdom. It's an idea who time has not yet come, perhaps unfortunately for Impiltur.

Most merchants in Hlammach are not overtly involved in treachery against the queen or her governing paladins, although their whisperings support change. Few of the city's money movers are natives of the kingdom. Many are immigrants and most of the rest are children of immigrants. The traditions of the paladin Lords of Imphras II are alien to them.

It is not their goal to overthrow Impiltur or to bring it down, but rather to create the climate most favorable to their own economic interests, ultimately funneling the greatest profits into their own pockets with little or no regard for the weal of the country as a whole.

Hlammach faces southward onto the Sea of Fallen Stars, with a nearly circular naval harbor on the western edge of the waterfront and two, substantially larger, manmade cloverleaf-shaped harbors to the east of the naval base. The easternmost harbor is Fishermen's Wharf, always open to traffic but relatively shallow and fit only for smaller boats. Invading war vessels would run aground before entering Fishermen's Wharf.

Side routes into the naval base and the large, central Harbor of Hlammach are protected by huge, underwater chains capable of ruining the hulls of even armored warships attempting to enter unwanted. To enter the main harbor, ships must pass between two islands before reaching the main harbor opening, which also is protected by a chain, but one that usually is lowered into the Inner Sea, posing no threat to merchant ships. This chain can, however, be raised with a set of cogs and pulleys in a heavily-guarded defensive building on the west side of the harbor's entrance. In what history has been recorded since the fall of the Narfelli empire, it appears that Hlammach never has been entered by hostile forces approaching by sea.

Most of Hlammach's residents live within the northwestern shadow of the city wall. The city's business centers, costers and merchants houses generally curve around the large commercial harbor of Hlammach or are located immediately upon the docks, such as Fallen Stars Trading. The Seaman's Hall of Hlammach, the recruiting and payroll center for merchant seamen, also is on the docks.

Between the great Harbor of Hlammach and Fishermen's Wharf, one finds large warehouses, the Harbor Foam Brewery, a large grain processing and storage facility and the huge iron works operations of Hlammach. The Fish Market and the Market Square with its tavern and inn are directly north of Fishermen's Wharf. The area east of the wharf, continuing to the north city wall, is predominantly housing for common laborers, fishermen, resident sailors with families and the like.

Directly north of the Market Square and the Fish Market one finds the Great Imphras Estates, a well-guarded residential area enclosed by a 10-foot/3m high stone wall. Hlammach's wealthiest residents live in this secluded quarter. But thieves should be warned; hired mercenaries do a thorough and good job of guarding this section, and it is rumored that many mansion owners within the Great Imphras Estates have hired archmagi to protect their grounds with powerful magicks.

North of the Great Imphras Estates, within a 20-foot/6m high stonewall, one finds the huge governmental complex of Hlammach. Within it are the Royal Ministry of Finance, which also includes the Royal Mint and Royal Treasury (No. 42 on the map), the Hlammach City Administration (No. 43) and the Hall of Justice with its shrine to Tyr (No. 44).

No other location in Hlammach is as heavily guarded and magic-protected as the governmental complex, due to the presence of the finance ministry, the mint and the treasury. Huge underground vaults store the major share of the crown's treasure, a massive collection of bloodstone bars, precious metals and stones and coins. Above them are the treasury's large vaults which store both unworked precious metals and new coins that have yet to be circulated.

Directly north of the governmental complex and outside of its walls is the garrison of Hlammach's 120-man contingent of the Heralds of Imphras II. West of it is Waukeen's Woodlands, a large, mostly forested city park that is open to the public. The wooded park's history appears to go back to Narfelli times. Within walls in the park's northeastern corner is Great Imphras Hall, the palace of governing War Captain Imbrar, one of the paladin Lords of Imphras II.

The main part of the woodland lies on the west side of the Orcblood River, containing the scenic pond known as Kethdul's Water (No. 51), in honor of a priest of Waukeen who served the city some two centuries ago, Waukeen's Gardens (No. 52), a pleasant grove with small pond that traditionally was used for delicate summer negotiations of business deals that would be consummated with a blessing by a priest of Waukeen, and the House of Trade (No. 53), the city's luxurious temple to the Merchant's Friend.

Before the Time of Troubles, Waukeen was worshipped by most of Hlammach's merchant class and many of the bureaucrats in the Ministry of Finance, and these worshippers' contributions maintained the temple.

The former High Priestess of Waukeen, Goldeyes Milnoraun, continues to administer the temple in Waukeen's absence, but without priestly powers. Many of Waukeen's worshippers have remained faithful over the years, convinced that their goddess will return one day, and they continue to support the temple financially.

Game Master's Note: Our version of Impiltur is intended to be current to the Year of Wild Magic (1372 DR). Officially, Waukeen already has returned to Faerûn by this time. The *Northern Journey* adventure leaves the option open for Game Master's running the full *NJ* adventure to go from the drow halls beneath the ruins of Castle Perilous in Vaasa on into Azzagrat, to play out the WotC module *For Duty and Deity* by Dale Donovan (TSR - 1998, available as a free download from WotC's website) and rescue Waukeen themselves.

Officially, the events in this module took place in the Year of the Tankard (1370 DR), as documented in the WotC accessory *City of Ravens Bluff* by Ed Greenwood (TSR - 1998, available as a free download from WotC's website). If your campaign is using the official version of Waukeen's return, then this temple once again will be fully functional with a large number of loyal and relieved worshippers, and Goldeyes Milnoraun and her new subordinate priests again will be receiving spells.

To the north of the garden and temple are two ancient remnants of the ancient empire of Narfell, the *Hedge of Narfell* labyrinth (No. 50) and the Hlammach Fountains (No. 49). There still is magic within the labyrinth (see the description farther below), but if ancient stories that the fountains could heal in the days of Narfell are true, the garden fountains seem to have lost that power. To the west of Waukeen's Woodlands, bordered by a large hedge, are more trees and small ponds and then the University of Hlammach, which has colleges of trade, economics, geography, history, mining and metallurgy.

Outside of the city walls to the northeast one finds Leviathan Rendering (No. 47) and Star Arisen Lamp Oil (No. 48), huge, smelly rendering plants that are quite unpopular with residents of eastern Hlammach. Day and night, putrid, oily smoke pours from the stacks of these two factories.

The prevailing west winds usually carry the smoke away from the city, over the coastal fields to the East. But occasional shifts in the wind sometimes send the nearly nauseous smoke instead across the governmental complex and the dwellings of low paid laborers on the city's east side.

In the winter months, when this condition sometimes can continue for a tenday and more, the city government has ordered rendering in the plants to be stopped until the weather changes, but this is done only reluctantly, because the city is required by the crown to pay damages to the two plants during periods of closure.

Beyond the city wall in the northwest one finds the large coal yards of the Torg mac Cei mines (No. 67), which provide what has become Hlammach's main source of heating fuel. The coal yard's offices and administration as well as quarters for the dwarves who work there are in dour, grey buildings within the operation's wall, all built of stone from the Earthfast Mountains to the North.

All ships bringing merchandise from the West to the cities and port towns of Easting Reach stop of necessity in Hlammach's harbor. Hlammach not only is Impiltur's best source of materials for reprovisioning before continuing northward or farther east to Telflamm, Thesk or Aglarond, but it also is the port of entry for all ships planning to dock in Impiltur, except for those who sail no farther than Lyrabar. The wares of a ship that tries to dock elsewhere in Impiltur are confiscated, unless of course the port is sought in an emergency, in which case all cargo must remain on board.

Many ships sail eastward carrying unsold merchandise that still is seeking a market. Such vessels usually also carry as passengers merchants who are authorized to directly sell such wares. To attract this free market business, as well as to sell products produced within the human and dwarven kingdoms, Hlammach has a special free port operated in the easternmost cloverleaf of the main cargo harbor. The area is heavily guarded to assure that no tax free cargo is smuggled out.

From an adventure viewpoint, Hlammach is, on one hand, a city where PCs can find almost anything they're seeking, if they look long and hard enough, and on the other, a city of many plots, conspiracies and schemes, along with ironies that accompany them. Many organizations that have little in common with one another are working toward the same goals, without realizing it.

The prime example involves the underground churches of Cyric and Mask, two gods who view one another as arch enemies. Both are doing their best to sow the seeds of strife, unrest and dissension among the money movers of Hlammach. Cyric's Strifeleaders are doing it for the sake of strife in its own right, while Mask's followers are doing it to honor their god with the plots and conspiracies upon which he thrives. Both churches' priests and followers operate clandestinely in Hlammach, and it is doubtful that they even are aware of one another, much less that they know they are working separately toward the same goal.

The Sembian Iron Throne is not a religiously oriented organization, but its members worship above all Waukeen and Shaundakul, followed by Tymora and Mask. They are unaware of any presence in Hlammach of agents of the churches of Cyric or Mask and they also are unaware of any activity by the Zhentarim or the Church of Iyachtu Xvim. Nonetheless, they too are working toward the common goal of weakening the paladin government of the queen, simply to facilitate their own infiltration of Impilturian business and economics.

Watching the Iron Throne from the shadows are Xvimist agents of the Zhentarim, steered from afar by High Tyrannar Fzoul Chembryl of the Xvim's Church in Zhentil Keep. The Black Network already has infiltrated the Iron Throne and has every intention of manipulating it to serve its own ends, in Hlammach, in Impiltur and everywhere else where the Throne is established.

The one wild card, the true joker that these organizations of evil have to fear, is the loosely scrupled Finance Minister Rulmgar and his *Queen's Rats,* a clandestine, undercover group of a dozen thieves formerly with the Tightpurse guild in Damaran Heliogabalus. The identities of the *Rats,* officially known as the *Shield of Impiltur,* are completely secret and known only to Rulmgar personally.

(**Game Master's NOTE:** See the details on Rulmgar and the *Queen's Rats* in the description of Rulmgar within the NPCs section of the *Northern Journey Campaign Guide*.)

The *Queen's Rats* are beginning to root out leads to the activities of the church of Mask and the Iron Throne in Impiltur. They are not yet aware of Zhentarim activity, Strifeleaders of Cyric or the poison-brewing priestesses of Talona in the swamplands behind Traders Bay.

Adventure Hooks: In many respects, Hlammach is an adventure hook in and of itself. It's filled with plots and intrigues crossing each other at purpose and counter purpose. The Game Master needs only pick the elements that best suit his/her needs and turn them loose on his PCs. Here are some possibilities:

- The PCs can fall into a situation where they come to the positive or negative attention of Finance Minister Rulmgar and the *Queen's Rats.* In the former case, they could be recruited to help out the crown in digging out the rotten roots that are sinking into Hlammach's soil. In the later case, the PCs might have to prove that they're not a part of the rot.

- The PCs can run on their own into activities of the Iron Throne, the Church of Mask, the Zhentarim and/or the Strifeleaders of Cyric.

- The PCs can encounter seditionist elements of Hlammach's merchant classes and decide how they want to deal with what they find.

- In their *final* visit to Hlammach, the confrontation with the assassination edict from the Cyricist church mentioned above takes place, if you're running the *NJ* adventure.

- If you want to add underwater elements from the WotC *Sea of Fallen Stars* accessory to your campaign, the research of the temple of Gond, the *Center of Endless Wonders* (Map No. 54 – see description below) can give your PCs a hilarious and perhaps catastrophic starting point.

Map of Hlammach

Game Master's note: Hlammach is a relatively large city geographically. If you use only the map of the full city, details often will be difficult to make out. If city maps are important tools in your campaign and if you have *Campaign Cartographer 2 Pro*™ or the *Campaign Cartographer 2 Viewer* from ProFantasy Ltd, we suggest you print zoomed in maps of your encounter settings within the city. Fine details have been mapped for all important locations.

1 – Naval Garrison of the Sword of Impiltur. War Captain Silmgar, who lives in the garrison, commands the medium-sized fleet of Hlammach, with 300 soldiers and 700 sailors of the Southern Sword. Silmgar has two medium battleships and three cutters used to interdict smugglers under his command.

2 – Naval Harbor. The side runs between the small islands are permanently blocked by chains. The main entrance is always open.

3 – Permanent Chains.

4 – Moveable Chains.

5 – Hlammach Harbor. The easternmost cloverleaf is a well-guarded free port for untaxed merchandise.

6 – Seaman's Hall. Sailors wanting to sign on for a ship's crew find the lists here, and low cost food and cots in barracks also are available for sailors low on money. Those who have none can stay and eat, but they are required to sign on as crewmen on the first available ship. The captains of the ship then pay the hall the sailor's bill as an advance on the payroll. This is a relatively new building, constructed in the Year of the Wyvern (1363 DR) and opened early in the Year of the Wave (1364 DR).

7 – Water Rat Inn. This is a cheap house with an inexpensive tavern restaurant that's a favorite place for sailors to stay when they're between ships. Lodging and food is inexpensive. Neither is of special quality, but both are adequate and affordable, as are the ladies who frequent the public room at night. The innkeeper is a retired sailor from the Vast named Worrat (human male, AL:CN, War 3) whose mates nicknamed him *Water Rat,* thus the name of the inn. Sailors' rooms cost two silver shiners per night, including breakfast. The *Water Rat* has only a single meal on its daily menu, usually some sort of seafood, and it always costs a silver shiner, regardless of what it is. Pure, cold rum from the Vilhon Reach and warm grog made from the same rum cost 4 silver shiners a mug. Harbor Foam beer costs 3 copper bites for a quart/liter tankard. Cheap Traders Bay whisky goes for 7 shiners a shot/0.1 liter.

8 – Fallen Star Holding Co. The financial offices of Fallen Star Holding are run by Jasper Tardrin and it is the main working front of the Iron Throne in Impiltur. The company is owned to 80% by Jeltar Starrain (really Warbin Twoomb). The other 20% is owned by little known *grey faces* in Hlammach, all of whom now are Throne agents.

9 – Harbor Foam Brewery. This huge regional brewery turns out a single beer, a light bottom fermented lager of middle quality that tends to be popular in the area from Hlammach to Pick 'n' Axe. The brewery also operates the only malting house in the region and delivers malt to other local breweries. Harbor Foam's ownership is complicated. It's owned to about 65% by the Hlammach Grains Cooperative, 20% by Jeltar Starrain and 15% by other investors. The brewmaster, Nilrinbrar (human male, AL:NG, Exp 4, avid follower of Chauntea), learned his art at the monks' school of the agriculture ministry in Dilpur. A rather outspoken person, Nilrinbrar is not particularly happy with the beer he brews in Hlammach. To improve it, however, he needs better hops, which would have to be purchased outside of the Hlammach area. The farmers, who are the majority owners of Hlammach Grains, are opposed to importing grain from other parts of Impiltur, because they fear, perhaps rightfully, that such imports would reduce the sales of the crops from their rather poor soils. However, Jeltar Starrain's representatives are bringing pressure to heed the brewmaster's advice.

10 – Hlammach Grains Cooperative. Soil in the rural area surrounding Hlammach is relatively poor, and farmers who till the ground there have to try to make a living mainly with the sale of wheat, oats, barley and spelt as well as some hops. About 95% of the farmers in the area are member owners of the coop, which sells their grains.

11 – Toho Iron Works. This huge forge and foundry is operated mainly by dwarves of the Earthfast Clan, producing malleable metals for domestic and export use from the ores of the Earthfast Mountains. The manager of the works is Kinnit mac Gearg, a native of dwarven Earthfast City.

12 – South Coast Iron Works. This plant is human owned, with 65% belong to Fallen Star Holding and 35% in the hands of various local investors. Nurman Troddh (human male, AL:NE, Aris 2), a native of Ordulin in Sembia, is manager of the plant and an agent of the Iron Throne. South Coast buys metals from Toho Iron and makes large metal implements such as ploughshares, ships' armor, bells etc. Troddh siphons about 5% of the profits off quietly into the coffers of the Iron Throne, before the money has been booked and accounted for.

13 – Warehouse (1). Inner Sea Trading Coster.

14 – Warehouses (3). Hlammach Trading Co.

15 – Warehouses (5). Fallen Star Holding.

16 – Warehouses (3). Royal Damaran Bloodstone Trust.

17 – Warehouses (2). Heliogabalus Cooperative.

18 – Fish Market.

19 – Hlammach Trading. This coster is a joint venture of many smaller and medium-sized merchants in Hlammach. It buys and sells merchandise of all types but produces no wares or goods of its own. The Iron Throne has begun acquiring some of the smaller trading houses in Hlammach Trading, but its share and influence still are small. Vreed Garrath (human male, AL:N, Com 5), a native of Chondath, manages the coster.

20 – Inner Sea Trading Coster. This relatively new trading company was formed by a group of eight graduates of the University of Hlammach, all sons of prominent families. Both Hlammach Trading and the Iron Throne take a dim view of this undertaking at the moment, but the threat posed by the small coster at this time doesn't justify the risks that an investigation would bring, should Inner Sea become the victim of foul play. However, the families of the young merchants running the coster have good contacts in Cormyr. If these can be developed fruitfully, it's quite possible that Inner Sea Trading might become an important enough competitor to warrant action, despite the risks.

21 – The Fallen Star Tavern. This friendly house on the Market Square offers a good quality, golden, top fermented house-brewed ale and in the winter months a dark bottom fermented bock, rich in sweet barley malt, for 4 copper bites a tankard. The house beers are sold only in the tavern, although customers with large, capped tankards will carry 2½ quarts/liters home with them. One also can order good quality Vilhon Reach rum or grog at 5 silver shiners a mug, decent wines from the Uthmere area at 7 shiners to nearly two gold talers a glass and good quality Traders Bay whisky at 8 shiners a shot/0.1 liter. The tavernkeeper, Belliman Hoosper (human male, AL:CG, War 4) is the retired boatswain's mate of a merchant ship that sailed out of Westgate. He also owns the Market Square inn, across the marketplace.

22 – Market Square Inn. This comfortable house is owned by innkeeper Belliman Hoosper, who also owns the Fallen Star Tavern across the marketplace. Rooms are simple but comfortable and warm in winter. The inn is a good stop for those seeking a safe, quiet hostelry and a good night's sleep without luxury. The 12 single rooms cost 8 silver shiners a night. The 6 doubles run 6 shiners and 5 copper bites per person per night. The inn has neither a tavern nor a restaurant; most customers eat at Belliman's *Fallen Star*. But the inn does have a large breakfast room for guests.

23 – Market Square. In the summertime, the square is filled with stands and tents, selling local farm produce, local handcrafts, services and a wide variety of items brought to Hlammach by ship from distant place. In the cold season, most tents disappear and only those stands with coal stoves do business, mostly farmers selling cellar storage produce, mainly potatoes, carrots and grains, as well as itinerant peddlers and tinkers, who settle into Hlammach for the winter to sell their wares and services.

24 – Great Imphras Estates. This is the quarter where Hlammach's richest residents live in large mansions enclosed by a 10-foot/3m high stone wall. Hired mercenaries and vicious dogs do a thorough and good job of guarding the estates, and some mansion owners have hired archmagi to protect their grounds with powerful magicks.

25 – Edelson Trank Hybrid Horses. Trank (human male, AL:LG, Exp 4), an immigrant from Cormyr who returned to Impiltur originally to seek out his ancestors' roots, owns the entire island upon which he breeds horses. He calls the island the Equine Isle. In Cormyr, Trank earned his fortune breeding horses for the nobility in Suzail and high-ranking officers of the Purple Dragons.

26 – Hlammach Harbor Lighthouse. Manned by the naval wing of the Southern Sword, the lighthouse always is guard by at least a dozen sailors, including a first mate equipped with a ring of telepathy to send warnings of possible treachery.

27 – Starrain Isle. This island is the armed compound of Iron Throne Agent Warbin Twoomb, who most people still believe to be the Hlammach business magnate Jeltar Starrain. This island is so well guarded by mercenaries, vicious dogs and three powerful archmagi that no unwanted intruder ever has been known to have departed alive.

28 – Fishermen's Chowder House. This popular seafood house, all wooden inside, is owned by the Fishermen's Guild and run by tavernkeeper Dethel Tarnbrar (hm, AL:NG, Com 2), a retired fisherman now in his early 60s. The chowder house serves just about any kind of seafood imagesnable at prices ranging from 4 silver shiners to 2 gold talers. The menu also includes a delicious, golden orange, top fermented house lager beer at 4 copper bites per quart/liter tankard and quality Easting Reach wines ranging from 1 to 10 gold talers per quart/liter bottle. During the noon hour, when it is patronized by guild members, salt-crusted, smelly fishermen, it offers only bowls of clam chowder together with a quart/liter of house brew at 6 silver shiners a serving.

29 – Fishermen's Wharf.

30 – Lonely Scrag Tavern. This strange, dark but inviting tavern with serving wenches who double as ladies of the night is nothing more or less than the main base of the Shadowdale faction of the Harpers in Impiltur. It is owned by Lanahla Meltassian (hf Enchantress Wizard lvl 11, AL: CG) and her husband Rinold (hm Bard lvl 8, AL: NG). The two Harpers are fully described in the NPCs section of the *Northern Journey Campaign Guide*.

Lanahla has owned this tavern and clandestine Harper house of prostitution since the Year of the Crown (1351 DR). In the intervening years, she has spent a substantial part of her earnings buying the services of archmagi, whose work assures that her customers' identities are concealed. The main door opens not onto the common room, which occupies the rear of the ground floor, but rather onto a hallway from which several doors open. The hallway is ill-lit with candles. A small whale oil lamp burns at the end of the hallway, illuminating the entrance to the common room.

Strong dweomercraft is in place in the hallway, making it impossible to illuminate the passage with other sources of normal or magical light. Other magic gives the poorly lit countenances of those in the hallway a blurry, undefined appearance, making identification impossible. The first doorway to the left inside the passage opens onto a stairway up to the second story (European first floor). The door is magically locked with a dweomer too strong even for such magic as a *Knock* spell.

It is on this upper floor that the ladies of the house do their moonlight business, at fees that *begin* at 200 gold talers. The other magically locked doors on the ground floor lead into secure chambers that are designed for discussion rather than pleasure, and they are secured against magical scrying. Many of the more powerful shadow figures of Hlammach's life rent these rooms for delicate business discussions, including Iron Throne agent Jasper Tardrin of Fallen Star Holding and agents of Mask's church.

These rooms also are safe from scrying or spying by Lanahla and her ladies, but the damsels usually learn much of what has been discussed later in the evening when the focus of such meetings turns from business to pleasure. The common room of the *Scrag* is an entirely different matter. New customers who don't know the ways of the place can quietly negotiate with a waitress for her after hours services, but the common room is by and large a strange but comfortable tavern with a nightly program of song by Rinold, his songs shaped with his bard's talents to improve moods and loosen tongues.

The common room tends to draw travelers, mostly adventurers or businessmen with a mission, who prefer to spend their evenings out of the public eye. Harpers who come to Hlammach on official business always spend time in the *Scrag*. It also will serve as a safe house for traveling Harpers, if such is needed.

Few locals ever come to the *Scrag,* although slightly inebriated sailors occasionally wander in to see what the tavern with the strange reputation really is like. Between Lanahla's magic, Rinold's talents as a bard and the sheer brawn of bouncer Rogad (half-orc male, Fighter lvl 18, AL: CG), problems that occur when such customers get out of hand usually are dealt with expeditiously.

If you're running the *Northern Journey* adventure, Lanahla has all the knowledge the Harpers possess about the PCs. She will offer them any help they seek, if it is within her means, but she has been instructed not to make any personal attempts to contact them. Her assignment is merely to report on their passing, unless they request aid.

The *Scrag* serves no meals but can provide small snacks. Standard drinks include Harbor Foam beer at 6 copper bites per quart/liter tankard, a wide selection of fruit schnapps from Merman's Distillery in Sarshel at 4 silver shiners to 1 gold taler per shot/0.1 liter, a selection of quality wines from the Uthmere area at 1 to 6 gold talers per quart/liter bottle and top quality Traders Bay whisky at 1 gold taler per shot/0.1 liter. Customers carrying a small treasury with them also can afford to order more expensive drink. If something is fermented or distilled and sold outside of the house anywhere in Faerûn, there is a good chance that Lanahla has a sample in her cellar, but it will be costly.

31 – Rudlraen's Supplies. This large store specializes in all equipment, large and small, that fishermen need, including replacement parts for fishing boats. The owner, Tenet Rudlraen (human male, AL:NG, Com 3), once owned a similar store in Tsurlagol. He sold it at a handsome price when competition began growing in the southern harbor city of the Vast on the Sea of Fallen Stars.

32 – Hlammach Fish Packing. This complex is managed by Darndlbryn (human male, AL:LN, Exp 3), a graduate of the College of Trade at Hlammach's university. The plant is owned by the Fishermen's Guild. Most of the city's daily catch is consumed locally, with the exception of a trout-sized seafish known as the Kurbit. It swims in concentrated schools in the sheltered bay northwest of Hlammach south of the Hill of Tombs. Kurbit is found only in the Sea of Fallen Stars, but seldom in large schools, outside of the bay area. It is not a particularly popular eating fish in Impiltur, but Kurbit is consider a rare delicacy in the coastal regions of the West, from Luskan to Calimport. Hlammach Fish Packing smokes Kurbit, packs the fish in salt brine in barrels and ships it westward, at handsome profits.

33 – White Tide Fish Packing. This is a rather new plant, built in the Year of the Gauntlet (1369 DR) by a native retired fisherman named Tandlraun (human male, AL:CG, Com 2). White Tide makes chowder called *Pirate Soup* that is popular throughout the Inner Sea region, packs it in barrels and sells it to restaurants and inns along the coasts of the Sea of Fallen Stars. *Pirate Soup* is chowder made of several kinds of fish, crabs, prawns, shrimp and lobster, mixed with vegetables. White Tide purchases the latter as preserves in Dilpur.

34 – Gold of the Sea Fish. *Gold of the Sea* has a tradition going back nearly two centuries, when it was founded by the family Nandlbrar, which still owns the packing plant. *Gold of the Sea* specializes in packing popular fish varieties such as sea perch, haddock, cod, halibut, etc., in barrels of salt brine and shipping them to inland customers in Damara, Thesk, to a certain extent the Great Dale and also into the Dalelands in the west. Throughout most of the company's history, Damara had been its main customer. After the fall of Damara to Zhengyi the Witch King, *Gold of the Sea* nearly went broke. In those days, the owner, Nathanraun, sent his oldest son, Dendlgar (human male, AL:NG, War 1, Exp 2), westward across the Dragon Reach in search of new markets. Dendlgar, who since has taken the plant over from his father, did manage to interest a number of inns in northwestern Sembia and the Dales into buying his barreled fish. It is used as a menu supplement for the winter months, when little poultry is slaughtered. The customers in the west, who have little contact with any fish beyond the occasional freshwater catch, slowly developed a taste for *Gold of the Sea's* products, and the company was able to stabilize its operations within a few years after Damara's fall.

35 – House of the War Wave. This temple to Tempus draws above all sailors and soldiers from the garrison of the Sword of Impiltur. Battleguard Tandalus runs the temple. He is assisted by a third level priest and a novice of first level.

36 – House of the Sea Lord. This temple to Valkur is manned by Wavetamer Kardlraun. The temple has a rapidly growing congregation of worshippers, largely fishermen and sailors of the sword of Impiltur. In the past two years, three new local priests have been ordained into the temple. One has reached the second level, the two others are of first level.

37 – House of the Merciless Queen. As the congregation of Valkur grows, that of Umberlee has begun to dwindle. Although worship has dropped considerably, the number of placating offers has grown. This does not, however, soothe the wrath of Waveservant Narmara, and there are concerns that the Bitch Queen herself may begin taking revenge upon those who have turned from her faith to Valkur's.

38 – House of the Wondrous Waters. This small temple to Istishia has a relative tiny congregation consisting largely of fishermen's wives. The temple is manned by the priest Randlraun.

39 – House of Transfiguration. The main obstacle to growth of Kelemvor's congregation is the temple's sole priest, Doomguide Dargonath, who despite sincere attempts has had difficulty purging all of the evil from his soul. Before the Time of Troubles, Dargonath was a Gray One of Myrkul, who conducted his religious duties from the sewers of Hlammach, where he successfully evaded the Heralds of Imphras II, who sought to arrest him. As a part of his process of conversion to Kelemvor's faith, Dargonath turned himself in, but because of his conversion was pardoned by War Captain Imbrar. Dargonath was feared in the time of his service to Myrkul, and even those inclined toward the faith of Kelemvor in Hlammach today have difficulty convincing themselves to deal with Dargonath.

40 – The Echoing Forge. The city's temple to Moradin is manned by a single priest, Sonnlinor Narn mac Tirnith of Earthfast City, who was sent as something of a missionary to Hlammach to serve the spiritual needs of Moradin-worshipping dwarves there. The *Forge* is not the main dwarven temple, however. Most expatriate Earthfast dwarves who have taken to living among men in the city worship Vergadain in the great Temple of the Golden Lord (No. 60).

41 – House of Just Meditation. The caretaker of this great temple to Tyr is Holy Justice Nivinbryr (human male, AL: LG, cleric lvl 2, Priest of Tyr). The temple's upper stories house the six holy justices of Tyr who are in charge of the Hall of Justice (No. 44), the court of Hlammach, led by High Justice Rualara.

42 – Government Complex: Royal Ministry of Finance. This building and the rest of the complex are heavily guarded and protected by several layers of strong, permanent magic. The Royal Mint also is in this complex and the huge Royal Treasury is beneath it.

43 – Government Complex: City Administration.

44 – Hall of Justice. Hlammach's courts of law, with a shrine to Tyr. The temple of Tyr is outside of this complex, in No. 41.

45 – Garrison of the Heralds of Imphras II. A 120-man contingent is based in Hlammach to serve both the city and the greater countryside surrounding it. The Hlammach garrison is responsible for the entire area south of the Earthfast Mountains and north of the coast between the Hill of Tombs in the west and the Axe Trail and Dilpur in the east.

46 – Great Imphras Hall. The palace of War Captain Imbrar, the Lord of Imphras II who governs Hlammach.

47 – Leviathan Rendering. One of Impiltur's two major producers of whale oil. The company is headed by Ombrilaun (human male, AL:LG, Aris 10, Exp 8), the son of War Captain Imbrar, who graduated from the colleges of Trade and Economics at Hlammach's university. The company is owned by a large and diversified number of investors. Quiet purchases of holdings have brought the Iron Throne's share above 15%, but it remains a *silent partner* to date.

48 – Star Arisen Lamp Oil. Impiltur's second major producer of lamp oil, am operation of the wealthy Yandibrar family. The family member who currently runs the business is Haelanraun (human male, AL:LN, Exp 2).

49 – Waukeen's Woodlands – Hlammach Fountains: The garden surrounding the double fountain as well as the fountains themselves are said to date back to the ancient empire of Narfell. It is claimed that these fountains once had magical healing powers. That may be true, but no one has succeeded in tapping those powers for centuries.

50 – Waukeen's Woodlands – Hedge of Narfell: The city's great labyrinth of ancient, pruned beeches 10 feet/3m tall also is a product of Narfell. The magic of the Narfelli empire still keeps the hedge pruned, although no modern magi have succeeded in fathoming the secret of this or other magic in the labyrinth. The city watch has a team of guards who have been trained to work in the labyrinth, have mastered it (see below), who know its ways well and who can resist its magical confusing effects.

The entrances to the labyrinth are constantly guarded to keep children, drunks, and other confused persons out. There also are signs warning that the labyrinth is possessed of dangerous magic that can at times be fatal. The guards will allow sober, seemingly sensible adults to enter the labyrinth if they choose to do so despite these warnings. The guards also will inform those who enter that they can rescue the lost, if they cry for help, but each rescue costs a fee of 10 gold talers per person, which is contributed to the upkeep of Waukeen's Woodlands.

Anyone who enters the labyrinth must save for will against DC 22 or vs. magic at a penalty of 2, or the magic within the labyrinth will cause extreme confusion. If a group enters the labyrinth together, the poorest saving throw within the group is valid for the entire group. For those who succeed in saving, there is a 25% chance per 1d10 rounds of erring in direction, even if the PC is mapping the labyrinth. In game terms, if a PC errs, the Game Master simply places him/her at another arbitrary point within the labyrinth. For those who fail in their saving throw, the chance of erring increases to 75%.

After a PC has erred five times, he/she also must make another saving throw for will against DC 20/vs petrification each turn, or he/she will despair. These saving throws are individually valid. Once a PC despairs, he/she will be overcome by magical despondency. A despondent PC abandons all hope of ever escaping the labyrinth. He/she simply sits down upon the ground and does not take any more action. A despondent PC will not call for help.

Together with the magical despair come magical hunger and thirst. After 20d6 miniutes of despair, the PC will die of dehydration and starvation. A despondent PC has a chance of emerging from his/her magical despair once per turn. After the first turn of despondency, the PC can save for will against DC 22/vs. petrification at a penalty of 2. For each successive turn in which the PC saves, there is an additional cumulative penalty of 1, until he/she overcomes his/her despair or dies. PCs in a group can drag or carry despondent PCs; they will not resist.

If a PC reaches the mystical fountain at the center of the labyrinth, he/she must overcome a wave of fear that emanates from the fountain. That requires a saving throw for will against DC 20/vs. paralysis without penalty. Those who fail the save will flee the center of the labyrinth and will encounter the same difficulties leaving it as they did going through it to the fountain. This fear of the fountain lasts lifelong and can be overcome only through a *Limited Wish* or a *Wish.* No PC subject to fear is able to re-enter the labyrinth.

Unweave Magic has no effect upon the labyrinth, the fountain or the effects they cause. If a PC overcomes the fear emanating from the fountain, he/she has a chance to master it. To do so, he/she must approach the fountain's magic properly. Access to the magic is gained through staring into the fountain's waters. When a PC does so, he/she sees a madcap, rushing vision of pictures from his/her life.

At this point, the PC can phrase a question, mentally or vocally, and regardless of what that question is, the fountain, with visions, will show him/her the answer. The fountain simply does not react to questions that can be answered only with words. It goes blank and awaits another question. If a PC asks a question with multiple parts, the fountain will indeed show him all of the truthful answers, but these will flash by so quickly that the PC will understand only 25% of what he/she has seen, falsely remember another 25% and forget the remaining 50%.

Only one person can approach the fountain at a time. An invisible barrier prevents others from coming near enough to see the visions in the fountain's water.

It is a serious mistake, however, to drink water from the fountain. Any PC who does so must save for fortitude against DC 20/vs. poison or die immediately. A *Detect Poison* spell or similar magic will not show the well as being poisonous. It is not in fact poisonous. The fatal effects are the result of Narfelli magic. If the PC makes his/her saving throw, he/she still suffers from magical forgetfulness.

A fighter, ranger or paladin will forget how to use his or her primary weapon. A mage will lose the ability to learn one spell of each level. A rogue will lose his or her highest ability. A bard will lose his or her ability to enchant. Strangely, the fountain seems unable to interfere in a cleric's or priests communications with the god or gods which he/she serves. Instead he/she loses the ability to effectively use his/her prime weapon, just as is the case with a fighter.

These lost abilities can be restored only with a *Limited Wish* or a *Wish*. Water removed from the fountain immediately loses *all* of its powers and reverts to simple water. Only a PC who has successfully posed a question of the fountain and who receives a vision he/or she understands has mastered the fountain.

Those who have mastered it can leave the labyrinth easily and never will have trouble going through it to the fountain in the future, but the fountain endows a seeker with an answer only once in a lifetime. Repeat visitors see only blank water. No one can reveal what the fountain has shown him/her as long as he/she remains within the labyrinth. Those who do not master the fountain can make subsequent attempts, as long as they are not victims of fear. However, they must leave and re-enter the labyrinth to do so.

No one who masters the fountain has the ability to tell others how to use the fountain, to map the labyrinth or to lead others to the fountain, although they are able to rescue persons lost in the labyrinth, regardless of whether they hear cries for help.

All persons within the labyrinth, regardless of whether they have mastered it, are totally oblivious to all things outside of the labyrinth, including those who have mastered it. If, for instance, a PC with a magical flying ability hovers over the labyrinth and attempts to shout directions to those within, they neither will look up at the flying PC nor will they hear what he/she says.

The labyrinth exists within a flat, magical cube that goes 20 feet/6m above and below its surface. The only openings in this cube are the four entrances through the hedge. Any attempts to enter the labyrinth elsewhere – by climbing or penetrating the hedge, flying, digging, etc. – are foiled by the fully impenetrable barrier of this magical cube.

51 – Waukeen's Woodlands – Kethdul's Water. Named after an ancient priest of Waukeen in Hlammach, this peaceful, beautiful pond is said to have once possessed the magic of the Merchant's Friend (and does so again, if Waukeen already has been restored in your campaign). It is said that merchants who worshipped Waukeen could sit by pleasant weather on the benches surrounding the pond and negotiating difficult matters, winning keen insight from the goddess on how best to negotiate with a business partner. That blessing was lost with Waukeen's disappearance in the Time of Troubles, but during friendly weather, merchants who worshipped Waukeen still come frequently to Kethdul's Water, which they find to be inspiring.

52 – Waukeen's Woodlands – Waukeen's Gardens. In a sense, this is a misnomer. The gardens contain Kethdul's Water, trees, grass, ferns, and a few small bushes. The former magic of Kethdul's Water extended throughout the gardens.

53 – House of Trade. The temple to Waukeen once was administered by eight priests. Goldeyes Milnoraun (human female, AL:N, cleric lvl 18 Priestess of Waukeen) has remained faithful over all the years since the goddess disappeared during the Time of Troubles, and equally faithful worshippers of the Merchant's Friend have continued tithing sufficiently to keep the godless temple fully maintained. (Note: If Waukeen has already returned in your campaign, Milnoraun again has full access to her spells and has rebuilt a following of four junior priests and priestesses of levels 1-3.)

54 – Center of Endless Wonders. The new temple to Gond, opened in the Year of the Shield (1367 DR), is meeting with considerable success in Hlammach, drawing worshippers from other older temples, above all from the faith of the lost goddess Waukeen. The temple is in a large, walled compound where the old, proud Hlammach Star Inn once stood, before the great wooden hotel was totally destroyed by fire after being struck by lightning in the Year of the Sword (1365 DR). The new temple complex contains a parts warehouse, a priests residence and the temple proper, which actually is a large construction workshop and research laboratory. The temple has been an economic boon to Hlammach, because it has commissioned a number of strange metal constructions from the South Coast Iron Works at high prices, commissions which created a number of new jobs. The most recent project has been an attempt to construct diving suits for the exploration of the floor of the Sea of Fallen Stars. Fallen Star Holding is reportedly subsidizing this effort, and Fallen Star also openly hired the adventuresome folk who tested the first diving suits last summer, tests which were catastrophic failures but fortunately not fatal. The Gondsmen of the center claim that their technique for developing water seals for the suits has improved substantially since then, and they are eager to conduct new tests. Fallen Star Holding recently put out word that it's seeking people willing to test the new suits, and it will pay (surviving) volunteers 100 gold talers a day for their work. The High Priest of the Temple is Gondsman Morton Rubik. He has four Gondsmen serving him, all human, of levels 6, 4, 3 and 1.

55 – Hlammach Star Inn. The new inn was built by the owner of its predecessor, Tashilbryn (human male, AL:N(E), Com 3) and opened in the Year of the Banner (1368 DR). The new *Star* is in a certain sense the most elaborate and for some seemingly luxurious inn in Hlammach. It was built under complicated conditions.

Tashilbryn had too little money after the flaming destruction of the old *Star* to rebuild. He was able to begin only after the church of Gond reportedly paid a high price for the charred grounds upon which the old *Star* had stood. However, there also was a provision in the sales contract under which a Gond-worshipping architect named Heward Hammas (human male, AL:N, Exp 6) was allowed to design the new inn using metal beams designed by the *Center of Endless Wonders.*

The framework of the somewhat outlandish looking new *Star* supports walls of Stone taken from the Earthfast Mountains. The diamond shape of the austere building of steel and stone, with two ugly, dark grey towers has done a masterful job of putting off customers. The inn's tavern restaurant, which failed to serve the gourmet cuisine its predecessor had offered, closed after two years, in the Year of the Tankard (1370 DR).

The inn has 28 uncomfortable single rooms, 12 equally uncomfortable doubles and for impractically designed suites, all of which are empty most of the time. Tashilbryn has a full house only when there are no other vacancies in Hlammach. Otherwise, one can negotiate. He can be gotten down to 5 silver shiners for a single, 4 shiners per person for a double and a gold taler for a suite. His starting process four years ago were ten times as high.

It's common knowledge in Hlammach that Tashilbryn and his inn are on the verge of bankruptcy, and it's an open secret in financial circles that Tashilbryn and Fallen Star Holding have been negotiating. Rumors say that Fallen Star plans to buy 75% of the inn and then do substantial remodeling.

56 – Tradewinds Inn. This hostelry opened in the Year of the Helm (1362 DR). A group of immigrant triplet brothers of the family Rask (all human male, AL:LN, Com 1) from Phent in Thesk own and operate this middle quality inn. There really is nothing outstanding to recommend for or against the Tradewinds; the food and drink as well as the accommodations are of fairly good quality with prices a bit too high for the quality. Nonetheless, the inn does a fairly good business, primarily with traveling merchants who come to Hlammach to negotiate. They like the Tradewinds because the common room has a number of enclosed booths where delicate business matters can be discussed without being overheard. The 20 single rooms at the Tradewinds cost 1 gold taler and two silver shiners per night. The 12 doubles are 1 gold taler per person per night. The four suites cost 10 gold talers a night. The Tradewinds serves Harbor Foam Beer at 7 copper bites per quart/liter tankard and a variety of Easting Reach wines at 2 to 12 gold talers per quart/liter bottle. Dinners run from 9 silver shiners to 3 gold talers. Most dishes are seafood entrées, but various meats also are offered at different times of the year. Armor and weapons are forbidden in the common room.

57 – Kings Pride Inn. This nearly 150-year-old, traditional three-story half-timbered hostelry is one of Hlammach's favorite inns and restaurants. The common room and kitchen take up almost the entire ground floor. In days of yore, the *King's Pride* was an impeccable luxury hotel, but it has declined gracefully, like an elegant but aged lady of quality.

The entire interior is of fine, finished but worn oak that exudes an air of noble quality. In the cold season, the guest rooms are just slightly drafty, but their comfortable quality and the thick feather quilts on the beds make this tolerable. Each room also has its own fireplace, and the servants see to it that adequate firewood is on hand. Even the jakes are kept heated (bed pans are below the standard of the *King's Pride*), and the water of the large bath is heated by a coal furnace.

The furnishings in the *King's Pride* are mainly of oiled oak. They show proud signs of nearly 150 years wear that only emphasizes their nobility. This is not to say that Innkeeper Lashilmbrar (human male, AL:NG, Aris 7) and his father and grandfather have not maintained the *King's Pride* well. Quite to the contrary, costly maintenance is done annually in the warm season, and the slightly drafty windows in the guest rooms are due to be repaired in the coming summer.

The common room of the *King's Pride* consists of half-timbered walls with large tables 10 feet/3m long having benches with back supports on both sides. It has two large fireplaces and is well illuminated by regularly placed whale oil lamps. To the right rear is a large round table – the *King's Table* – slightly more than 6 feet/2 meters in diameter. All three of Impiltur's monarchs who have reigned in the time of the *King's Pride* – Lashilmbrar, Rilimbrar and the current Queen Sambryl – have dined with their parties more than once at this table.

Over the years it also has been used regularly by other members of the high nobility who have visited Hlammach and eat only there when in the city. On normal days when there are no high guests in the inn, this table is reserved for regular customers of long standing. Even on nights when no regulars are in the house and all other tables are full, the *King's Table* remains empty and reserved rather than being made available to overflow guests.

To the back of the common room, another wing branches off to the west. This wing has raised booths to both sides of a long walkway. This section often is used by groups of people who wish to talk or celebrate together. Each booth sits eight persons. Two additional fireplaces provide for winter heat.

The owner is a descendant in the bloodline of Imphras I named Lashilmbrar, after the second kingdom's fifth monarch. King Lashilmbrar was innkeeper Lashilmbrar's own great uncle and the grandfather of Queen Sambryl. Innkeeper Lashilmbrar's grandfather was Mumbrar, brother of King Lashilmbrar, and it was he who built the *King's Pride*, naming it in his brother's honor, in the Year of the Tattered Banners (1228 DR), three years after Lashilmbrar's coronation in the Year of the Winged Worm (1225 DR).

Since Lashilmbrar's time the *King's Pride* has been under the direct protection of the crown. This means that it is constantly guarded by experienced members of the Sword of Impiltur. It also means that anyone convicted of any crime committed against or in the *King's Pride* will be sentenced by the queen and not by the holy justice who presides over the trial. The queen is not bound by restrictions on criminal sentences prescribed by Impilturian law; she can mete out whatever sentence she wishes. This keeps usually keeps thieves, assassins and other criminals distant from the *King's Pride*.

Innkeeper Lashilmbrar serves only fresh seafood and meats in the *King's Pride*. Gourmet seafood dishes are available year-round, as are local poultry and pork specialties. The *King's Pride* serves beef and veal only from locally slaughtered cattle and calves brought live on the hoof from Dilpur and Filur. Locally raised cattle, fed on grains from the Hlammach area, produce meat below the standard of the inn. As a result, beef and veal dishes are available only at those times of the year when animals can be transported from Dilpur or Filur. Meals run from 1 to 8 gold talers.

The *King's Pride* has its own house brewery directly northeast of the inn. Its beer is served in the inn, and the house brewery is also the purveyor of beer to Imbrar's palace, but it is not available elsewhere. Year round, the brewery offers a golden, bottom fermented bock, rich in barley malt, called *Lashilmbrator,* and in the cold season also a dark, bottom fermented double bock called *Rilimbrator*, which contains even more barley malt than *Lashilmbrator* and is still sweeter. Both cost a silver shiner and are served in tin tankards holding a quart/liter.

The inn also serves the best wines from the Uthmere area at 1 to 10 gold talers per quart/liter bottle and fully aged rare vintages imported from Tethyr at 15 to 300 gold talers per bottle. The finest whiskies from Traders Bay are offered at 6 to 10 gold talers per shot/0.1 liter.

Only high nobility and officers of the Sword of Impiltur in service in dress clothing and guarding important persons are allowed to bear weapons inside of the *King's Pride*. Others must check their weapons at an arms room at the entrance, and newcomers are warned of this restriction, which is not a house rule but rather a matter of royal edict. The same is true for the ban on the use of all magic and magical items within the inn. A Wand of Impiltur with magical detecting devices always is on duty within the *King's Pride* to detect violators of this royal edict.

The law presumes that anyone caught violating these edicts is doing so with criminal intent. Those convicted by a holy justice are sentenced directly by the crown. The kings Lashilmbrar and Rilimbrar on occasion went so far as to sentence possible assassins violating these edicts to be hanged. Queen Sambryl has not meted out the death penalty in such cases, but violators of the edict should not be surprised if she sends them to the royal dungeons or a team on hard labor for 10 to 20 years.

58 – Hlammach Meats. This large plant is owned by the *Orcblood Cattlemen's Guild,* an organization that despite its name includes most of the farmers who raise beef cattle, calves, pigs, lamb and poultry in the area north of Hlammach. To the chagrin of many neighboring merchants, the drovers from Hlammach Meats lead cattle regularly through the Filur gate and down the city streets direct to the company's plant on the waterfront.

There has been substantial pressure from merchant circles to force Hlammach Meats to move outside the city wall, into the area occupied by Leviathan Rendering and Star Arisen Lamp Oil (Nos. 47 and 48), but these demands have fallen on deaf ears as far as the governing War Captain Imbrar or the crown in Lyrabar are concerned.

One of Imbrar's aides was sharply criticized for remarking during a heat wave last summer that the unpleasant smells that emanate from time to time from Hlammach Meats are a good thing for the merchants quarter, because they remind one of the smelly deals constantly being conducted there.

Hlammach Meats slaughters cattle, veal, pigs, lamb and poultry and butchers the slaughtered animals centrally. Fresh meats are sold on the market and to the inns, taverns and restaurants of the city. Other meat is smoked or packed in salt brine in barrels for export. Sausages and smoked meats are sold both locally and in export. Little beef or veal from Hlammach is sold outside of the local area.

The poor soils of the farming areas provide a pure grain diet for cattle and calves, leading to a medium quality of meat that has difficulty competing with the high quality veal and beef of Filur and Dilpur. Hlammach Meats is run by a retired cattle rancher named Tulimbyr (human male, AL:LG, Exp 3).

59 – Easting Reach Trading Co. – Thieves Guild and Temple to Mask. On the surface, this appears to be a company that buys surplus merchandise as cheaply as possible, stores it in its on premse warehouse and then sells again when demand has increased. Easting Reach Trading actually does that, but only as a front to cover up the true nature of the operation. The cellar of this complex also is used for storage of goods, with secret passages that lead to lower dungeon levels which house a temple to Mask and the growing thieves guild, all under the direction of the *House of the Master's Shadow* temple in Telflamm. The guild has concentrated until now mostly upon fomenting dissatisfaction with the government of the Lords of Imphras II within merchant circles, but it also recently succeeded in quietly organizing the city's thieves into a guild, and it is about to unleash new and nefarious activities upon Hlammach. The great temple in Telflamm recently sent three *Hats of Disguise* to the temple in Hlammach. High Demarchess Nandia Phunt intends to begin sending her agents forth with the magical hats, disguised as prominent persons who have not supported the anti-paladin movement, and have them make seditious statements. If this plot works, it could cause the very infrastructure of Hlammach to crumble quickly and disastrously. In addition to Phunt, the temple has 5 other demarchs of levels 2, 3, 4, 6 and 8. The thieves guild has 84 members ranking in level from 1 through 18.

60 – House of the Golden Lord. Many consider this gold-plated temple of the dwarven god Vergadain to be the ultimate example of ostentatious bad taste in Hlammach. Worshippers of the dwarven god of wealth, luck, merchants and sneaky business dealings counter that their critics are merely jealous. Whatever the case may be, the temple is a stone building of fortress-like strength. Every square inch of its roof and surface is plated with gold, and the entire complex is guarded with mysterious protective runes cut and stained in ancient times by dwarves of power and purchased by the temple at astronomical prices. Thieves who have attempted to enter the temple complex have been struck dead by bolts of unknown magic might activated by the runes. The majority of the dwarves in Hlammach support this temple rather than worshipping at the temple of Moradin (No. 40) on the city's east side, although many make offerings at that temple too.

Most dwarves in Hlammach are to a certain extent outcasts or misfits in their native environment in Earthfast City or the Toho Mines. Their greed and lust for wealth has overshadowed their willingness to defend their native halls, although they are not utterly evil with greed and avarice, like the followers of Abbathor.

The dwarves of Hlammach are respected little by their cousins in the mountains, because of their marginal loyalty to their clan, but they have not been completely rejected either. Rather, the clan uses them in the lowlands and on the coast, as middlemen between the clan and the men with which they must deal, accepting the knowledge that the dwarves of Hlammach no doubt take a greater cut of the profits gleaned than they admit. The High Priest of the *House of the Golden Lord* is Hurnor Greaghur mac Kemnit. Three other Hurnors of levels 9, 6 and 3 serve under him.

61 – Fallen Star Furriers. This bustling plant is owned by the *Orcblood Hunters and Trappers Guild,* which functions like a cooperative under the control of Melius Dart. Dart, now 68 years old, is a native of the Great Dale who became a Talon of Malar (in the guise of a *True Druid of Herne the Hunter*) under the lich priest Harbet Gall in the City of Kront in Ashanath on the Lake of Tears. Life as a true druid was not Dart's cup of tea, and he fled both Gall's temple and the Great Dale, heading into the Earthfast Mountains of Impiltur near the source of the Orcblood River, where he chose to worship Malar through practice rather than through evangelism and priestly rites.

For years, Dart lived as a solitary trapper and hunter in the foothills, earning a reputation as a cruel man who enjoyed seeing the game he killed or trapped die in fear and pain. He often was hunted himself, by occasional rangers and druids passing through the upper Orcblood Valley, and although nothing is known of such things in Hlammach, he does have the blood of two druids and a ranger on his hands. From the latter, Dart stole the amulet he uses to falsely portray his chaotic evil alignment as lawful good. Why the ranger possessed such a questionable item is unknown.

Age forced Dart to come down from the mountains into Hlammach, where he took over management of the furriers' plant. He uses his position to inspire the lust for the hunt and trapping within his guild members and to fan the fires of hatred among them for druids.

The Fallen Star plant works and tans pelts brought in by guild members and makes them into coats and other apparel which are sold not only in the city but also are exported. Since Dart's appointment as manager in the Year of the Banner (1368 DR), Fallen Star Furriers slowly has been gaining a reputation as a place with extremely poor working conditions. This is beginning to draw the attention of the authorities in Hlammach, along with growing complaints from the merchants quarter over the putrid smells that emanate from the plant when it occasionally tans leather.

There also is growing dissatisfaction within the guild over Dart's rabid advocacy of the hunt and his hatred for druids. Many guild members are worshippers of Mielikki and some are rangers. The more they become aware of Dart's viewpoints, the more opposed they become to him. However, many guild members also are worshippers of Malar and embrace Dart's opinions without being aware that he is in truth a Talon of the Beastlord.

The outcome of this situation is uncertain. The authorities in Hlammach could become aware of Dart's true identity, in which case he would be forced to leave Impiltur and no doubt would be deported to Uthmere and handed over to local officials there. If not, there could also be a clear split in the Orcblood Hunters and Trappers Guild, with pro- and anti-Dart factions. In that case, the Heralds of Imphras II or perhaps units of the Sword of Impiltur may have to quell bloody feuding in the future among hunters and trappers in the upper Orcblood Valley.

62 – Nester Investments. This company, which advises the moneyed on investments and manages such investments, was taken over by the Iron Throne in the Year of the Tankard (1370 DR), when its founder, the 46-year-old Tad Nester, died in a shipwreck. Nester was sailing on the *Sea Dragon*, a merchant ship from Marsember in Cormyr, that was returning to its home port. For unknown reasons, the *Sea Dragon* sank on the Sea of Fallen Stars about 50 miles/80 km east of the Neck. There were no survivors. Nester's brother Hartmut, an officer in the Sword of Impiltur, had no interest in taking over the investment company. He sold it to a business group headed by Myron Tandy, an immigrant merchant from Tsurlagol who is a clandestine agent of the Throne working under Jasper Tardrin of Fallen Star Holding. Nester's brother is unaware of Tandy's connection to the Iron Throne. To date, Nester Investments has conducted no overtly evil operations, but Tandy is preparing to begin taking a bigger cut of investors' money and to divert investments, where feasible, into operations of the Throne.

63 – Heliogabalus Cooperative. This is the Impilturian branch of the company run by the Damaran Merchants League in Heliogabalus. Outside of the bloodstone trade, the cooperative has a near monopoly on all wares exported out of Damara. The cooperative is not a front for any other organization, but a number of its members have witting and unwitting ties to the Iron Throne. The Hlammach manager of the cooperative is Sean Doyle (human male, AL:LN, Exp 2), a native merchant of Heliogabalus who has no personal ties to the Throne or any organization other than the cooperative.

64 – Royal Damaran Bloodstone Trust. This company, operated by King Gareth Dragonsbane's government, controls most of the bloodstone mined in Damara. It is the exclusive purveyor for the Bloodstone Mines of the Damaran Bloodstone Pass. The manager is Keith Burney (human male, AL: LG, Exp 2), a native of the Carmathan city of Ravensburg in Damara. Most of the business done by Royal Damaran is with the crown of Impiltur and other governments seeking to buy bloodstones reserves for their treasuries, although the company also makes sales to investors and large businesses.

65 – Hlammach Shipping. This company, owned by investors, owns and operates 14 merchant ships based in Hlammach and has commissioned the building of new armored merchant ships in Sarshel. The company is the largest ship owner in the city. It is owned by a large and widely diversified number of investors, about 15% of them representative of the Iron Throne. However, the Throne has absolutely no control over or significant voice in the affairs of Hlammach Shipping. It is run by a board of directors, all from Impilturian families of long standing in Hlammach, Lyrabar and Dilpur. Attempts by the Throne to place its own agents on the board have failed to date. The chairman of the board, Tashilnyr is a distant relative of the queen.

66 – House of the Compassionate Merchant. The temple of Ilmater is heavily endowed by the crown. Much more than most Ilmatari temples, the church in Hlammach is devoted to evangelical missionary work. The Painbearers of Hlammach concentrate their work upon trying to rekindle the flame of compassion for the unfortunate and suffering within the ever-colder hearts of Hlammach's businessmen and merchants. It is a frustrating uphill battle for Painbearer Wilaunyr and his subordinate Painbearers, one of level 12, one of level 7, three of level 5, one of level 4, one of level 3 and three of level 1.

67 – Torg mac Cei Coalyards. Shamus mac Garneghal (dm Fighter lvl 8, AL: LN) runs this sales branch of the Earthfast dwarves' Torg mac Cei coal mines. There usually are 1d4 + 8 lvl 0 dwarves and 2d4 fighters of lower lavels working here at any given time.

68 – Lost Motherlode Tavern. This small tavern is run by a gruff, somewhat miserly 200-year-old Earthfast dwarf named Brendan mac Geanogol (dwarf male, AL:N, War 11), a devout follower of Vergadain's religion. The *Motherlode* can seat a total of 36 customers, and it has room only for dwarves, according to the sign on the tavern door. That's usually enough to divert the rare member of another race who, for some reason, might want to enter the *Motherlode.* When not, there usually are enough moody dwarves present to send any foolish intruder flying back out of the *Motherlode* by the seat of his pants. Allegedly, the main entertainment in the *Motherlode* is complaining, rather than card games, gambling, striptease dancing or prostitution. The main drink in the *Motherlode* is dwarven spirits, imported from Clan Hillsafar of Hillsafar Hall in the Galena Mountains between Vaasa and Damara. It costs 2 gold talers a shot/0.1 liter glass. For dwarves *"with no taste,"* as Geanogol puts it, there's also a small keg of Harbor Foam beer on hand at 4 copper bites per quart/liter tankard. There's a 40% chance that the beer is old enough to have gone flat, but if a customer complains, Geanogol will tell him/her, *"If yer dumb enuff t' buy the bilge, yer gonna be dumb enuff t' pay fer it too."* This is one of many incidents that causes brawls with some regularity in the *Motherlode*. But then again, brawling is second only to complaining among popular types of entertainment in the *Motherlode.* The dwarves take care of the brawling, the injuries and the damage themselves. There is no need for the Heralds of Imphras II to intervene, and the city watch considers the *Motherlode* to be outside of the wall and outside of its jurisdiction.

69 – Orcblood River.

70 – University of Hlammach. The university buildings themselves run along the west side of Filur Road, between the road and Waukeen's Woodlands, as well as along the northern part of the complex on the east side of the road. The southern leg of buildings on the east side of the road serves as student housing.

71 – Greystone House. This building is the secret temple of Strifeleader Undrabans and his two junior priests of Cyric.

Sailing Season

Hlammach usually is open for sailing from early Ches to sometime in Nightal.

Hlammach

Hlammach Northwest

Hlammach northeast

Hlammach southwest

Hlammach southeast

Hill of Tombs

This area was first described officially in 1998 in WotC's *Powers and Pantheons* by Eric L. Boyd, page 142 (available as a pay download from http://www.rpgnow.com). However, its location was shown on the map accompanying the 1989 accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (also available as a pay download from http://www.rpgnow.com).

This area is at the lowest reach of the Earthfast Mountains between Hlammach and Lyrabar. The Kingdom of Impiltur claims this low stretch of mountains. Dwarves usually refer to it as the Gnomes' Hills, but they make no claim upon this part of the Earthfasts themselves and also have no interest in contesting the claim of the Kingdom of Impiltur.

There are indeed gnomes in this area who mine gold and silver of the highest quality and sell their wares from time to time in Lyrabar. However, Lyrabar is the only place where one is likely to encounter the gnomes of the Hill of Tombs. There are many who have sought the gnomes on their own terrain, some wanting to trade with them, some wishing to find the source of their precious metals and others to rob them, but few have succeeded.

A few of those who did locate the gnomes have carefully mapped the successful routes they've found, but others who have used the same maps have ended up in low barren mountains, seeing no trace of intelligent life at their destination.

The name *Hill of Tombs* has nothing to do with the gnomes, however. It originally applied only to one of the larger stone outcroppings at the southern tip of the mountain reach, where the human Kingdom of Impiltur buries its dead royalty and war captains and has done so since before the time of Imphras I. In the Year of the Unstrung Harp (1371 DR), Queen Sambryl gave the Church of Kelemvor permission to establish a small pilgrimage temple at the foot of the hill.

Missionaries of Kelemvor petitioned the queen to build the temple based upon frequent reports of hauntings on and around the hill at night. Although there were no reports of anyone being damaged by undead, the petitioning Doomguides wished to help the noble but restless spirits haunting the area to find Kelemvor and their eternal rest. Their petition met opposition from some noble families, but the queen granted it.

Strangely, in less than a tenday after the temple had opened, the Doomguides sent the queen a cryptic message saying the spirits haunting the hill mean no harm and require no action from the priesthood. On the contrary, they said, the souls of the paladins and other holy men buried in the Hill of Tombs made it a particularly holy site to Kelemvor, and they petitioned the queen that they be allowed to continue to maintain the temple, but as a pilgrimage goal for worshippers of the Lord of the Dead.

The message piqued the curiosity of the queen, who is a mage of high level, and she traveled to the hill to meet with the Doomguides of the temple, who had learned the secret of the Hill of Tombs and divulged it to Queen Sambryl, but the queen has revealed nothing of what she had learned.

Heretofore unbeknown to the humans of Impiltur, the gnomes of the region had constructed a large temple to Baravar Cloakshadow, the sly gnome god of illusion deep within the mountain. The temple, called the Vault of the Seven Mysteries (see *Powers and Pantheons* by Eric L. Boyd, available as a pay download from http://www.rpgnow.com), houses a number of gnome priests and illusionists, many of whom have come from areas east of the Dragon Reach and south of the Sea of Fallen Stars to study.

The illusionists of the temple also are the reason that unwanted visitors have such difficulty in finding the gnome miners and craftsmen in the hills. They are hidden by illusions that only few have managed to see through. The ghosts haunting the hill likewise are illusions created by the gnomes to frighten off strangers.

The queen has decided that both temples are an asset to the burial place of her ancestors. The Hill of Tombs already is patrolled and guarded by Impilturian soldiers, but the queen thinks the twin temples offer additional protection against the growing threat of grave-robbing treasure seekers. However, these are matters she has discussed only with the priests of Kelemvor and Baravar Cloakshadow.

Impiltur – Page 265

About 10 miles/15 km north of the Hill of Tombs, lost in the craggy peaks and deep stone valley of the lower mountains, one finds the ruins of the ancient and evil Citadel of Conjurers that fell in the legendary Battle of the Moaning Gorge, when three paladin princes of the first Impilturian kingdom used the legendary Demonsbane Shields to destroy an army of demons that wizards of the citadel had conjured. Since this time, in the Year of the Moaning Gorge (786 DR), the citadel has remained in ruins, although not always unused or unoccupied.

Lyrabar

Metropolis (Capital), Conventional. AL: LG. 200,000 gp limit*. Assets: 32,000,000 gp*. Population: 32,000, 98% human, 2% mixed, mostly dwarven. Authority figures: Queen Sambryl, human female, AL:LG, Wizardess lvl 20; Regent War Captain Kyrlraun, human male, AL:LG, paladin of Ilmater lvl 22, Lord of Imphras II; War Captain Rilimbraun, human male, AL:LG, paladin of Ilmater, lvl 18, Lord of Imphras II; High Holy Justice Pyrlbraun of Tyr, human male, AL:LG, Cleric lvl 15, Priest of Tyr; Prefect Haelunraun, human male, , AL: LG, Fighter Lvl 8, appointed head of the city government; Bebediah, human male, AL:CG; Invoker lvl 17, confidante of the queen; Luthian, human male, AL: CG, Transmuter lvl 16, confidante of the queen; Regazh Hruun, human male, AL:CN, Necromancer lvl 17, aide to the queen; Egediah Reep, human male, AL: CG, Conjurer lvl 16, confidante of the queen. Official figues: Battleguard General Wilmbrar, human male, AL:CG, cleric lvl 17, Priest of Tempus, rector of the Great Imphras War College; Holy Strategist Lashilana, human female, AL:LG, cleric lvl 15, Priestess of the Red Knight, High Dean of the College of Strategical Planning; Lotheinnor, human male, AL:CG, non-specialized wizard lvl 14, rector of the Great Soargar Magi School; Nathinyr, human male, AL:NG, cleric of Oghma, lvl 14, dean of the University of Lyrabar; Magistrat Chiremos, human male, AL: LN, cleric lvl 14, Priest of Azuth; Glyphscribe Talara Balton, human female, AL: LG, cleric lvl 13, Priestess of Deneir, head librarian, Great Imphras Library; Loremistress Amanuensis Tilinara, human female, AL: N, cleric lvl 12, Priestess of Oghma, rector of the Ilian Nar Bards School. Others: Dendelraun the Seer, human male, AL:CG, Diviner (Sage) lvl 18; Devis Nurban, human male, AL:CG, fighter lvl 9, and Marion Nurban, human female, AL:CG, Invoker Lvl 13, owners of the Sword and Ward Inn and Harper agents; Darren Cormaeryl, human male, AL: LE, War 5, Razor Mary, human female, AL:CE, Rogue lvl 10, guard at the secret House of the Purple Flame temple to Cyric; Gurthan of Orcus, human male, AL:CE, cleric lvl 4, Goat's Head Priest of Orcus; Morgorech of Cyric, human male, AL:CE, Cleric (Strifeleader), lvl 8; Nundbrar, human male, AL:NE, Rogue, lvl 16; Lars Gieling (really Heabbid Regdresk) , AL:LE, human male, Rogue Lvl 10, Regdresk family agent; Painbearer Gundlraun, human male, AL:LG, cleric lvl 18, Priest of Ilmater; Battleguard Jandelbrar, human male, AL: CG, cleric lvl 14, Priest of Tempus; Doomguide Atterlon Tolby, human male, AL:LG, cleric lvl 5, priest of Kelemvor; Luckbringer Sethla Danwarbl, human female, AL:CG, cleric lvl 9, Priestess of Tymora; Watchful Sister Lundryl, human female, Cleric of Chauntea, lvl 12; Finder Laspelraun, human male, AL:CN, cleric lvl 9, priest of the demi-power Finder Wyvernspur, Niflraun, human male, AL:CG, White Necromancer lvl 22, and Gondsman Nesher Manggs, human male, AL:NG, cleric lvl 16, Priest of Gond, all co-founders of the College of Healing; Heartwarder Marissa Neeneth, human female, cleric lvl 6, AL:CG, Priestess of Sune; Sensate Jimina Tausendschoen, human female, AL:CG, cleric lvl 4, Priestess of Sharess; Morninglords Kundelraun, human male, AL:LG, cleric lvl 6, and Senalryl, human female, AL:NG, cleric lvl 4, both priests of Lathander; First Magistrat Runcaunt, human male, AL:LN, cleric lvl 10, Priest of Azuth; Seeker of the Sixth Order Rubert Goldburger, human male, AL:N, cleric lvl 12, Priest of Gond; Waterwalker Gleenara, human female, AL:N, cleric lvl 3, Priestess of Istishia; Ingmar Rukingssen, human male, AL:LG, cleric lvl 7, Priest of Valkur. Taxation: Benevolent

* Adjusted upward to take the city's wealth into account.

Lyrabar is a shining, luxurious rich city of provincial splendor that certainly would not be able to support its current lifestyle on the earnings of that which it produces. All of the ministries of the royal government except finance (in Hlammach) and agriculture (in Dilpur) are in the beautiful harbor city on the Sea of Fallen Stars not far from the kingdom's western border, which ends at the eave of the Grey Forest, where the domain of the green elves begins.

Because of the size of the royal government, a large part of Lyrabar does lives on taxes, however mostly on taxes gained from the import and export of goods and not from taxes on the income of the queen's subjects. Because more import and export goods pass through Hlammach than anywhere else in the kingdom, it stands to reason that more taxes are collected there than in any other Impilturian city.

In truth, Hlammach supports Lyrabar with much more than just tax money. The great mercantile houses and industries of Impiltur are in Hlammach, but the truly moneyed people who own the businesses in Hlammach and other parts of Impiltur tend to live in Lyrabar, and they spend considerable money in the capital, to assure it is the kind of city they want to live in.

As a result, much of the money that Lyrabar's leading citizens earn in other parts of Impiltur go to support the construction of luxurious buildings, gardens and schools and to support culture, artists and craftsmen in the capital city. People in these fields in turn earn more than residents of most other cities, and they spend more, sustaining a wide variety of stores, shops and other local merchants.

Ironically, Lyrabar imports more goods than any other Impilturian city, but it also is capable of supporting itself in times of crisis, because it has the ability to feed itself, something that is sorely lacking in the slightly larger port city Hlammach.

It is possible to travel the Tsurlagol Trail overland to Lyrabar, but the at times craggy shoreline has prevented the trail from turning into an important trade road. Caravans that travel over the Tsurlagol Trail to Lyrabar have to settle for a slow tempo with small, mule drawn wagons. That remained an alternative for some who didn't want to risk encounters with pirates on the Inner Sea, but since drow have begun raiding from the eave of the Grey Forest, the trail has become extremely dangerous.

The Impilturian capital has many names: Some call it the *Queen's City,* others the *City of Trees,* the *City of Magic* and there are those who've never traveled west of the Dragon Reach who earn the chagrin of visiting Waterdhavians by calling Lyrabar the *City of Splendor*. In truth, both *City of Magic* and *City of Splendor* are exaggerations, when comparing Queen Sambryl's city to Waterdeep, Neverwinter or Silverymoon. But none would debate that this is Sambryl's city, for it has been completely reshaped by her.

Impiltur's nonagenarian queen, born in the Year of the Many Mists (1282 DR), spent her early adult years, shortly after the turn of the century, as a warring mage serving with her father's special troops assigned to maintain liaison with the green elves of the Grey Forest. When she returned to Lyrabar in the Year of the Catacombs (1308 DR), her father, King Rilimbrar, sent her westward, to serve the kingdom for 16 years, as an ambassador at large.

During this time, Sambryl saw the great cities of Watergate, Silverymoon and Neverwinter, as well as many other capitals and important towns of the Heartlands, also smaller but charming cities, such as Eveningstar in Cormyr. The princess treasured and cherished these times, for in her travels, she was able to meet and learn from many of the finest magi of the Realms, not the least of them Vangerdahast in Suzail, Khelben *"Blackstaff"* Arunsun in Waterdeep and Lady Alustriel in Silverymoon.

In the Year of the Grimoire (1324 DR), Rilimbrar called Sambryl back to Impiltur, to succeed her late uncle Mundelraun, as governing prefect of the capital city. Princess Sambryl took up her duties, but with reluctance, for she desired above all to devote herself to her magic and the worship of Azuth. Like all her predecessors, going back to Imphras I, Sambryl fulfilled her duty with dedication, although this left her precious little time for her study of the mage's art.

By this time, there was no doubt that Princess Sambryl one day would reign as monarch over Impiltur. She was an only child. Her mother had died in middle age, and King Rilimbrar had no desire to seek another mate. There would be no new male issue in the royal family.

In the intervening years, Sambryl was determined to make of her capital a city that not merely reflected but strove to attain much of the beauty and glory she had learned to appreciate in the Grey Forest, in small Eveningstar in Cormyr and in the greater cities of Waterdeep, Neverwinter and Silverymoon.

The princess also spent much time pondering over her future regency, already laying in her years as governing prefect of Lyrabar the foundation for the dual defense of Impiltur, her army and the war magi she intended to establish, based loosely upon the war wizards of mighty Vangerdahast in Cormyr.

In these years, the princess learned to place her military trust in the then young War Captain Kyrlraun, and she made it known to him that he would be her Regent War Captain, and his duty it would be, along with the other subordinate Lords of Imphras II, to conduct the day-to-day rule of Impiltur, while she as queen would see to the strengthening of magic in the land.

From the time of Imphras I, the kings of Impiltur had relied little upon magic, although Imphras I won his victory over the hobgoblins only with the aid of three mighty archmagi – his sister, Princess Ilmara; the ancient mage of Ilmwatch Soargar, who occupied the Narfelli tower of Kiriagoth the Occularum, and the visiting archmage Velgarbrin of Baldur's Gate.

Sambryl had little doubt that great threats would come against the kingdom at some time in its future. Her thoughts dwelled upon the evil Red Wizards in Thay to the southeast, although the first true threat came during her early reign, when the lich and former Red Wizard Zhengyi arose in Damara and conquered neighboring Damara.

The princess was determined that her great paladin war captains should have the full aid of mighty archmagi at her disposal, should the Red Wizards or any other foe threaten or attack the borders of the kingdom. In this, the princess placed her trust as well as her love in the Archmage Daerthnur, who later became the Archwand of her war magi in Ilmwatch, working from the ancient Narfelli tower of Kiriagoth.

For 14 years, Princess Sambryl ruled over and shaped the capital city of Lyrabar. The city has been divided into many sections since the days of the Narfelli empire, and these sections were strictly divided from one other by a snaking series of inner city walls that stood 20 feet/6m tall. Drawing from the memories of her youthful adulthood in the Grey Forest, Sambryl ordered most of the inner walls torn down, and she replaced them with borders of trees.

This move was not and still is not entirely popular with War Captain Kyrlraun, the Heralds of Imphras II or Lyrabar's city watch, all of whom argued that the walls were a good protection against treachery and crime. Her father, King Rilimbrar, overruled Sambryl's edict, as far as the walls surrounding the royal castles and the military base on Lyrabar's west side are concerned, although he did consent to having trees planted to screen the walls from view.

The archmage Daerthnur then was given the task of drawing other magi to Lyrabar, with access to the kingdom's great magical library, reaching back to the era of Narfell, as a reward for loyal and dedicated service to the crown. The library still was in Ilmwatch in those days, but after Sambryl was crowned, she built a new library in the castle complex in Lyrabar and had the priceless books moved there. There are gates in the library and the royal compound of the magi in Ilmwatch, to make travel to and from the library easy.

In the Year of the Wanderer (1338 DR), King Rilimbrar died, and Princess Sambryl came to the throne. As agreed to years earlier, Kyrlraun was appointed her Regent War Captain, and the day-to-day rule of the kingdom passed on to him and the other paladin Lords of Imphras II. Sambryl, of course, retained the royal right to overrule the war captains' decisions, but she seldom has exercised it. Kyrlraun also retained the right to call upon his queen at need for consultation and advice, and he has exercised this right regularly.

After yielding the kingdom's day-to-day rule to the Lords of Imphras II, Sambryl devoted her own energies again to her magic and to the rule of Lyrabar. Her biggest project of all began in the Year of the Lion (1340 DR), after she had been queen for less than two years. The commercial docks and waterfront district of the capital had fallen into desolate condition and were badly in need of repair. The salty seaside swamps on the east side of the waterfront also had become an increasing source of bothersome summer insects that more than once in the capital's history had been the cause of serious epidemics.

The 58-year-old queen ordered the swamps to be dredged and the banks to be raised and strengthened with heavy soils brought in from the coastal hills from the east, building a clean, enclosed, defensible harbor to replace the ancient docks.

The new port opened for the beginning of the shipping season in the Year of the Behir (1342 DR). In the same year, the queen ordered the demolition and filling of the old waterfront, turning the new land over to the monks of Chauntea at the university's College of Agriculture, who have turned what had been a decrepit dock district in beautiful botanical gardens that they and their students maintain on the shore of the Sea of Fallen Stars.

Most visitors from the West see Lyrabar for the first time from the sea, viewing at first the small islets along the city's shoreline that bolsters its defense. Eyes then gaze gradually upwards toward the magnificent tree crowns, roofs and towers that along the lower coastline hills of the city, ending at steep coastal vineyards above the capital.

Both ends of the city have harbors that are lighted. In the center of the waterfront, directly on the shoreline between the two harbors, one sees the botanical gardens.

As the eye scans the city from west to east, it gazes upon Lyrabar's large naval base and the tall, black tower of the Great Soargar School of Magic which trains members of the Wand of Impiltur. The huge Castle Lyrabar with its golden dome, the white marble Tower Pureheart and the Library of Kiriagoth, all within the royal compound, stand above the naval harbor and magi school. Over the queen's castle on the next escarpment are the castles of Regent War Captain Kyrlraun and War Captain General Rilimbraun.

Above the botanical gardens one sees the university and temple district, and on the next higher level, the mansions and wizards' tower of the King's Gardens Estates, where the very wealthiest subjects of Lyrabar live, and then, to the east, the gate district, with inns, taverns, shops and residences of the lower middle class.

The eastern skyline begins at the shoreline with the new Port of Lyrabar harbor, also walled in by the queen, albeit reluctantly, to help control the movement of unsavory characters into the city. Just to the west of the docks are the fish market and the green market.

On the first hill above the markets and harbor is the market district, a residential area where common laborers live. Above it, to the west, is the clerk's district, where the well-to-do live, and to the east of it, the Three Kings District, with a park, inns, taverns, the theater and the opera house.

A new project in Lyrabar is the establishment a new bards college in the city. The church of Oghma has begun converting and unused university building into a temple to the Binder, which also will be used for the new college.

There is no poverty in Lyrabar. It is expensive to live in the capital, and outside of the mission house in the Temple of Ilmater, the wealthy have little place and no charity for those who have no money. The Strifeleaders of the secret House of the Purple Flame, a covert temple to Cyric beneath a tavern, use this seeming contradiction to foment strife within the city's lower class, with some success, certainly with more success than the contentions of the Ilmatari priests that the paladin Lords of Imphras II have too many duties in the defense and rule of Impiltur to be able to deal with the problem of poverty at this time.

The least wealthy of Lyrabar's residents live in the harbor quarter at the eastern end of Lyrabar where one also can find the covert temple of Cyric. This is the area where the dock workers, fishermen, sailors with families who work on local ships and laborers of all sorts live. It's also where the inexpensive inns and both the happiest and rowdiest taverns can be found, along with those stores that offer a wide variety of wares, not all of them legal to sell or legally obtained.

Common thieves and pickpockets are rare in Lyrabar. Tyr's justice show them no mercy when they operate outside of the harbor district. Even in the harbor district, where patrols tend to concentrate more on serious crimes, a thief must exercise care.

Lyrabar has large temples to Ilmater, Tempus, Tyr, Deneir, Waukeen, Gond, Tymora and Chauntea, and small temples to Azuth, Finder Wyvernspur, Lathander, Sune, Tyr, Sharess, Kelemvor, Valkur, Istishia and Umberlee. The Ilian Nar Bards School being built already has a small temple to Oghma. The university campus holds sometimes tended shrines to Milil and Llira. There are illegal, hidden temples to Cyric and Iyachtu Xvim. There is an open shrine to Selûne and illegal hidden shrines to Mask and Beshaba. In a secret hideout beneath the cargo harbor, there also is a small temple to Orcus. However, the single goat's head priest there receives spells from Cyric.

Lyrabar has the reputation of being the most beautiful, cultured city between the Dragon Reach and Shou Lung. It has something for almost everyone. Everyone, that is, with education and money to spend, adventurers specifically excluded.

Adventurers who head to Lyrabar leave rather quickly again, in most cases, or they get themselves into trouble. Queen Sambryl and her paladin Lords of Imphras II want and expect visitors to behave well when they're in Impiltur, and those expectations are particularly high in the capital city.

The holy justices of Tyr have no sense of humor when it comes to the misdeeds of adventurers. As High Holy Justice Pyrlbraun said in passing sentence on a thief who was a member of an adventuring group that had come to the city, *"There are no minor infractions in Impiltur, young man, just infractions!"*

The young man in question had lifted four silver shiners from the pockets of a customer in Lazy Cyrus' Tavern. Pyrlbraun sentenced him to six months at hard labor, extended. The thief spent part of that sentence on the bench, rowing an Impilturian warship, and part of it splitting rock in a quarry in the foothills of the Earthfast Mountains.

"Extended" means if the prisoner doesn't make the proper effort at his hard labor, his sentence can be extended. Impiltur does not whip prisoners or otherwise mistreat them; it has more subtle means of seeing to it that those who are sentenced literally do hard labor.

The thief was luckier than his colleague, a mage from Westgate, who thought an invisibility spell and a few other choice selections would spirit him unseen into the Library of Kiriagoth on Queen Sambryl's castle grounds, where he dreamed of finding the hidden secrets of ancient Narfelli magic. His invisibility spell fizzled as he passed the gate guards, and that was it. Pyrlbraun sentenced him to a year at the same hard labor that was the thief's lot, but the mage wasn't cut out for it. He died of a heart attack on the rowing bench.

There is little that goes unseen in Lyrabar, when the queen or one of the city's archmagi chooses to see. There is perhaps no other city in Faerûn where scrying powers can be so intensely used, or where such powers are used so often. Lady Cylyria Dragonbreast of Twilight Hall in Berdusk once warned a young Harper agent departing eastward on a dangerous and secret mission to make a detour around Lyrabar, if possible, and to avoid giving any clue as to her mission, if conditions made it necessary to pass through the capital city.

"Lyrabar is the eye and ear of Impiltur," Lady Cylyria said. *"It sees and hears everything – and often far more than it should."*

Another senior Harper, Elminster of Shadowdale, once told an impatient young Harper mage seeking more information about magical spying, *"So it's scrying ye're wanting to know more about? Go to Lyrabar, laddie. They'll scry ye to death!"*

The queen herself possesses the ancient artifact, the *Crown of Narfell* and one of the lesser *Scrying Stones of Myth Drannor* (see the description in the *Northern Journey Campaign Guide*). The magi of the *Great Soargar Magi School* keep a guarded watch over the city, as do the war magi serving in the *Wand of Impiltur.* And Andalryr the Sage, one of Faerûn's more powerful diviners, is resident in Lyrabar. The Wand of Impiltur also keeps watch through the mighty Narfelli eye of Tower Ithfell, far away in the Northwest.

What the artifacts, the scrying stone and powerful magi do not discern usually comes to the attention of the priests in one of Lyrabar's many temples. most of whom are loyal subjects of the crown, because the crown subsidizes their temples. If the truth must out, there are many priests in Lyrabar capable of determining whether it has been told.

Beings with evil intentions who survive in Impiltur – agents of the Zhentarim, the Iron Throne, the Cult of the Dragon, priests of Mask and Iyachtu Xvim and even the chaotic Strifeleaders of Cyric and the insane goat's head priest of Orcus who hides and maintains a secret temple below the harbor – all survive by watching and listening in Lyrabar, speaking only when they must and then only in whispered tones, for the queen and her paladins abide no evil in Lyrabar, and they have the power and might to see that their will be done.

Despite that, there is evil and crime in Lyrabar. Many of the rich in Lyrabar live from their investments, money that travels to Hlammach, often to finance trade that is questionable and in many cases, in concert with the Sembian Iron Throne. The wealthy of Lyrabar protest their innocence and claim to have no knowledge of shady transactions made with their gold talers, saying that all decisions are made by their investment counselors in Hlammach, but many are indeed aware of their involvement with the Throne and pleased by the profitability of their questionable portfolios.

Agents of the Zhentarim, the Throne, the Dragon Cult and the churches of Mask and other evil gods seldom do evil deeds in Lyrabar. Instead, they spy upon the city as well as they can, attempting to win information they can use elsewhere. The riskiest actions are taken perhaps by the covert Strifeleaders of Cyric, who have begun attempting to foment dissent and seditionist thinking among the city's working class. There is little doubt that these reckless activities will be discovered soon and brought to a very conclusive end.

Common thieves and pickpockets are rare in Lyrabar. Tyr's justice show them no mercy when they operate outside of the harbor district. Even in the harbor district, where patrols tend to concentrate more on serious crimes, a thief must exercise care.

The most haunting criminal problem in Lyrabar is the so-called *Night Reaper.* A creature that disguises itself in the form of other humans at times stalks the docks, the green market and the waterfront district at night, killing with a spear, a strange knife with a blue flame licking along its edge or spells that seem to be more of a priestly nature than the art of a mage. Some believe the *Night Stalker* to be a priest or a mage; others insist that it is a greater doppelganger or a strange monster of the sea.

The forms the killer chooses seem to be picked without rhyme or reason. It even has been seen attacking in the shape of Queen Sambryl and Regent War Captain Kyrlraun. Many is the time the *Night Reaper* has been tracked down by the city's great magi or warriors and been cornered, only to vanish - not merely to turn invisible, but to vanish, without a single trace to be detected by the eye or by wizardry.

On other occasions, there is pursuit, and the *Night Reaper* dives into the waters of the Inner Sea, regardless of weather or season, and does not surface again. All of Lyrabar has puzzled over the *Night Reaper,* invariably seeking an answer that is greater than the question. For the *Night Reaper* is none other than the raving mad Gurthan of Orcus, a lowly 4th level priest of a dead god armed only with a small magic weapon, a hat of disguise, a ring of teleportation and the accursed *Ring of Xrandulus.*

Another special problem the queen has in Lyrabar is the Cormaeryl family. This is a once distant (but no longer so distant) branch of the noble house Cormaeril of Cormyr that was dispossessed of its holdings and exiled by King Azoun IV in the Year of the Gauntlet (1369 DR - see the WotC book *Cormyr - a Novel* by Ed Greenwood and Jeff Grubb, TSR - 1996).

The Impilturian Royal House's problems relate to the branch of the family that remained behind some 1,500 years ago, when the majority of the Cormaeryls crossed the Dragon Reach along with the Obarskyrs, the Bleths and others, to take up residence where Cormyr now stands.

The Cormaeryls of Lyrabar were politically powerful during the time of Impiltur's first kingdom. The head of the Cormaeryl family during the mid-11th Century, when Imphras I tried to reunite the land into a new kingdom, ruled the City of Lyrabar, and he was less than supportive of the new king-to-be. The Cormaeryls were among Impiltur's richest families at that time as today, although they lost both their titles and their political power when Imphras I was crowned and ended the ranks of nobility within his kingdom.

The House Cormaeryl has tried many times in the past three centuries to regain a hold on political power in the kingdom, always by seemingly legal means, and it always has failed. It also has been one of the key financiers of shady to crooked businesses, including the construction of New Sarshel across the Easting Reach. Today, the house is deeply entangled with the Iron Throne of Sembia.

However, the House of Cormaeryl always has been wily enough to cover its tracks, and on the three occasions in the last 275 years when Cormaeryls have been accused of illegal transactions, they were acquitted by the holy justices of Tyr, who ruled that the kingdom had been unable to disprove the Cormaeryls' claim that they were innocent and unaware of the illegal things that had been done with their investments, which were made through advisors in Hlammach, all of whom had vanished and were not available to testify.

The last patriarch of the Impilturian house was the late Enned Cormaeryl. One consolation that Queen Sambryl had was the knowledge that this elusive adversary and his entire family line would die out in this generation, as will the queen's own royal family. While the queen still has cousins in her bloodline, the Cormaeryl family had dwindled to the point where Enned was the sole survivor. Like the queen herself, Enned remained unmarried and without issue.

The late Enned Cormaeryl was one of the first native Impilturians to become a member of the Iron Throne, and he believed until his death that he was the most powerful member of the Throne in the kingdom, although he in truth was more a puppet of the Throne, having had no real power to make decisions.

In Cormyr, the young nobleman Darren Cormaeril also was a secret member of some standing in the Throne, but along with most of the rest of his family, he lost his title and holdings and was forced to leave Cormyr in exile, after the treason of the late Gaspar Cormaeril in the Year of the Gauntlet (1369 DR).

The Throne informed Enned Cormaeryl in Lyrabar that it was sending his very distant relative Darren Cormaeril to him, to help in the Impilturian operations. Enned had been aware through family archives that a part of the Cormaeryls had migrated westwards nearly a millennium and a half earlier, but neither he nor previous members of his family had given much thought to this distant and lost strain of his once great Impilturian house.

The news from the Iron Throne, that Darren Cormaeril was coming to Lyrabar, excited old Enned, for he saw within the young Cormyte a chance to reinstate his own vanishing house of – in his mind – still noble Impilturian blood. His excitement turned to inspiration after the arrival of Darren, for he found in his young and distant relative the same element of hard and hearty anti-royalist independence that he attributed to himself.

Enned made Darren – then in his early 50s – his sole heir, and upon Enned's natural death at the age of 84 in the Year of the Unstrung Harp (1371 DR), Darren Cormaeryl, who had changed his name back to the traditional Impilturian spelling, was well ensconced with his wife and four children in Cormaeryl Manor, on the northern edge of King's Garden Estates in Lyrabar.

Since that time, Darren Cormaeryl also has called some of the remaining cousins and other members of his exiled Cormyte family to him, subsidizing their start in a new land with the seemingly endless fortune he inherited from Enned Cormaeryl. Most of the other exiled Cormaerils who came to Lyrabar have followed Darren's lead and changed their name back to the traditional Impilturian Cormaeryl.

After winter ends in this young Year of Wild Magic (1372 DR), Darren Cormaeryl, following well laid plans of the Iron Throne, will begin sending selected relatives out into the cities, towns, villages and settlements of Impiltur, well endowed with inherited Cormaeryl money, with the intention of making his family an important factor in doings throughout the kingdom.

In Sembia, it is rumored that Darren Cormaeryl is the designated successor to the head of the Impilturian branch of the Throne, Warbin Twoomb, who disguises himself with magic as the late Hlammach business magnate Jeltar Starrain. Queen Sambryl is unaware of Darren Cormaeryl's connections to the Iron Throne, but his migration to Impiltur and his sudden rise to financial power are sources of no little chagrin and great diplomatic embarrassment to her.

Impiltur is closely allied with Cormyr, and Sambryl and the royal family of Cormyr are linked in bonds of personal friendship. The idea that a part of the exiled Cormaeril family has made Impiltur its new home humiliates her, but being exiled from Cormyr is not a violation of Impilturian law, nor has the rejuvenated House Cormaeryl been found doing any other wrong under her own royal law. Not even the queen can exile the Cormaeryls or otherwise act against them without good legal cause, nor would Sambryl attempt to do so.

Beyond the political embarrassment of giving a new home and refuge to Cormyr's dispossessed and exiled nobility, Sambryl sees the revitalization of House Cormaeryl as an out-and-out potential threat to the future stability of her kingdom. The queen will celebrate her 90th birthday this year, and she knows that few more birthdays will be her lot.

With her passing without issue, Impiltur will go through a time of great turmoil, deciding who should become the leader of the country, with the end of the direct descent from Imphras I. The queen is convinced that Darren Cormaeryl and his exiled Cormyte family will be among the major factors making a smooth transition in Impiltur difficult.

Adventure hooks:

- **Getting Into Trouble –** This is the most likely scenario in which a PC group might find itself. Most PC groups, even those who consider themselves lawful good, have 101 delightful ways to bend the law, be it with the help of wandering thieves' hands, implied threats from a brawny warrior, tricky magic from a wizard, etc. The law in Lyrabar is not pliable, the city watch and the Heralds of Imphras II enforce it to the letter and the holy justices of Tyr all are stern in meting out sentences. Accomplices share the full guilt of perpetrators under Impilturian law. A barroom brawl is good for 30 days, petty theft for six months and the minor, dishonest misuse of magic brings a year in the jug. You can send the party off to the dungeons and hard labor together.

- **Getting Into Trouble Unintentionally –** This is probably the second most likely scenario for PC action. The chaotic Strifeleaders of Cyric are a good bet here, but Lyrabar gives one many other possibilities too. As a Game Master, you can assume that the authorities will get wise at anytime to Strifeleader Morgorech and his followers. A chance encounter can link the PCs hopelessly to these unwanted persons. Even if no evidence can be mustered against the PCs that will convince a holy justice to convict them of anything (the priests of Tyr are just, despite their harshness), the very fact that they are foreigners who were caught associating with evil beings is sufficient for the city to declare them unwanted persons and deport them out of Impiltur, in the opposite direction from the one in which they intended to go. Royal law provides that such deportees may be detained in jail until their ship leaves port.

- **Doing Good Deeds –** It's just as likely that your PCs may become aware of some dastardly deed being perpetrated by one of Lyrabar's agencies of evil, be it an organization like the Iron Throne or the Zhentarim, or by an evil church or even by evil people like the Cormaeryls. This may lead to the PCs winning the gratitude of the city watch, or the Heralds of Imphras II or even of Regent War Captain Kyrlraun or the queen herself, in which case they will be rewarded. But also weigh the possibility that the authorities may become suspicious of the PCs instead. In that case, return to the option above, *Getting Into Trouble Unintentionally*.

- **Undoing the Cormaeryls –** The presence of members of this exiled Cormyte family in Impiltur is unofficial and unsupported by any material from WotC. As such, it gives you a free hand to let your PCs come upon the behind-the-scenes machinations of Darren Cormaeryl to send other family members out into the province as operatives of the Iron Throne. You can let your PCs discover and completely smash the Cormaeryl operations of the Throne. Of course, a wise Game Master will let a few Cormaeryls escape the PCs grip, so that they can rear their nasty heads again.

- **Swimming With Orcus:** If you want to use Lyrabar as the diving board from which your PCs jump into the Inner Sea to do underwater gaming in Serôs according to the guidelines in the *Sea of Fallen Stars* accessory by Steven Schend (TSR – 1999, available as a pay download from http://www.rpgnow,com), you can have your party stumble upon and go after Gurthan, the mad goat's head priest of Orcus (see the *Northern Journey Campaign Guide* for details) who lives beneath the docks of Lyrabar. You may wish to start this hook by having a relative of one of Gurthan's murder victims hire the PCs to track down the killer, with the hired help of Dendelraun the Seer (Map No. 87). Dendelraun has invented a new spell he calls the *Magic Missile of Detection.* It functions exactly like an ordinary *Magic Missile,* in that it hits automatically, but only one missile is fired, and it does no injury. The victim must make a saving throw for will against DC 23/vs. magic at a penalty of 3 to even be aware he/she has been struck by anything.

Even when aware, the victim will find no visible trace of that with which he/she has been struck, however, *Detect Magic* will show an aura of divination around the victim. The missile places a magic mark upon its target that last 1d10 + 20 days. As long as it remains effective, Dendelraun, through means known only to him, can trace all of the target's moves on the prime material plane. Dendelraun sells scrolls with the *Magic Missile of Detection* spell at 200 gold talers each and charges 500 gold talers daily for observing the target's movements. Dendelraun can determine in this matter where Gurthan's temple lair beneath the docks is.

Map of Lyrabar

Game Master's note: Lyrabar is a relatively large city geographically. If you use only the map of the full city, details often will be difficult to make out. If city maps are important tools in your campaign and if you have either *Campaign Cartographer 2 Pro*™ or the free *Campaign Cartographer 2 Viewer* from ProFantasy Ltd., we suggest you print zoomed in maps of your encounter settings within the city. Fine details have been mapped for all important locations.

Presidio District – 1st Escarpment

1 – Presidio of Lyrabar: Harbor. Headquarters of the Southern Sword under the command of War Captain Rilimbraun. He commands 1 large warship, 2 medium battleships and 4 cutters stationed in Lyrabar.

2 - Presidio of Lyrabar: Garrison. War Captain Rilimbraun has 300 foot soldiers and 1,200 sailors under his direct command in the presidio.

3 - Presidio of Lyrabar: Barracks.

4 – Great Imphras War College. The Rector is Battleguard General Wilmbrar. All higher officers of the Sword of Impiltur are trained here. The High Dean of the College of Strategical Planning is Holy Strategist Lashilana, a priestess of the Red Knight, who is a great niece of Queen Sambryl.

5 – Great Soargar Magi School. The Rector is Lotheinnor, a non-specialized magic user, but he works directly under the superintendent of the two Impilturian mage schools, Daerthnur, Archwand of Impiltur in Ilmwatch. The school's religious advisor is Magistrat Chiremos. The school is named for the great Impilturian mage who gave his life to help Imphras I, his sister Ilmara and others defeat the wave of hobgoblins near Sarshel in the Year of the Dawndance (1095 DR). The school is open only to war magi in the Wand of Impiltur.

6 - Presidio of Lyrabar: Corral and Stables.

Castle District – 2nd and 3rd Escarpments

7 – Castle Lyrabar with Tower Pureheart. This location. together with the **Library of Kiriagoth (8)** forms the palace complex of queen Sambryl. The palace is famed for its golden dome to the building's rear. Tower Pureheart, made entirely of white marble, is the queen's mage tower. There is a magical gate within Tower Pureheart linking it to Ilmwatch Tower, where the queen's lover of many years, the Archwand Daerthnur, is resident.

8 – The Library of Kiriagoth. This building is one of the larger libraries of Arcanum in Faerûn, certainly one of the largest east of the Dragon Reach, although it is unknown exactly how large the libraries may be that are kept by the Zulkirs of Thay or the Simbul, the Witch Queen of Aglarond, if indeed she maintains a library at all. It was named in honor of the ancient Narfelli mage Kiriagoth the Occularum, who made the Crown of Narfell. The queen, the two royal Impilturian magic schools, high ranking members of the Wand of Impiltur and those the queen invites have access to the library. There are gates connecting the library to Tower Ithfell on the northwestern Impilturian border, the Academy of Kiriagoth Mage's School in Ilmwatch, Daerthnur's chamber in Tower Ilmwatch, the Great Soargar Mage's School, the Master's Library of Deneir in the Earthfast Mountains and perhaps other locations as well. To what extent documentation of Narfelli magic really is in the library remains a well kept secret.

9 – Palace of Regent War Captain Kyrlraun.

10 – Castle of General War Captain Rilimbraun.

King's Garden Estates – 2nd and 3rd Escarpments

11 – Mansion, tower and estate of Conjurer Egediah Reep.

12 – Mansion and estate of Darren Cormaeryl.

13 – Mansion, tower and estate of Necromancer Regazh Hruun.

14 – Old Kiriagoth Inn. This house is one of the most luxurious and expensive in Impiltur. Its guest rooms are completely booked for guests of the crown and the government to about 90% of the time. Only limited dining reservations are available. Guests may not enter the dining room in anything but dress clothing, and they must be unarmed. When available, the inn's rooms – all suites – cost 30 gold talers a night. Meals, mostly seafood entrées with some meat and cheese dishes, run from 1 gold taler upwards. The house serves its own top fermented Old Kiriagoth Ale at one silver shiner per quart/liter tankard. Not only local Lyrabar wines but also those from Easting Reach and very expensive classical wines from Tethyr as well as a respectable assortment of other drinks are available, at prices with the sky as the limit. The innkeeper is Hendelryl (human female, AL:LG, Aris 8), a cousin of Regent War Captain Kyrlraun.

15 – Mansion and Estate of Lashilmbra. This cousin of the queen (human female, AL:LG, Aris 4) owns the *Salt Breeze Inn* (No. 96).

16 – Mansion and Estate of Lars Gieling. Although no one seems to be wise to the fact, Gieling, who claims to be an immigrant from Hlath in Chondath, actually is Heabbid Regdresk, the local covert representative of the notorious Regdresk family from Traders Bay. Gieling oversees the low key smuggling operations of the Regdresks in the capital. The main operational base is not the mansion, with its gardens and pond, but the *Tsurlagol House Inn* (see No. 97) outside of the city wall on the Tsurlagol Trail.

17 – King's Garden's Resthouse (Inn). The Resthouse is in a similar quality league with the *Old Kiriagoth,* but it's not as expensive. This is a traditional Impilturian inn that tends above all to draw a well-to-do, older clientele. Most persons who stay in the Resthouse tend to be retired persons or high level businessmen near retirement age who are in Lyrabar on personal business. Dress clothing is required in the dining room, where no weapons are allowed. In contrast to the *Old Kiriagoth,* the Resthouse does not try to be a gourmet restaurant. Rather, it offers only traditional Impilturian dishes cooked in the traditional manner. One could describe it as good home cooking on its ultimate level, and there are many who believe that the fare in the Resthouse actually is much better than what is served in the *Old Kiriagoth.* The Resthouse seldom serves anything but seafood dishes, which start at 8 silver shiners and go upward from there. The home brewed, top fermented Imphras' Beard Ale costs 4 copper bites for a liter/quart tankard. The house also offers Lyrabar wines and the better wines from the Uthmere area at 1 gold taler per quart/liter bottle and upward. The 20 single rooms cost 2 gold talers per night. The 12 doubles are one gold taler and 7 silver shiners per person per night. The Resthouse is owned and operated by Ondelraun (human male, AL: LN, Aris 2, Exp 3).

18 – Mansion, tower and estate of Benediah the Invoker. (See NPC details).

19 – Mansion and estate of Nundbrar the Merchant (see NPC statistics). Nundbrar is an exceedingly successful master thief with a perfect career (he never was caught or suspected) in his native Lyrabar. During his successful burglaries, he managed to steal a number of documents from members of the Iron Throne. Nundbrar has long been a worshipper of Mask, and in the Year of the Arch (1353 DR), when the paladin Lords of Imphras II still were wringing their hands over what to do about Zhengyi the Witch King, Nundbrar became a ranking lay thief member of the House of the Master's Shadow temple in Telflamm. The many secrets of the Iron Throne he gathered were sent on to Telflamm, along with his proposal for dealing with the throne. Under Nundbrar's leadership, a respectable conspiracy against the Throne has gone into motion, although it will take years before it really begins to harvest substantial fruit.

Nundbrar has learned that the Throne is looking at economic Impiltur as something of a chessboard. It plans to capture all the pieces and squares it has selected and eventually control the Impilturian economy as well as the economies of the Vast, the Bloodstone Kingdom and the Great Dale. Nundbrar and the temple in Telflamm believe that the thieves' lot is easier when there is no such central control. Therefore they have begun acquiring key properties in the Throne's game plan, before the Throne can do so, and they are making these acquisitions through strange fronts and middlemen, so the Throne cannot trace who or what is blocking their chessmen from moving. This plan is in its early stages, and the Throne has not yet taken notice of it, nor has the Zhentarim. Nundbrar and the temple in Telflamm intend to keep moving their men, however, until the Throne has been checkmated in Impiltur. The cellar of Nundbrar's mansion is a shrine to Mask, magically shielded from scrying, with one or two priests from Telflamm on the premises at all times. It also is a covert thieves guild with 12 elite members of high level. The guild's activity is limited to breaking into properties in Lyrabar and Hlammach belonging to Throne operatives and gleaning information from them, to block property sales. In later phases, Nundbrar plans to have his thieves plant incriminating evidence in the homes of Throne members and then see to it that the finance ministry and the Heralds of Imphras II are tipped, until Nundbrar can look at the Throne in Impiltur and smilingly say, *"Checkmate!"*

20 - Mansion, tower and estate of Luthian the Transmuter. (See NPC details).

Island District – Island Level and 1st Escarpment

21 – Isle of the Dead. Lyrabar's only city cemetery was moved to the island nearly two centuries ago, when it was believed that undead had been awakened in the old city cemetery and that they were attacking people.

22 – Temple of Kelemvor. The only priest is Doomguide Atterlon Tolby, an immigrant from Cormyr, who is gaining a growing following among older members of Lyrabar's wealthy class. They sail to him for advice on how to best prepare for the passing from life to death.

23 – Botanical Gardens. These beautiful waterfront gardens stand on the spot where Lyrabar's decrepit old city docks once stood. They are cared for by clerics and monks of Chauntea from the University's College of Agriculture and their students.

24 – Druids' Grove. Hidden within the trees east of the Botanical Gardens' Pond is a small grove with log cabin that is used by druids of Chauntea who visit the College of Agriculture.

Government, University and Temple District – 1st and 2nd Escarpments

25 – University of Lyrabar: College of Agriculture.

26 – Temple of Chauntea. Watchful Sister Lundryl is the high priestess of the temple. Under her are two other clerics, levels 7 and 3, and two monks, levels 6 and 4.

27 – University of Lyrabar: College of Healing. This strange school was approved and endowed by Queen Sambryl in the Year of the Gauntlet (1369 DR), to the great surprise of the rectors of most other colleges of the school, some of whom also were absolutely displeased with the queen's decision, believing it damages the university's reputation as a serious center of learning.

The new college remains the smallest, having a total enrollment at present of 34 students. The goal of the college is to explore methods of healing alternate to traditional priests' spells. It was organized jointly by Finder Laspelraun, a former bard from Filur who now is a priest of the demi-power Finder Wyvernspur, the god of the cycle of life, from birth to decay, and Niflraun, a native of Dilpur who spent much of his life studying and experimenting in Saerloon in Sembia.

Niflraun has been developing magic spells which bind and heal wounds. His biggest project goal is to invent magic that will restore life, but all attempts have failed to date. The third founding member, who joined Laspelraun and Niflraun in petitioning the queen to authorize the school is Gondsman Nesher Manggs, a native of Waterdeep who for some reason became unwelcome in the City of Splendors. Manggs specializes in the manufacture of artificial limbs and also is capable of restoring the souls of the dead in that physical essence known as *Gond's Mechanical Man* (see the *Northern Journey Campaign Guide* for details).

The most recent addition to the faculty is Morninglord Nirnja Penz (human female, AL:NG, cleric lvl 14, Priestess of Lathander), who is working provisionally at the school, preaching the need to respect the life that is being healed or restored and watching closely, to help the Church of Lathander decide whether the college's work is something that the Dawnbringer's church might wish to support.

The school certainly does have much to do with renewal, as far as Lathander's church is concerned, but there is less certainty whether such a renewal is wholesome. Nirnja was sent by the Spires of the Morning temple in Waterdeep to carry out this mission, and she has made known to all what her purpose in joining the faculty is. Laspelraun also maintains a well-endowed shrine to Finder in the college, but it's congregation remains miniscule. He hopes that the new bards' school will draw more worshippers, once it is open.

28 – Lyrabar Brew and Malting House. The malting house is the only regional purveyor of brewers' barley malt, although the brewery itself is relatively small. Both operations are supervised by the monks of Chauntea from the university's College of Agriculture, who use it to train student brewmasters. The students' work is closely monitored, to make certain that no suds are barreled that are less than excellent in quality. The beers brewed here rival those of the monks in Westfield, but the latter have somewhat of an advantage in being able to malt and brew with better quality barley, wheat and hops than are available in Lyrabar. Lyrabar Brew offers a heavy, bottom fermented lager called *Blood of Imphras* year round and a dark, top fermented wheat beer called *Blood of Chauntea* in the winter season.

29 – University of Lyrabar: College of Art, Theater and Music. The rector is Tandulnyr (hm, lvl 0, AL: CG), one of the most talented dramatic baritones in the history of Lyrabar's opera. Tandulnyr also conducts master classes. The college specializes in music, drama, painting, sculpture and literature. When the priests of Oghma finish and consecrate the new *Ilian Nar Bards School* (see No. 31), it too will become a part of the college. The faculty consists of retired and practicing artists and visiting priests of Deneir, Milil, Lliira and Oghma. The college's literary school has the widest known reputation and draws the most distant students, because it offers lectures several times a year from Glyphscribes and monks of Deneir, from the Master's Library, the great hidden temple to the Lord of All Glyphs and Images in the Earthfast Mountains, and from the Lorekeeper priests of the mysterious Oghmanyte House of Many Tomes west of Sarshel. There also are shrines to Milil and Lliira in the college.

30 – Great Imphras Library. The royal library was built in the Government, University and Temple District to make it accessible to students. Because of the many priceless parchments kept in the library, it is always guarded heavily and protected by several layers of magical wards. It is operated for the queen by Glyphscribes and monks of Deneir on assignment from the Master's Library, the hidden temple in the Earthfast Mountains. The permanent head librarian is Glyphscribe Talara Balton, a priestess of Deneir, who is a native of Steppenhall in the Damaran province of Soravia.

31 – University of Lyrabar: Ilian Nar Bards School/Temple to Oghma: The latest addition to the university should be in full operation by Autumn in this current Year of Wild Magic (1372 DR). The temple to Oghma in the new school has been open since late last year. It is headed by Loremistress Amanuensis Tilinara, a priestess of Oghma who was sent to Lyrabar by the *Binder of Faerûn,* Loremaster Most Exalted Prespaerin Cadathlyn of the upland fortified abbey of Oghma, the *House of Many Tomes* to convince the queen to open a bardic college in the capital. The faculty will include high level bards as well as other priests from the *House of Many Tomes*. The name, *Ilian Nar,* was the original Narfelli name of the province that became Impiltur.

32 – University of Impiltur: Student Housing (9 buildings).

33 – House of Flaming Beauty - Temple to Sune. This new house of worship was opened by Heartwarder Marissa Neeneth, a priestess of Sune who traveled to Lyrabar from Sembian Daerlun, where she had spent a decade serving in the *House of Firehair.* Her congregation in Lyrabar still is small, but the folk of the city have shown considerable interest, and many of the curious have come by to see the temple. Marissa is the only clergy in the temple at present.

34 – House of Eros – Temple to Sharess. When the relatively new temple to Sharess in Telflamm got wind that Marissa Neeneth had founded a temple to Sune in Lyrabar, it sent Sensate Jimina Tausendschoen to Impiltur's capital early in the Year of the Unstrung Harp (1371 DR) to do the same. Jimina's spellcraft is not as strong as Marissa's, but there are those who find her much more spellbinding. Interest in this new temple is high. It too is drawing curious visitors, many of them the same persons who look in for the first time on the *House of Flaming Beauty*. It also is rumored that the new temple to Sharess already is well-endowed by tithes from Lyrabar's wealthy prostitutes.

35 – Wayward Scholar Festhall. Nimpling Dudells, human female, AL:CN, Com 2), a fugitive from justice in Suzail (where she cheated Cormyte tax authorities), opened this popular festhall in the Year of the Banner (1368 DR). The ladies of the *Wayward Scholar* have floating rates, based upon their assessment of a customer's ability to pay. Many of the ladies who work here are poor girls who are studying at the university und use their earnings to support those studies. They are accommodating in price when a young student visits the hall and horrendously expensive but somehow still affordable when a rich merchant seeks their services. Regent War Captain Kyrlraun was appalled by the news that a large sign at the four-year-old hall's entrance proclaims *Imphras I and Imphras II slept here!* However, the 90-year-old queen finds the sign amusing and has ordered her paladin to leave the girls and their sign in peace.

36 – Laughing Professor Tavern. This wood-furnished, booth-lined, gas-lamp-lit tavern is favored above all by university students as well as freelance prostitutes who offer them affordable services. The waiters, bartenders and fry cooks all are students from the university working their way through school. The owner, Wendelraun (human male, AL:NG, Exp 9) was indeed a professor in the university's College of Engineering, but he found teaching boring and running the *Laughing Professor* more interesting. It also brings in a better income. The only drink in the house is beer: *Blood of Imphras* year-round at 3 copper bites per quart/liter tankard and, in season, the dark *Blood of Chauntea* at the same price. A small skillet of haddock and potatoes, both fried and served in the pan, costs three silver shiners.

37 – House of the Dawn Tide. Temple to Lathander. Morninglords Kundelraun and Senalryl serve Lyrabar's congregation. They are aided at times by Morninglord Nirnja Penz (human female, AL:NG, cleric lvl 14, Priestess of Lathander) of the university's College of Healing. The huge pond behind the temple adds to its beauty, but it does not belong to the temple. It is a magically enchanted pond that belongs to the Culinary Guild of inn and restaurant owners. The dweomer placed upon it keeps its artificial salt water warm in the winter, providing its owners with a steady supply of fish until spring.

38 – Palace of the Dweomer – Temple to Azuth. This temple is well-endowed by the queen and is attended among others by students at the Great Soargar Magi School. The head of the temple is First Magistrat Runcaunt, who was sent to Lyrabar by the higher priests of the House of the High One in Sembian Saerloon. Two lower Magistrati of levels 5 and 2 also serve the temple.

39 – Lyrabar City Hall. This is the city's seat of government, as well as the headquarters of the 200-man city watch. The city jail is in the dungeon below the building. The jail holds only prisoners awaiting trial and those sentenced to serve terms of a year of less without hard labor. Other sentenced convicts are sent to the prison (see No. 40). The city government is headed by Prefect Haelunraun, an appointee of the queen.

40 – Royal Hall of Justice/Royal Prison. The holy justices of Tyr run the court system and the city prison in the dungeon below. The hall also contains a luxurious temple to Tyr. The High Holy Justice is Pyrlbraun. Four holy justices of levels 12, 9, 8 and 6 serve under him as judges, as do three paladins of Tyr of levels 12, 10 and 9. The paladins generally hold roving courts in the countryside around Lyrabar, while the priests hear cases in the Hall of Justice.

41 – University of Lyrabar: College of Engineering. This school is mostly lay faculty but also includes priests of Gond. It also does work for the Gondsmen doing research on refrigeration in Sarshel.

42 – House of the Wondrous Engineer – Temple to Gond. The priests of this temple work closely with the university's College of Engineering (see No. 41) and the priests researching refrigeration in Sarshel. The head of the temple is Seeker of the Sixth Order Rubert Goldburger, a priest of Gond. The usually are three to five priests of varying rank in the temple, all of whom work there, in the College of Engineering and in Sarshel.

43 – University of Lyrabar: Administrative Building. The dean of the university is Nathinyr, a cleric of Oghma, a retired traveling evangelist and researcher of the Binder's church.

44 – House of the Bountiful Waters – Temple to Istishia. This one-woman temple is served by Waterwalker Gleenara, a native of Lyrabar.

45 – House of the Southern Wave – Temple to Valkur. This temple also is served by a single priest, Ingmar Rukingssen, but he is hoping for help. More and more sailors and fishermen have been turning from fear of Umberlee to the worship of Valkur, and Lyrabar is the home port for one of the warships of the Valkurian Marines of the Seven Seas (see *Powers and Pantheons* by Eric L. Boyd, available as a pay download from fttp://www.rpgnow.com, for more details).

46 – College of Navigation. This school is heavily endowed by members of the Hlammach Merchants League and other businesses that own commercial ships or use them frequently to transport merchandise. The school is not used by the crown; the Impilturian Navy trains its own at the naval base in Ilmwatch and at the Great Imphras War College.

Harbor District – 1st Escarpment

47 – Port of Lyrabar. The city's commercial harbor. Although Lyrabar's waterfront is relatively safe in comparison to many others, it still is the capital's seamiest section, and the *Night Reaper* (see above) is active here. Fishing usually shuts down sometime in Uktar and resumes in late Ches or in Tarsakh, but on mild winter days, some fishing boats will go out to harvest catch enough to keep the Culinary Guild's large pond behind the Lathander temple (No. 37) stocked.

48 – The Storm House – Temple to Umberlee. Wave Servant Natshija (half elf female, AL:CE, cleric lvl 3, Priestess of Umberlee), sees relatively few worshippers in her small temple, but she does take in a small fortune in offerings, a fortune that one Lyrabar's relatively quiet thieves guild plans to steal, to appease the priests of Mask, who believe this deed should be done, but only when the first Impilturian merchant ships sail in spring, when the bitch queen will be most bent on revenge. Although few thieves know exactly what's behind the plot, it has to do with a deal the temple in Telflamm has made with certain merchants in New Sarshel.

49 – Fishermen's Guild. The seas off of Lyrabar are too rough for small fishing boats, although the catch is good. The city's working fishermen formed a guild several years ago to buy a fleet of 30 larger fishing boats that are used on a cooperative basis. Current Guildmaster is Hedlraun (human male, AL:LG, Com 5), a native of Lyrabar.

50 – Netty Ned's Supplies. Nedumbrar (human male, AL:LN, Com 1), a native of Lyrabar, sells boat repair and fishermen's supplies of all sorts in the harbor store.

51 – Queen's Port Inn – the Bad Bo'sun. The *Queen's Port* still is the official name of this mediocre harbor inn, but most people call it the *Bad Bo'sun* after the retired sailor who owns and runs the inn and is known only by his nickname, the *Bad Bo'sun* (human male, AL:CN, War 7). It tends to house lower and middle level ships officers and travelers with a low budget. The 12 single and six double rooms, both at 8 silver shiners a night per person, are just slightly high priced for the quality. The same goes for the strictly seafood menu at 5 to 8 silver shiners. King's Tankard beer goes for three copper bites per quart/liter tankard. An increasing number of guests knows better than to leave the inn during the hours of darkness, due to the *Night Reaper*. But some folks get drunk and bold or forgetful. The prostitutes who once worked the *Bo'sun* became rare after the *Night Reaper* began striking, seeking safer ground higher in the city.

52 – Candle Lit Low Tavern (House of the Purple Flame – Temple to Cyric). If the authorities were to pay a bit more attention to this inconspicuous tavern, they might notice that almost no one goes into it. Razor Mary, a devout follower of Cyric is waitress and barkeep in this tavern. It's her job to be cantankerous enough for customers that they do not want to come back again a second time. There is no food offered. The fact that the only drink on tap usually is warm and sour King's Tankard beer at a silver shiner per quart/liter tankard also helps convince customers to do business elsewhere. The tavern front is maintained to cover up the true nature of the house, the hidden temple to the Dark Sun in the cellar. Razor Mary lets only known worshippers pass through the tavern and the secret cellar door, where Strifeleader Morgorech and his two underlings serve the Dark Sun and plot their moves to foment unrest against the crown among the lower class of Lyrabar. The underlings are Strifeleader Geakh (human male, AL:CE, cleric lvl 3, Priest of Cyric) and Strifeleader Gilienka (human female, AL:CE, cleric lvl 2, Priestess of Cyric). The three priests have been so obvious in their attempts to stir up unrest that the city watch is likely to arrest them almost any day.

53 – Entrance to Orcus Temple. This maintenance hatch leads down into the area below the docks where Gurthan of Orcus (alias the *Night Reaper*) lairs.

54 – Fruit of the Fallen Star Fish Packing. This fish packing house belongs to and is run by the Fishermen's Guild (see No. 49).

55 – Lyrabar Port Authority. All ships sailing in and out of the port must report here. Ships leaving port require permission to sail. The building also houses the Royal Customs.

56 – Twisted Octopus Tavern. Pegleg Davitt (human male, AL:CG, War 14), a pirate who was pardoned after cooperating with the navy in operations on Buzzard Beak Harbor nearly a decade ago, runs this popular seafood and beer house. Pegleg lost his left leg in a battle against the Navy in Buzzard Beak Harbor and he nearly lost his neck too, but talking saved his life – after 5 years in prison in Ilmwatch. Still, he managed to have enough treasure hidden somewhere, and he managed to claim it without being caught, using it to buy the *Twisted Octopus,* which also is the name of a large, bready, strangely shaped salt pretzel he serves with beer. The *Octopus* offers delicious pans of fried haddock and potatoes, served in small, hot skillets, at two silver shiners a serving, and King's Tankard beer, at 3 copper bites per quart/liter tankard, including a free *Twisted Octopus* from Pegleg's oven. The *Octopus* is a favorite night spot for sailors, adventurers in the know and off-duty members of the city watch, the Heralds of Imphras II and the military, but most night customers come and go in groups, because of the *Night Reaper,* who always strikes persons who are alone.

57 – Whale of Leilon Inn. Duster King (human male, AL:CN, rogue lvl 8), a native of Leilon, was a merchant sailor on the Sword Coast for years, until he was shanghaied in Baldur's Gate, sold into slavery in Calimport and escaped in Mordulkin after murdering his master and stealing a considerable amount of gold from him. He booked passage across the Inner Sea to Lyrabar, fell in love with the inn, which then was known as the *Turtle Dragon,* bought it and renamed it. The *Whale* is a favorite seaman's inn today, simple but clean, comfortable and affordable. The 14 single rooms cost six silver shiners a night, the six doubles five shiners per person per night. The various seafood platters run three to nine shiners, the strong, dark house lager beer costs 3 copper bites for a quart/liter tankard, and Vilhon Reach rum and grog go for 5 shiners per mug.

Market District – 2nd Escarpment

58 – Fish Market. In the summer season, the market is filled with a horrible smell and fishmongers selling everything that's been in the latest catch. Once the main fishing season has ended, the fishmongers disappear and peddlers appear in much smaller numbers, selling fish from the past season that have been stored in barrels in salt brine or smoked. The city's inns and restaurants buy fresh fish here early in the morning during the fishing season, but most do not by conserved fish from peddlers in the winter. Instead, they buy what is taken from the magical pond of the Culinary Guild behind the House of the Dawn Tide (No. 37). The *Night Reaper* has taken a number of victims on the Fish Market late at night, after all stands have been closed.

59 – Green Market. On warm days, the market square is filled with tents and stands and people doing business with them. The main commodities are locally produced food and agricultural products along with baskets, handcrafts, etc.

When the weather is cold, most merchants on the marketplace are tinkers as well as peddlers selling conserved food or merchandise from ships and some farmers from the area selling stored potatoes, carrots and the like from their root cellars. The *Night Reaper* has taken a number of victims on the Green Market late at night, after all stands have been closed.

60 – Market Tap Tavern. This is a noisy place during business hours. Customers can get a cold sandwich for 1 to 2 silver shiners and a half quart/half liter of King's Tankard beer in small mugs for 2 copper bites. At night, the Market Tap sells only beer, but it does only marginal business after the markets close. There are no waiters. Everything is ordered at the bar, and bartenders work in shifts. The tavern is owned by the Green Market Coop, an organization of market merchants. The Market Tap offered more and did a brisk night business in those days before the *Night Reaper* started haunting Lyrabar.

61 – Garden Inn. This once reasonable inn has seen better days, as has its 85-year-old owner, Tam Shevitt (human male, AL:NG, Com 1). The rooms are simple and acceptable, with matching prices. Shevitt has 6 singles available at five silver shiners a night, and 3 doubles at four shiners per person per night. The inn has another 8 singles and 3 doubles, but these are rented to permanent residents at 10 gold talers a month for a single and 15 gold talers a month for a double. Shevitt also is open to renting the remaining free rooms on a long-term or permanent basis. The common room is used these days only to serve breakfast to the guests, temporary as well as permanent. The permanent guests are allowed to use it and the kitchen to cook for themselves, if they wish, provided they clean immediately afterwards. The restaurant operation was closed by Shevitt in the Year of the Dragon (1352 DR), after he had turned 65. Shevitt warns all guests traveling alone through the city to reach the inn before evening darkness falls and to not to leave again alone before daybreak, because of the *Night Reaper.*

Business District – 2nd Escarpment

62 – Reilly Tavis' Bakery. Tavis' (human male, AL:LN, Exp 8) regional bakery is the largest in Lyrabar, but it's sales are geared more toward Lyrabar's inns and restaurants than private customers, although there is a sales shop in the bakery. Most locals prefer the higher quality of Lyrabar's many small neighborhood bakeries.

63 – Lyrabar Grain Cooperative Mill. This large waterwheel driven flour and vegetable oil mill is owned by the coop of farmers from the area north of Lyrabar, above the vineyards. The flours and oils produced here are sold in the city and are exported, largely by sea.

64 - Lyrabar Grain Cooperative Elevator and Storage. This is where farmers belonging to the coop bring their grain to have it milled, and where the flour and oil are stored after milling.

65 – King's Tankard Brewery. The large regional brewery is owned by a large number of private investors. Fallen Star Holding Co. of Hlammach has been quietly been buying up individual shares of the brewery's ownership and now owns slightly more than 50% of the brewery, giving the Iron Throne control over this important industry in Lyrabar. To date, however, the Throne has only been interested in gathering its share of Lyrabar Brew's profits. The managing director of the brewery, Tessarn Quittance (human male, AL:NG, Exp 6) and the brewmaster, Dendley Nartch (human male, AL:LG, Exp 7) do not seem to be aware of the Iron Throne's financial involvement, although they do, course, know that Fallen Star Holding has become the majority owner. King's Tankard brews a heavy, bottom fermented lager that is popular throughout the Lyrabar area.

66 – Mill Pond.

67 – Great Imphras Trading Coster. This organization, which is a primary takeover target of the Iron Throne, has the exclusive rights to distribute King's Tankard Beer, wine from the Lyrabar Vintners Cooperative and all export products of the Fishermen's Guild. The Throne does not know that the coster is solely owned by Nundbrar the Merchant (see No. 19 and his NPC description). Official papers seem to suggest that ownership is spread among a large number of small private investors. When the Throne fails to take over the coster, it no doubt will see to it that its own people get the exclusive contract for King's Tankard as soon as possible, but it will have considerable difficulty in trying to take over the coster's other customers. The manager is Lalumbrar (human male, AL:LN, Exp 3), who is aware that Nundbrar has become the coster's secret owner.

68 – Fallen Stars Equipment. This relatively new, joint blacksmith and wainwright operation was built and is owned and operated by Fallen Star Holding of Hlammach, a front of the Iron Throne. Almost any kind of non-weapon metalwork, repairs of metal items, wagons of all sizes and wagon repairs are offered here. Fallen Stars employs two master blacksmiths, two journeyman smiths, three apprentice smiths, a master wainwright, four journeyman wainwrights and six apprentice wainwrights. It currently is being expanded to include a barrel making operation which will employ one master, two journeymen and two apprentices.

69 – Golden Wave Trading Coster. This is an old trading organization that owns three merchant ships. It consists of the heads of seven old and traditional Impilturian families who have no intention of selling their interests to the Iron Throne or anyone else. Golden Wave is involved primarily in the import business, but it does export military swords made by the Earthfast dwarves to Cormyr and Aglarond, under exclusive contract and with the required permit from the crown.

70 – House of the Gilded Taler – Temple to Waukeen. This temple to the Merchant's Friend has remained well endowed over the years, despite the goddess' disappearance, although the temple's one remaining priest, High Goldeyes Alaunbrar (human male, AL:N, cleric lvl 16, Priest of Waukeen) has received no spells for a dozen years.

Game Master's note: If Waukeen already has been rescued in your campaign, the temple is flourishing again, Alaunbrar has a full complement of spells and two junior priests in service of levels 1 and 2.

Waterfront District – 2nd Escarpment

71 – Salty Dog Inn. This is a popular watering hole for sailors, hardy travelers and adventurers, although some spell users stay shy of it. Small brawls that are handled within the house tend to occur her from time to time. Merdy Willets (human female, AL:CG, Rogue lvl 10), a retired hired spy and eavesdropper from Hlintar in the Vast, owns the *Salty Dog.* The serving wenches are popular with the customers and some do after-hours business. The *Salty Dog* sells its own hearty bottom fermented lager beer at 3 copper bites per quart/liter tankard, various Lyrabar wines at 5 silver shiners to 2 gold talers for a quart/liter bottle, Vilhon Reach grog and rum at 4 silver shiners per mug, fried haddock and potatoes at 5 silver shiners a serving and salted and smoked fish at 3 silver shiners a serving. Customers are careful to go to and from the inn in groups at night, because of the *Night Reaper.*

72 – Tailless Mermaid Tavern. This is a quiet, inconspicuous tavern popular with locals who like to have long chats with their friends and nurse a beer while doing so. Lunita Tharsk (human female, AL:NE, Rogue lvl 6, devotee of Mask), a native of Telflamm, is believed to be the owner and operator of the *Mermaid,* although the real, silent owner is Nundbrar, the main figure of Mask's church in Impiltur (see No. 19 above).

The *Mermaid* is the place where low level members of Nundbrar's covert thieves guild come to get their whispered assignments from Tharsk and make their reports or drop off their booty. It's also where they get paid. Such transactions are done quietly and discreetly in a quiet house. The majority of the patrons, who know nothing of these affairs, usually is too wrapped up in quiet, intense conversations or are too deeply lost in thought to even notice these contacts, and there would be nothing suspicious for them to see if they did notice.

That makes the *Mermaid* an ideal front for Nundbrar. The *Mermaid* sells its own hearty bottom fermented light bock in the warm months and dark double bock in the cold season at 4 copper bites per quart/liter tankard. The bock beers are popular with their customers because they do not need to be particularly cold. If a customer nurses his drink, it doesn't matter. Customers are careful to go to and from the *Mermaid* in groups at night, because of the *Night Reaper.*

The *Mermaid* also offers various Lyrabar wines at 2 silver shiners to 2 gold talers and five shiners for a quart/liter bottle and Uthmere wine at 5 silver shiners to 5 gold talers per quart/liter bottle. The only food served is cold salted or smoke fish on dark bread with horseradish at 2 silver shiners a serving. Customers are careful to go to and from the inn in groups at night, because of the *Night Reaper.*

73 – Moonsea Inn. This popular hotel for sailors as well as adventurers and hardy travelers on a tight budget recently was purchased secretly by a front operation of Nundbrar, Lyrabar's representative of Mask's church (see No. 19). The no-nonsense hostelry has 16 single rooms at 5 silver shiners a night and 6 doubles at 4 shiners per person per night. The public room offers a foamy, light house beer at 3 coppers per quart/liter tankard, Lyrabar wines at 6 shiners to 2 gold talers per quart/liter bottle and a variety of seafood dishes ranging in price from 4 silver shiners to a gold taler. It is not yet clear what Nundbrar's plans for the inn are. At present, he is using it only to earn money. The former owner, Nimbit Dweed (human male, AL:CN, Com 1), an immigrant from Tsurlagol in the Vast, still is believed to own the inn, and he still operates it for Nundbrar. Customers are careful to go to and from the inn in groups at night, because of the *Night Reaper.*

74 – Mother Zindalyn's Boarding House. Once a popular place for travelers and adventurers planning an extended stay in Lyrabar, Mother Zindalyn's always is booked full these days. It's a safehouse and meeting point for agents of the Zhentarim serving Fzoul Chembryl who come to Lyrabar. It is operated by Hatemistress Zindalyn (human female, AL:LE, cleric lvl 4), Priestess of Iyachtu Xvim), who also maintains the secret shrine to Xvim in the cellar. If anyone really were to pay attention to the boarding house, they might become suspicious of the fact that few guests enter or leave it, although it's claimed to be fully booked. But no one is paying attention.

75 – Glory of Lyrabar Inn (Lice Inn). Holy High Justice Pyrlbraun, in passing sentence upon the previous owner after convicting him of fraud, once referred to this hostelry as the *Glory of Lice,* and since word of that got out, it has come to be known as the *Lice Inn*. Owner and lush Fentilbyr (human male, AL:CN, Com 1), who hasn't been sober since the Time of Troubles, cares about neither the reputation nor the lice, which certainly are in permanent residence. The *Lice Inn* is a broken down firetrap. In fact, it could burn down any day. The 16 single rooms and 10 doubles all cost 5 copper bites a night, first come, first served, but no breakfast served. The public room was closed in the Year of the Helm (1362 DR) and hasn't been opened since. Only a dauntless, fearless adventurer would dare to open the door and see what might lair there. Fentilbyr seldom thinks about the *Night Reaper* and issues no warnings.

76 – Lazy Cyrus Tavern. Like the *Salty Dog,* this also is a popular watering hole for soldiers, sailors, members of the city watch, Heralds of Imphras II, guards, hardy travelers and adventurers, but it's a more peaceful variation. The crowd in the *Lazy Cyrus* is loud but seldom violent, although card games sometimes end up with a bloody knife, a call for the city watch, prison sentences and, in the worst cases, the gallows. Cyrus Rubin (human male, AL:CN, fighter lvl10), a retired adventurer himself, owns and runs the place. His serving wenches too are popular with customers. Cyrus brews his own top fermented dark ale and sells it at 4 copper bites per quart/liter tankard. He also offers various Lyrabar wines at 5 silver shiners to 2 gold talers for a quart/liter bottle, Vilhon Reach grog and rum at 4 silver shiners per mug, fried haddock and potatoes at 5 silver shiners a serving and salted and smoked fish at 3 silver shiners a serving. Customers are careful to go to and from the inn in groups at night, because of the *Night Reaper.*

77 – House of the True Paladin. Painbearer Gundlraun is a bit at odds with the queen's and paladins' government in Lyrabar. The paladins in particular are pillars of his own temple, also the main source of the temple's tithes, but he expects a bit more spiritual activity on their part. Gundlraun sees Ilmater's paladins as being too involved in governing, strategy planning and the like and too little involved in their religious obligations. He feels the lot of the poor in Lyrabar could and should be better off, if only the Ilmatari paladins would pay more attention to the tenets of their faith. Instead, to the priest's chagrin, Regent War Captain Kyrlraun has urged Gundlraun to agree to building a new temple in a better part of town. However, Gundlraun and his six priests of lower level have every attention of remaining in the Waterfront District, where those live whom they are bound to serve. The subordinate priests have levels 13, 9, 7, 6, 4 and 2.

Gate District – 3rd Escarpment

78 – Sword and Ward Inn. Most adventurers and traders who have been to Lyrabar in the past and have the money to pay the bill go first and foremost to the *Swords and Ward* when seeking a place to stay. They love this house, because it's filled with their own, folk of the long road. They also appreciate the magical privacy the inn affords. The house is owned by Devis and Marion Nurban, a married couple, Harpers, retired adventurers and natives of Daggerford on the Sword Coast.

Marion Nurban bought expensive protective runes that protect the guest rooms from scrying and many other types of magic. The Nurbans work as local agents for the Shadowdale branch of *Those Who Harp*, seeing to it that information is passed to and from the rare Harper agents who pass through Lyrabar. The *Sword and Ward* has 18 singles at 2 gold talers a night and 10 doubles at 3 gold talers per couple. King's Tankard beer costs 4 copper bites per quart/liter tankard, Lyrabar wines go for 1 to 7 gold talers per quart/liter bottle and the various seafood dishes run from 3 silver shiners to a gold taler.

79 – Grapes of Rath Tavern. This house is a favorite for folks of all pursuits who enjoy wine. Tavernkeeper Benjamin Rath (human male, AL: NG, Exp 12), a plague refugee from Scardale, makes his own wine from the harvest in his vineyards above the city. His house wines cost 3 to 8 silver shiners per chalice. He serves no other drinks. The only menu items are various cold fish, fish paste and cheese dishes, all custom prepared for the wine with which they're served. The food can cost between two silver shiners and two gold talers per serving.

80 – Lyrabar Gate Inn. This expensive hostelry is used almost exclusively by traveling merchants who are well off. Its has no customary guest rooms but rather fine suites, which cost 10 gold talers a night and include breakfast and an evening meal, the latter a gourmet offering always served with Lyrabar's finest wines. It is owned by Gunthilbrar (human male, AL:N, Exp 5).

81 – Garrison of the Heralds of Imphras II. A 60-man detachment is stationed in the capital.

82 – House of the Impilturian Sword – Temple to Tempus. Both adventurers and members of the Sword of Impiltur keep this luxurious war temple well endowed. The high priest is Battleguard Jandelbrar. He is served by four other Battleguards of levels 9, 7, 5 and 4.

Clerks District – 3rd Escarpment

83 – Royal Theater. Only dramatic productions take place here.

84 – Hidden Shrine to Beshaba. This building is a small apartment complex, ostensibly. Inside, the building's owner, Milnara (human female, AL:CE, Com 3), maintains her covert shrine to the Maid of Misfortune, and when she has luck (we won't debate whether it's good or bad), the rare visitor who worships the same goddess, may even knock on Milnara's door, to pray with her.

85 – Royal Opera House. Only operatic productions take place here.

86 – Moon of the Fallen Stars – Shrine to Selûne. The shrine is open and unattended by a priest or priestess.

Park District – 3rd Escarpment

87 – Tower of Dendelraun the Seer. Dendelraun sells his services as a sage.

88 - 3 Kings Park. In the center of the park's pond stand statues of Kings Imphras I, Imphras II and Imbrar.

89 – 3 Kings Inn. This elite hostelry recently was acquired by Fallen Star Holding of Hlammach. Tarthmara (human female, AL:LN, Exp 3) continues to run the house, but it's unknown whether she is aware of its new connection to the Iron Throne. The inn has 25 suites ranging from 12 to 25 gold talers a night, including breakfast and a gourmet evening meal.

90 – Sea of Lucky Stars – Temple to Tymora. Luckbringer Sethla Danwarbl and her two junior Luckbringers of levels 5 and 2 run this combination of gambling casino, house of worship and bar. It's a favorite stop for adventurers with coin in their pockets who like to stay at some of the expensive inns of the Park District when visiting Lyrabar.

91 – Ungodly Amazing Paul's Tavern. Adventurers and hardy travelers who come to Lyrabar with an abundance of gold talers consider Paul's tavern a must. The owner of the place is a reportedly outcast priest of Sune who is known only as *Paul* (human male, AL:CN, fighter lvl 14). Paul is an incredibly handsome, muscular and alluring fighter whose physique would give Arnold Schwarzenegger cause to ponder (Strength 21, Charisma 18, 2E: Strength 18/98). Rumor has it that Paul lost all access to his spells and was unceremoniously tossed out of the church by the *House of Firehair* temple in Sembian Daerlun after becoming absolutely drunk one night and remarking that he still was in search of a woman who could match his own beauty, and not even Sune herself was quite up to his own high standards. However, there also is another rumor that Paul was a not a priest at all but rather a member of the band that succeeded in stealing 300 Philters of Love from the temple in Daerlun in the Year of the Shield (1367 DR), and that he's hiding out in Lyrabar because the bounty hunters who are after him are afraid to try to take him in Lyrabar, a city he apparently is unwilling to leave. Paul's somewhat silent partner is Slimy Lenx Tordwart (hm, Rogue lvl 10, AL: NE), who is the tavern's house brewmaster. Tordwart brews a highly popular bitter light house beer that's strong in hops and delicious when chilled. It sells for 5 copper bites a quart/liter tankard. The tavern also offers Lyrabar wines at 5 silver shiners to 2 gold talers per chalice and good quality Traders Bay whisky at a god taler per shot/0.1 liter glass. Paul also has a seemingly unending supply of Philters of Love that he sells under the table at 300 gold talers each, although long term customers contend that his serving wenches perform the same services with equal quality for 30 gold talers a night and no after-the-fact obligations.

92 – Secret of Narfell Tavern. The only secret of Narfell in this tavern is the ancient Narfelli recipe that owner Silas Nanover (human male, AL:CG, Rogue Lvl 4) found while still an adventurer for brewing an ancient Narfelli ale. That's what his tavern brews and offers only on site. It's an interesting, middle heavy, top fermented ale that uses heather as gruit. Silas sells it for 5 copper bites per quart/liter tankard. He also has an assortment of Lyrabar wines at 5 silver shiners to 2 gold talers a glass. One can eat fried haddock and potatoes served in a small skillet for 7 silver shiners, or smoked pork sausages, boiled or cold, at 8 silver shiners. The *Secret* is popular with a wide cross section of customers including locals and occasional traveling merchants and adventurers. There's often entertainment by troubadours with lutes and even from occasional traveling bards.

93 – House of the Endless Waters Inn. A hostelry that caters to rich adventurers, traveling merchants and the like, the *Endless Waters* does not insist that customers wear dress clothes in the public room. Tandelraun's (human male, AL:CN, Com 6) house is well-staffed and can provide baths in all of the generously sized rooms. The male and female personnel also will bathe customers at a surcharge of 5 gold talers per bath, and additional services also can be arranged, at a price. All the rooms are doubles or suites, with charges based upon occupancy rather than the number of guests, although that number is limited strictly to the number of beds. Doubles run 5 gold talers a night, suites 10 to 20 gold talers, depending upon size. The public room offers a wide variety of seafood dishes and at least two entrées with fowl or meat, at prices between 8 silver shiners and 3 gold talers. The house-brewed *Endless Foam Draught* is a light beer with a bigger head than some folks like that nonetheless costs 5 copper bites per quart/liter tankard. Lyrabar wines run 1 to 6 gold talers per quart/liter bottle. Easting Reach wines run 3 to 10 gold talers a bottle.

94 – Poor Galnsrolaun Tavern. This popular watering hole is named after the dragon *Gallinsizzorophillan* (nicknamed *Insizzor*), whom Queen Ilmara tricked out of the Scrying Stones of Myth Drannor in the Year of the Shared Sorrows (1124 DR), while she still was a princess. The name *Gallinsizzorophillan* has been watered down to *Galnsrolaun* in Impilturian dialect over the years, in fact, most Impilturians no longer would know how to spell or pronounce the wyrm's name right. The tavernkeeper owner, a local merchant named Nestellyr (human male, AL:CN, Com 2), commissioned a low quality artist to do huge, exaggerated dramatic wall murals showing the panicked arrival of Ilmara and Veran in *Insizzor's* Lair in Myth Drannor, Ilmara capturing the dragon's complete attention with the tales she wove, *a la Scheherezade* , dressed on the mural in a flimsy costume like the Arabian slave, *Insizzor's* anger rising as he notices a part of his treasure missing, Ilmara and Veran fleeing, Veran tripping and being swallowed whole by *Insizzor* and at last Ilmara, still clad in her see-through Arabian costume, escaping happily under the flying-demon-infested skies of Myth Drannor. The *Poor Galnsrolaun* is a favorite for young local dandies and daughters of the rich and well-to-do, the type who walk the streets by day wearing jeweled swords as ornamentation, but who would have little idea how to draw a sword, much less use one. The tavern serves King's Tankard beer at 7 copper bites a quart/liter tankard, a variety of Lyrabar wines at 6 silver shiners to 5 gold talers a glass and various seafood oddities (pickled octopus, prawn pie, etc.) at 1 to 10 gold talers a serving. The food is mediocre and is, like the drinks, way overpriced. (You can learn more about Ilmara, Veran, *Insizzor*, etc., in the entry on the *Scrying Stones of Myth Drannor* in the *Northern Journey Campaign Guide*).

95 – Salt Breeze Inn. A clean, no-nonsense inn that draws a variety of customers, but above all tight-lipped, tight-pursed merchants who pinch a silver shiner so hard that Imphras I, shown on one side of the coin, is poised atop Kiriagoth's Tower, on the other side. The inn is one of three owned by Lashilmbra (human female, AL:LG, Aris 3), a cousin of the queen. The *Salt Breeze* has solid, relatively comfortable but simple accommodations, with 22 singles at 6 silver shiners a night and 14 doubles at 5 silver shiners per person per night. The public room offers a good selection of no-nonsense, home-cooking-quality seafood entrées and usually a selection or two of meat or fowl at 4 silver shiners to 1 gold taler per serving. The house beer, a straightforward, very drinkable bottom fermented lager, costs 3 silver shiners per quart/liter tankard. Local wines of good quality also are offered at 4 silver shiners to 1 gold taler per chalice. The *Salt Breeze* seldom is mentioned outside of the business district. Some adventurers who have been to Lyrabar more than once and have started learning the inside tips also become aware of the *Salt Breeze* and stay there when in town, particularly if they're seeking to remain inconspicuous or if they're looking for quiet, rest and decent food and drink at affordable prices. The innkeeper Ruad al Hasinn (human male, AL: NG, Exp 3), an immigrant from Turmish who has been in Impiltur for 35 years, runs the *Salt Breeze* for Lashilmbra.

Out of Town – 4th Escarpment

96 – Tuhan Aghan's Purebred Horses. Aghan is a deserter from the Tuigan Horde who was taken prisoner in the Great Dale in the Year of the Serpent (1359 DR) and came to Impiltur after being freed in the Year of Maidens (1361 DR). After working for other horse breeders for several years, he bought the ranch outside Lyrabar in the Year of the Gauntlet (1369 DR). His horses are Lyrabar's finest. They cost about 30% more than PHB prices.

97 – Vineyards Inn. This hostelry, somewhat rundown, is owned and operated by Heabbid Regdresk alias Lars Gieling (also see No. 16). The house maintains a steady business as an inn, in order to keep its cover as the center for the Regdresk family's smuggling operations in Lyrabar. The 12 singles cost five silver shiners a night, the 8 doubles four shiners per person per night. The common room offers a small, mediocre assortment of seafood dishes at 3 to 7 silver shiners, King's Tankard Beer at 3 copper bites per quart/liter tankard and a small assortment of lesser quality Lyrabar wines at 3 to 6 silver shiners per bottle. The customers are a strange combination of adventurers down on their luck, peddlers and folks who for various and sundry reasons prefer to avoid entering the city.

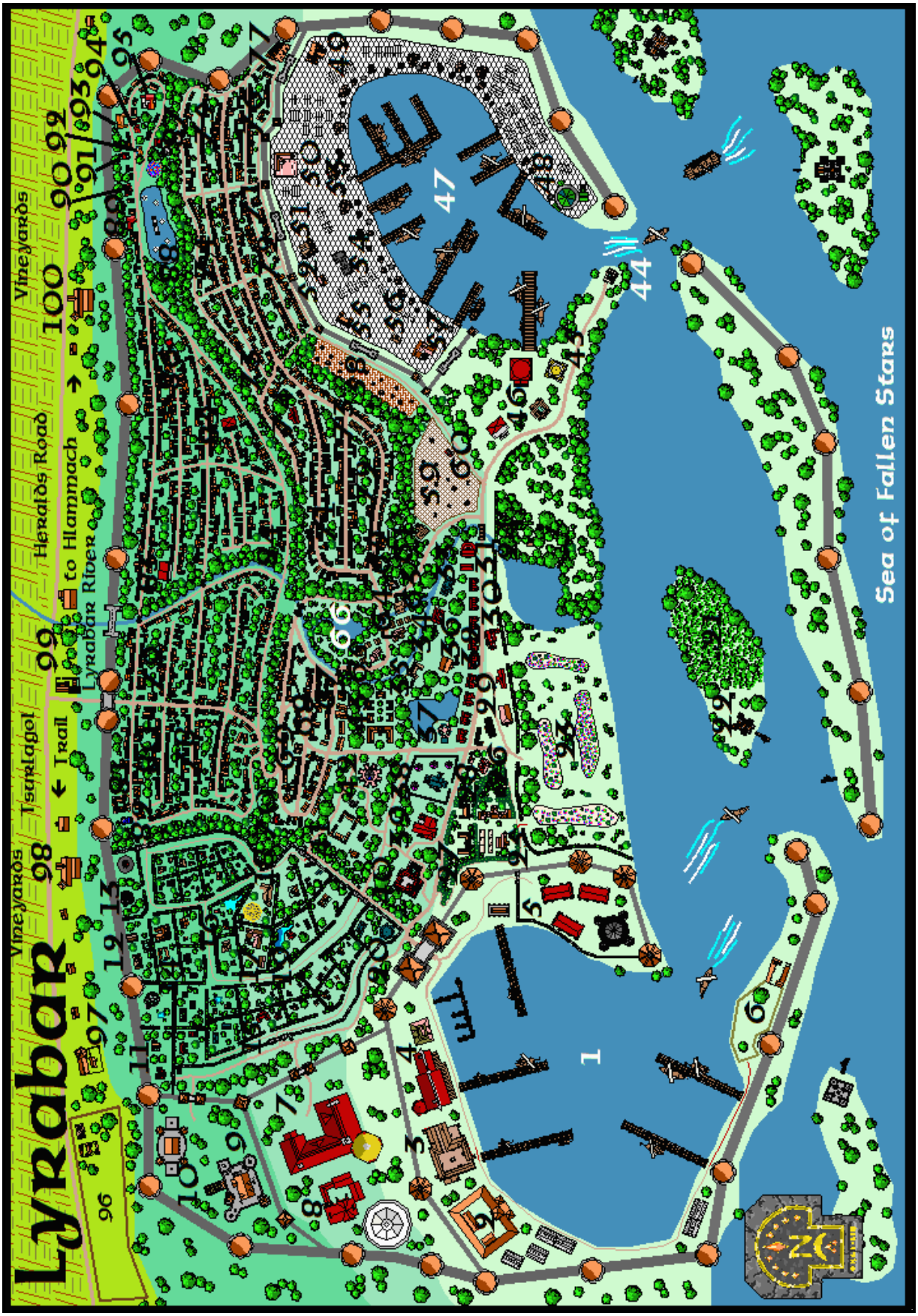
98 - Tsurlagol House Inn/100 – Hlammach House Inn. The Tsurlagol House and the Hlammach House inns are two identical buildings on opposite sides of the city gate that have belonged to the once noble house Tamanbrar for more than two centuries. Neither house has fared well in recent years, with ever more travelers choosing to seek lodgings within the city. The current head of the family, Dilimbraun, recently sold both buildings to the Fallen Star Holding Co. of Hlammach, a front for the Iron Throne. What Fallen Star and the Throne plan to do with them remains to be seen, but there is speculation that they will be converted to caravan inns, like the *Wagonmaster* (see No. 99). Both houses have 20 singles rooms at four silver shiners a night and 8 doubles at six shiners, regardless of occupancy. Anyone planning a longer stay can bargain for lower rates. The public room of the Tsurlagol House serves breakfast and drinks but no longer food at night. The public room of the Hlammach House also has a small seafood menu at night, running from four to eight silver shiners. Both houses serve King's Tankard beer at 3 copper bites per quart/liter tankard and a few Lyrabar wines at 4 silver shiners to 1 gold taler per quart/liter bottle.

99 – Wagonmaster Inn. This hostelry caters to the caravan traffic that comes regularly to the capital city. Fallen Stars Equipment (see No. 68) offers regular blacksmith and wainwright services on the inn's grounds, and there is ample stall space for caravan horses. The main attraction, however, is the large merchandise hall that takes up the entire ground floor. Caravans that stop and stay at the *Wagonmaster* can use the hall as a large marketplace to display and sell their wares. It is difficult to bring caravans into the city and to find room to accommodate the horses and wagons, which has made the *Wagonmaster* a roaring success. Stable fees are 2 silver shiners per horse daily. Use of the merchandise hall costs 3 copper bites per square yard/meter per day. The 32 single rooms cost 8 silver shiners a night, and the 10 doubles run 7 shiners per person per night. The *Wagonmaster* serves a wide variety of seafood dishes and, dependent upon availability, a few courses with meat or fowl, at 5 silver shiners to more than a gold taler per serving.

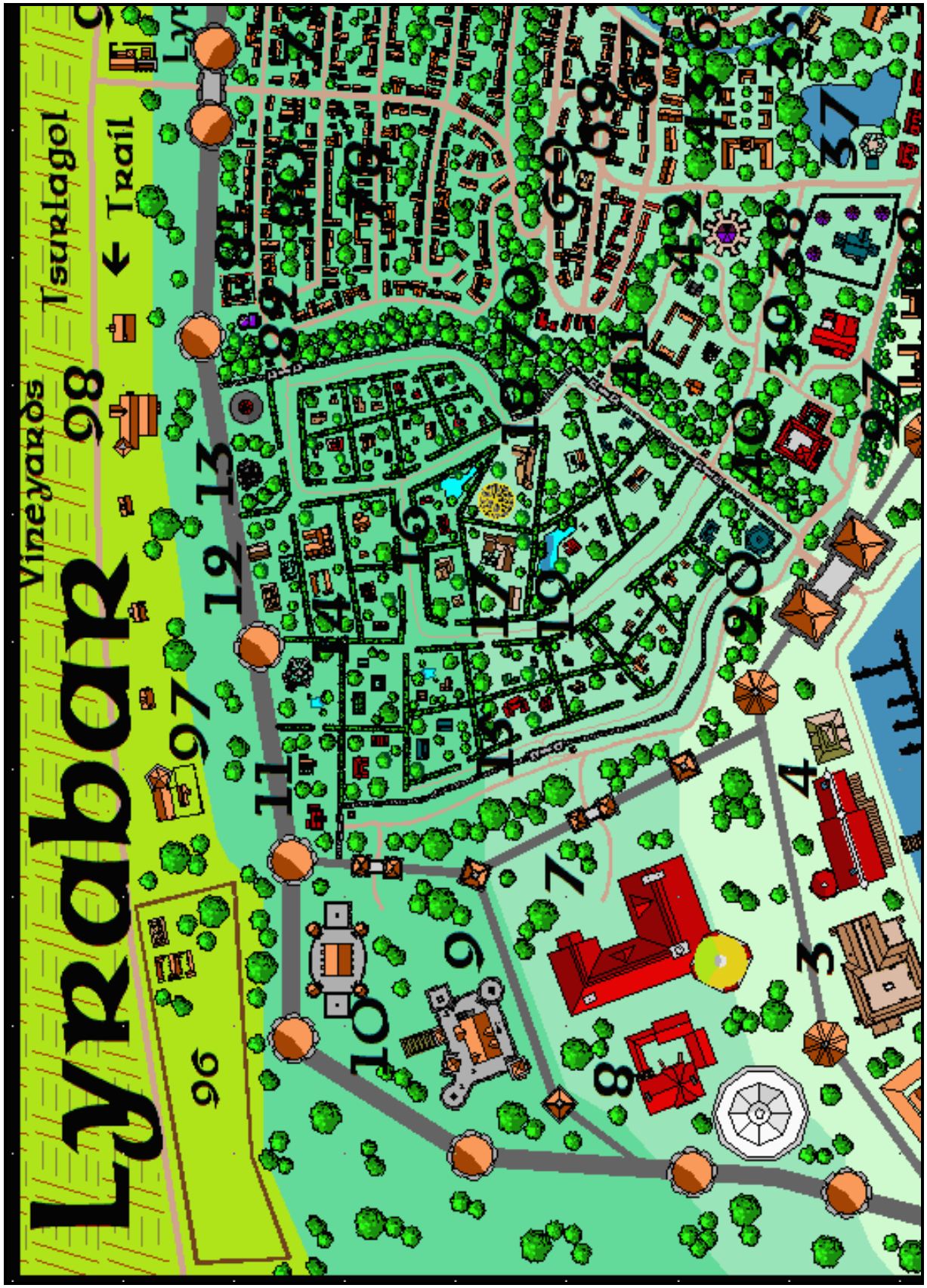
The house beer, a freshly bitter, bottom fermented lager strong in hops, costs 4 copper bites per quart/liter tankard. Lyrabar wines run from 7 silver shiners to 3 gold talers per bottle. Good quality Traders Bay whisky sells for 7 silver shiners a shot/0.1 liter glass. And Dilpur fruit schnapps costs 6 silver shiners a shot/0.1 liter. The owner is Amcrath Guddin (human male, AL:LN, Exp 1)

Sailing Season

Lyrabar usually is open for sailing from early Ches to sometime in Nightal


Lyrabar
Vineyards
Tsurlagol
Heralds Road
Vineyards
← Trail
to Hlammach →
Lyrabar River
Sea of Fallen Stars

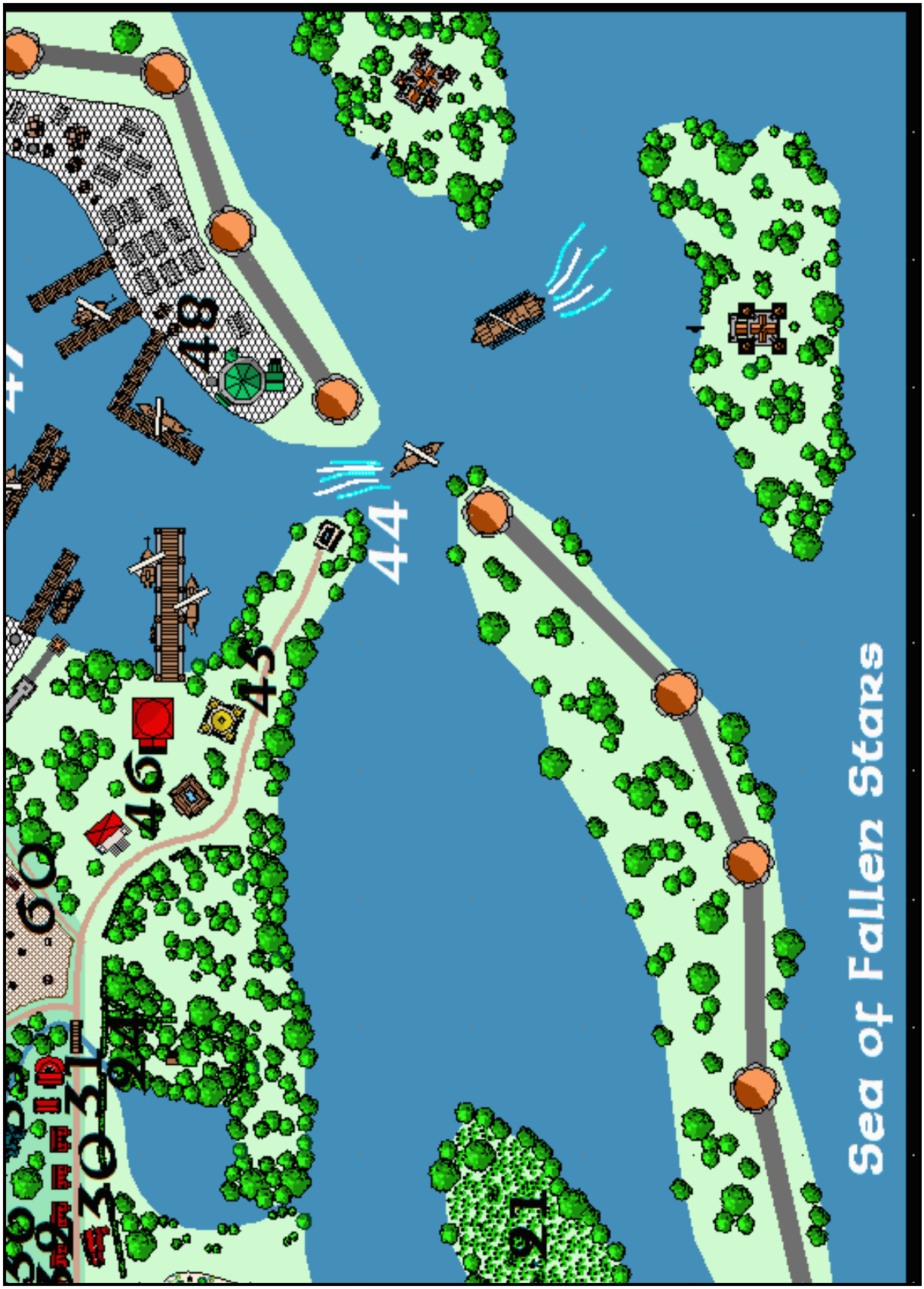
Lyrabar



Lyrabar northwest

Lyrabar northeast

Lyrabar southwest



Lyrabar southeast

F. In the Kingdom, Out of Impiltur

The string of towns and villages on the Heralds Road and Merchants Run from Ilmwatch to Mulltown are for the most part outside of the land of Impiltur, but they are voluntarily members of the Kingdom of Impiltur. Ilmwatch itself is the one exception. It is believed that the first settlement of Ilmwatch was the construction of the tower of the Narfelli wizard Kiriagoth the Occularum. Since the fall of Narfell, Ilmwatch always has been considered to be a part of Impiltur, regardless of what political borders were defined at various times in history.

Cairnpur, Maracrath, Guidodale and Mulltown traditionally have had little to do with Impiltur. Historically, all four have been independent settlements of the Great Dale, which, in turn, has no record of being a part of a nation or of being centrally governed since the time of Narfelli domination. Indeed, records do indicate that the land between modern Cairnpur and Ilmwatch may have become passable only sometime in the first part of the 13th century.

The Royal Museum within Queen Sambryl's palace in Lyrabar contains the journal of an exploratory party from the city that went forth in the service of Imphras II in his twilight years on the throne and researched the still cold lands surrounding Ilmwatch in the Year of the Frozen Flower (1221 DR). Randujar, the leader of the party, reports many interesting details about the melting of the frozen tundra where Impiltur's Badlands now stand. He observes that there is no more ice on the tundra plain, but that the ground drains poorly, and the Badlands will be forever worthless.

To the point of the northern settlements, however, Randujar makes clear that this area would have become the northern extension of the Heralds Road, but it was not yet possible to cross at that time:

"We had comme mere a fargot njordly frum Ilymwatch, when we knewe thot our jiorney hod riached its Ende! For filthy swampe watre braat us its griating there, and withe biasts it was filled. Nor do i bayliave, thot this ere wos noat but marsh, for ye warme windes frum the saye donut layt it friaze, and ere was it is so."

Historically, it appears quite likely the Kiriagoth the great Narfelli wizard used magic to build the tower of Ilmwatch isolated in the middle of icy tundra, which only later melted into an extremely dangerous swamp land at what now is the northern tip of Easting Reach.

Soargar, with his dying wish in the Year of the Dawndance (1095 DR), sent young Imphras to the tower to retrieve the Crown of Narfell and the five score 20 swords of Narfelli power hidden there. The young king succeeded in this mission two years later, in the Year of the Gleaming Crown (1097 DR).

Imphras' achievement apparently was much greater than it is measured even in the heroic songs of our time, for Imphras needed to cross the deadly swamp, enter the fey tower and pass its lethal magicks and then return across the vile waters with the crown and the 100 swords of power. It is little wonder that these things could remain hidden and safe from thieves for the nearly 1,300 centuries that had passed since Narfell's fall!

Randujar's expedition – some 120 years after Imphras I - apparently was the last to encounter such adverse conditions. The next record, from an expedition sent forth by King Lashilmbrar in the Year of the Struck Gong (1236 DR), reported passing the Tower of Ilmwatch and going through boggy and worthless lands before reach several small settlements where poor and illiterate people live from the cold land, the hunt and timbering operations.

The five settlements on the Heralds Road and Merchants Run northwest of Ilmwatch – Cairnpur, Maracrath, Guidodale, Mulltown and Lenchford – all are in the Great Dale, and their residents are Dalesmen, not Impilturian. Nonetheless, the folk of Cairnpur, Maracrath, Guidodale and Mulltown are subjects of the queen of Impiltur, while Lenchford has been under the rule of the barons of Damaran Polten since its founding.

All five villages are indeed a part of the Great Dale geographically, but in the Year of the Blade (1347 DR), when Zhengyi the Witch King rose in Vaasa, they petitioned to Queen Sambryl, who then was in her ninth year on the throne, to annex them into the kingdom, and she agreed in the case of all but Lenchford.

The Damaran village was not annexed because of Impiltur's neutrality in the war with Zhengyi and also because the queen had grave reservations about simply annexing a part of a the barony into Impiltur, even though the acknowledged borders of Polten and Damara end at the southern edge of Lenchford. The other four villages were annexed, because they owed allegiance to no other country.

Before Zhengyi's fall, during the Time of Troubles, the peasants of Lenchford again petitioned Sambryl to annex their village, complaining that feared Zhengyi's puppets. This time, the queen, already tired and ashamed of her nation's neutrality, took pity and prepared an expeditionary force in Ilmwatch that was to ride northward and conquer tiny Lenchford, bringing it within the borders of Impiltur. The expeditionary unit was in fact on its way to Lenchford in the Year of the Serpent (1359 DR), when word was sent that Zhengyi had fallen, and that the queen no longer could justify the takeover of a Damaran village.

In the years following Zhengyi's fall, the Heralds of Imphras II polled the peasants and craftsmen of Cairnpur, Maracrath, Guidodale and Mulltown, to determine whether they wished to be released from the annexation they had petitioned for more than a decade earlier. The answer was a rather resounding no, for the folk felt well protected by the Lords of Imphras II, and being within Impiltur gave the craftsmen of the villages substantial tax advantages in their dealings with the rest of Impiltur.

In all of the villages from Cairnpur to Lenchford, master artisans make small works of art and fine furniture from the premium trees fallen in Rawlinswood. Guidodale is something of an exception. The population is a mixture of human merchants and craftsmen and a colony of migrant gnomes. The latter import metal from Impiltur's northern mines and use it and lumber from Rawlinswood to build strange mechanical devices.

Needless to say, the Great Dale's only temple to Gond the Wondermaker is in Guidodale, which now also is in the Kingdom of Impiltur. Interestingly, the gnomes have been drawing the attention of more than one human craftsman, and these Dalesmen too are looking with respect upon the teachings of Gond.

Ilmwatch

Small City, Conventional. AL: LG. 15,000 gp limit. Assets: 3,825,000 gp. Population, 5,100: Civilian - 2,100. mostly human; Naval - 3,000 human. Authority figures: Admiral War Captain Rilaunyr, human male, AL:LG, Paladin of Tyr, lvl 18, Lord of Imphras II; Holumbrar of Tyr, human male, AL:LG, Cleric lvl 18, High Holy Justice of Ilmwatch; Daerthnur, Archwand of Impiltur, human male, AL:LG, Invoker lvl 23; Xindelraun, human male, AL:LG, paladin of Tyr, lvl 11, ruling prefect of Ilmwatch. Official figures: Aboadus Glira, , human male, AL:NG, Diviner lvl 16, aide to the Archwand of Impiltur; Walimond, human male, AL:CG, enchanter lvl 14, rector of the Academy of Kiriagoth Mage's School; Dweomerkeeper Lord of Mystery Astohabard Yalish of Mystra, human male, AL:CG, Cleric lvl 16, priest of Mystra, religious advisor to the mage's school. Others: Painbearer Chiltonara, human female, AL:LG, cleric lvl 9, Priestess of Ilmater; Battleguard Damianyr, human male, AL:CG, cleric lvl, 9 Priest of Tempus; Holy Strategist Kulmara, human female, AL:LN; cleric lvl 9; Priest of the Red Knight; Luckbringer Winfrieda Dollet. human female, AL:CG, cleric lvl 8, Priestess of Tymora; Morninglord Danton Wiebling, human male, AL:LG, cleric lvl 4, Priest of Lathander. Taxation: Benevolent.

For NORTHERN JOURNEY Game Masters only:

When your PCs arrive in Ilmwatch, they should be questioned by Daerthnur and others in the Royal Strategic Academy, who are concerned whether the sigylls and perhaps also their bearers may be a threat to the kingdom. The handling of this interrogation is left to the Game Master. It gives you a chance to make life tough on your PCs, if you wish, or also to pass on information the PCs have missed that Daerthnur may have gained through scrying.

For all Game Masters:

Throughout most of its history, Ilmwatch was a tower, not a settlement. When the swamp waters around the tower receded, less than two centuries ago, the Kingdom of Impiltur began looking toward Ilmwatch as a military as well as magical frontier outpost. Only after the rise of Zhengyi in neighboring Damara, however, did the Lords of Imphras II begin viewing Ilmwatch as a genuine strategic outpost of the Sword and Wand of Impiltur. In the Year of the Spur (1348 DR), when Zhengyi's hordes invaded Damara, the garrison at Ilmwatch was a small fortress of log buildings made of timber from Rawlinswood. About 50 soldiers were stationed there.

Less than two years had passed before construction of a stone citadel made of mountain brick had begun in the Year of the Morningstar (1350 DR). In summer of the Year of the Bow (1354 DR) it had been completed, and 300 elite Impilturian border soldiers had been stationed there, however, the Ilmwatch garrison by that time already had become the kingdom's second line of defense against Zhengyi's hordes, who never crossed the border. A similar garrison for 200 men had been built at the same time in the protectorate town of Mulltown to the north, near the town of Lenchford in the Damaran province of Polten.

After the garrison had been completed and troops had been stationed there, a settlement began to grow around its walls. By the time of Zhengyi's fall, in the Year of the Serpent (1359 DR), Ilmwatch had grown to about 500, including soldiers. The really substantial growth began two years later, when the crown began building the modern day citadel and huge naval harbor in Ilmwatch, to facilitate the move of the royal naval headquarters there from Sarshel. Before the expansion had been finished or the military move had been completed, Ilmwatch already had grown substantially. Today, there are 3,000 soldiers and sailors there, with a civilian population of about 2,000.

Everything in Ilmwatch is designed to serve the military, travelers between Impiltur and Damara or the village itself. Ilmwatch also is the location of the royal customs, which exacts a high tax on most wares leaving Ilmwatch by water, regardless if the vessel is a small ship, a boat or the ferry to Uthmere in the Great Dale. Impilturian products are not taxed, nor are perishables, but all merchandise that could conceivably be leaving Impiltur for New Sarshel on the opposite shore is taxed.

The claim that the wares are being transported to other Impilturian ports falls on deaf ears. Taxed cargo that actually is transported back into Impiltur is subject to a tax refund from customs officials at the local point of entry. There is some smuggling through parts of the Great Dale directly east of the Kingdom of Impiltur's border, but such land transportation usually is more expensive that the sea route with taxes.

There is no industry in Ilmwatch, and outside of the work of a few craftsmen, nothing is produced there. But the frontier city is a good buyer and reseller of wares produced elsewhere in Impiltur. And because it is on a major trade route, it offers almost anything a traveler might seek, be that a comfortable bed and good food and drink, or the services of a smith or a wainwright.

The ancient and legendary tower of the great Narfelli archmage Kiriagoth the Occularum still stands in Ilmwatch, predating the city itself. The tower now is home to Archwand Daerthnur, the powerful invoker who leads the Wand of Impiltur, and his aide, the Archdiviner Glira Aboadus,. Daerthnur's teacher was a student of the legendary Impilturian mage Soargar, who fell during the victorious battle of Imphras I against the goblin hordes in the Year of the Dawndance (1095 DR). The tower once was Soargar's and later belonged to Princess Ilmara, who won for Impiltur the fabled *Scrying Stones of Myth Drannor*.

There really is little to recommend Ilmwatch outside of the money to be earned there. It is a small city of powerful magic, to be sure, but the chances of any adventurer or other outsider coming within reach of this wizard craft is just about nil.

In one sense, Ilmwatch is one of the oldest surviving sites in Impiltur; in another it is its youngest city. Age and growing size aside, Ilmwatch is a desolate border outpost, but one that is the heart of the kingdom's naval strength and also one of the central points of its military and magical defenses. The master Scrying Stone of Myth Drannor is here – one of what are believed to be the two most powerful objects of Narfelli magic in the kingdom - along with the Crown of Narfell, held by the queen. There are those who would add Tower Ithfell in Northwest Impiltur to this list.

While most sages believe that Kiriagoth the Occularum, a great Narfelli archmage who, among other things, made the Crown of Narfell, built the tower himself, there is no real evidence of this. Its roots could lie much further back in history.

It is known that the tower was Kiriagoth's some for 1,500 years, in a time 12 centuries before the Damaran and Vaasan corner of the Great Glacier melted. Kiriagoth's Tower stood frigid and isolated, far removed from the last vestige of Narfelli civilization, footed in frozen tundra in the shadow of the Great Glacier, guarded by both the archwizard's magic and the many foul monsters who roamed the then unpopulated ice wastes.

Nearly three centuries ago, when Imphras I established the second kingdom of Impiltur, he drew more concise boundaries for the land he claimed to rule than had been the case with his predecessors in the first kingdom. When old Impiltur began disintegrating in the Year of the Fearless Peasant (926 DR), a limited civil war broke out in the part of the kingdom west of Easting Reach.

At that time, the proclaimed borders of the kingdom began at the eastern edge of the Grey Forest, included all of the Earthfast Mountains and today's Laviguer Road to Outentown and then proceeded northeastward to the ancient Narfelli tower where Ilmwatch stands. Practically speaking, the old kingdom had no control whatsoever in most of the Earthfasts. It patrolled today's Laviguer Road to Laviguer and Vordric-Dun and the Fortress of Mal, but all of the land north and northwest of Outentown and Keelbest was frozen tundra that was useless and believed to be devoid of human life.

Old Impiltur also had claimed the eastern Shore of Easting Reach beginning at Uthmere in the north – then a frosty lumbering town – and continuing down the coast to include the settlements of Borkurstad (New Sarshel of today), Nyth and Ethdale, along with all land west of the Telflamm Coast Trail.

Maintaining the rule in Uthmere, Borkurstad, Nyth and Ethdale was costly in old Impiltur because all travel from shore to shore had to be made by ship. Vaasa and Damara were not yet free of the ice of the Great Glacier, and the Traders Bay and Buzzard Beak Harbor areas as well as Ilmwatch, where Imphras I retrieved the Crown of Narfell and the 100 great swords, were frozen tundra populated by dangerous monsters.

As old Impiltur disintegrated, it was forced to withdraw both it soldiers and its logistical support from the four settlements on the eastern shore of the reach. Only a minority of the population there had come from Impiltur. Most residents of the four settlements considered themselves Dalesmen, residents of the Great Dale, which from the fall of Narfell until this day never has had a central government.

Meanwhile, the nation of Thesk was founded out of an alliance of city states in the Year of the Turning Wheel (937 DR). Telflamm refused to become a part of that alliance, because the city's hierarch felt he had been snubbed by Phsalt and Milvarune. Instead, he overran Nyth and Ethdale, which had been abandoned by the Impilturian army, as well as independent Culmaster, and in the Year of the Bent Coin (975 DR), he proclaimed Telflamm an independent city-state, one which continued to dominate the other three settlements for a number of years.

With time, Nyth and Ethdale shook off Telflamm's yoke, becoming independent settlements of the Great Dale, and after the Time of Troubles, Culmaster too slipped out of Telflamm's grasp, to merge into Thesk.

When Imphras I proclaimed the second kingdom in the Year of the Gleaming Crown (1097 DR), he studied the primitive maps of Impiltur closely, deciding to claim only that which he could or must defend. He knew from his own war experiences that he could lay only limited claim to the mountain lands, and he viewed the Earthspurs of the North and their resident hobgoblin and orc populations as being a greater threat than the orcs of the Earthfasts, who were easily picked off on those occasions when they attempted to come slowly down the difficult mountain passes onto the Impilturian plain.

The boundaries he drew for the new kingdom were much the same as modern Impiltur's borders. Imphras I relinquished all claim to the Earthfasts except for the lower mountains above Lyrabar. from the Hill of Tombs to Pick 'n' Axe, which traditionally had been prospected by humans and had not been claimed by the Earthfast dwarves.

He felt it imperative that his kingdom control the mountains north of the Badlands, to ward off future invasions from hobgoblins and other monster tribes, and so he laid claim to the Earthspurs north of Vordric-Dun eastward to Lake Icemelt, the location of modern Dunfee and onward to what is now known as the Great Imphras River.

The new border continued Eastward, crossing the icy Sidewinder River and ending about 10 miles/15 km west of the track that in time evolved into the Merchants Run. From the southern end of the track, the new border turned eastward again, crossing above Soargar's Tower (modern Ilmwatch) and proceeding to the shore of Easting Reach. Imphras relinquished all claim to Uthmere, Borkurstad, Nyth and Ethdale.

The lumberjacks of Uthmere and the fishermen of Borkurstad had no interest in being under the Impilturian yoke again, and Imphras I was not interested in wasting his narrow resources to forcibly place them there. Any attempt to reclaim Nyth or Ethdale would have led to war with Telflamm, which the Impilturian king hardly could afford at that time, in view of the inner resistance to a re-establishment of the kingdom.

In those days, the Badlands and most of the land north of the Outentown still were mostly frozen, tundra. The king knew that the ancient tower of Soargar with its Narfelli magic, which was within the cold area, must be well guarded, lest it be surrounded and perhaps taken by enemies. And so he established a remote border garrison in the northeast where Ilmwatch stands today.

However, it was not until after the rise of Zhengyi in Vaasa and his conquest of neighboring Damara in current Queen Sambryl's reign that the Lords of Imphras II begin viewing Ilmwatch as a critical strategic outpost. In the Year of the Spur (1348 DR), when Zhengyi's hordes invaded Damara, the garrison at Ilmwatch was a small fortress of log buildings made of timber from Rawlinswood. About 50 soldiers were stationed there.

Less than two years had passed before construction of a stone citadel made of mountain brick had begun in the Year of the Morningstar (1350 DR). In summer of the Year of the Bow (1354 DR) it had been completed, and 300 elite Impilturian border soldiers had been stationed there, however, the Ilmwatch garrison by that time already had become the kingdom's second line of defense against Zhengyi's hordes, who never crossed the border.

In that time the young and independent settlements of Cairnpur, Maracrath, Guidodale and Mulltown, all founded in the Great Dale after the time of Imphras I, petitioned for annexation to Impiltur as protectorates, and the queen extended Impiltur's border claim eastward to include these villages and then run southward through the middle of the Soleine River's mouth and into Easting Reach.

After the garrison had been enlarged and the additional troops had arrived, a settlement began to grow around its walls. By the time of Zhengyi's fall, in the Year of the Serpent (1359 DR), Ilmwatch had grown to about 500, including soldiers.

The really substantial growth began two years later, when the crown began building the modern day citadel and huge naval harbor in Ilmwatch, to facilitate the move of the royal naval headquarters there from Sarshel. Before the expansion had been finished or the military move had been completed, Ilmwatch already had grown substantially. Today, there are 3,000 soldiers and sailors there, with a civilian population of about 2,000.

Modern Ilmwatch is a dark grey town. Most of the buildings are made of wood taken from the western flank of Rawlinswood in the Great Dale. To protect them from the winter, they're covered by dark grey siding and shingles made of slate taken from the foothills of the Earthspurs.

Ilmwatch is not quite the place to go seeking adventure, unless you're interested in hunting monsters in the swamps, bringing them back alive and selling them to magi seeking body parts as spell components. This business probably will be short term in any case, because the druids of the swamps have filed a protest over these hunts with the queen and Regent War Captain Kyrlraun, and both are inclined to take the druids' side in the matter.

Everything else in Ilmwatch is designed to serve the military, travelers between Impiltur and Damara or the village itself, rather than those seeking adventure or entertainment. Ilmwatch offers has the last chance northwards on Easting Reach to get passage on a boat for the half day's journey to Uthmere in the Great Dale.

The Soleine River flows from the north into Easting Reach, and its only bridge connects Guidodale with a town called Uthving in the western Great Dale. Those who don't want to journey to Uthmere by water must ride northwesterly over Cairnpur and Maracrath to Guidodale, then cross the Soleine Bridge to Uthving and ride southwards again to Uthmere. The journey takes two days, one or the other a long day, with a night in Guidodale or Uthving.

Although Mulltown, Guidodale; Maracrath and Cairnpur now are a part of the Kingdom of Impiltur, Ilmwatch remains the official port of entry, as far as the Royal Customs is concerned. All goods leaving or entering Ilmwatch by water or by land is checked, to make sure appropriate customs taxes have been paid.

Customs exacts a high tax on most wares leaving Ilmwatch, regardless if they are carried by a small wagon or ship. Impilturian products are not taxed, nor are perishables, but all merchandise that could conceivably be leaving Impiltur for New Sarshel on the opposite shore is taxed.

The claim that the wares are being transported to other Impilturian ports falls on deaf ears. Taxed cargo that actually is transported back into Impiltur is subject to a tax refund from customs officials at the local point of entry. There is some smuggling through parts of the Great Dale directly east of the Kingdom of Impiltur's border, but such land transportation usually is more expensive than the sea route with taxes.

Although the civilian population has grown to 2,000 or so, the town of Ilmwatch remains a part of the military border district. There is neither a civilian government nor a city watch. Admiral War Captain Rilaunyr, commander of the fleet, is the nominal governor of Ilmwatch, but the day-to-day governing of the city is in the hands of one of his high-ranking officers, Xindelraun, the prefect of Ilmwatch.

The city is patrolled by soldiers of the Wand of Impiltur who have and exercise local police authority. Justice is dispatched sternly and harshly by the local military judge, Holy Justice Holumbrar, a priest of Tyr, and the other priests who are subordinate to him. Criminals are in somewhat dire straits in Ilmwatch, because the town is filled with off-duty sailors and soldiers. When they catch word of questionable doings, which is difficult to avoid, they often pass the word up through their chain of command, leading to arrests and convictions.

Smuggling of untaxed wares is the main category of crime in the Ilmwatch area. The soldiers and sailors of the Sword of Impiltur are the ones responsible for bringing smugglers to Tyr's justice.

There is no industry in Ilmwatch, and outside of the work of a few craftsmen, nothing is produced there. But the frontier city is a good buyer and reseller of wares produced elsewhere in Impiltur. And because it is on a major trade route, it offers almost anything a traveler might seek, be that a comfortable bed and good food and drink, or the services of a smith or a wainwright.

The ancient and legendary tower of the great Narfelli archmage Kiriagoth the Occularum still stands in Ilmwatch, predating the city itself. The tower now is home to Archwand Daerthnur, the powerful invoker who leads the Wand of Impiltur, and his aide, the Archdiviner Glira Aboadus. The city's nominal ruler is Admiral War Captain Rilaunyr, but the actual ruler is his prefect.

Map of Lyrabar

Game Master's Note: The *NJ* map of Ilmwatch does not show the northern section of the town. The buildings that are not shown on the map are largely residential, mostly cottages, and are not significant for adventuring.

1 – Garrison of the Eastern Wave – Harbor. Admiral War Captain Rilaunyr's magical warship, 4 large warships and 5 cutters make this their home port.

2 - Garrison of the Eastern Wave - Barracks.

3 - Garrison of the Eastern Wave - Rilaunyr's Palace.

4 - Garrison of the Eastern Wave - Hall of Justice.

5 - Garrison of the Eastern Wave - Admiralty. Headquarters of the Impilturian Navy.

6 - Garrison of the Eastern Wave – Administrative Offices.

7 - Garrison of the Eastern Wave - Royal Strategic Academy. This special school is used to train high officers of the Sword of Impiltur and high ranking war magi of the Wand of Impiltur how to plan for specific war and combat situations.

8 - Garrison of the Eastern Wave - Officers Housing.

9 - Compound, Wand of Impiltur: Ilmwatch Tower, also called *Kiriagoth's Tower, Soargar's Tower* and *Ilmara's Tower.* This ancient tower in shades of blue and black arose from the frozen tundra in the days of ancient Narfell. Exactly when the tower was built cannot be determined, but Narfell was destroyed in the Year of Recompense (-150 DR), and at that time it was in the possession of the archmage Kiriagoth the Occularum, who also made and later hid the *Crown of Narfell.*

Some thousand years after Narfell's fall, the tower came into the possession of Soargar, the great archmage of the first Impilturian kingdom, who discovered within it the long lost *Crown of Impiltur* but kept it secret until after the fall of the kingdom and the victory of Imphras I over the hobgoblin hordes. With his dying breaths, Soargar revealed the towers' secrets to Imphras, who claimed it, along with the *Crown of Narfell* and the 100 mighty blades hidden there and later lost in the fall of his son, King Imbrar.

Imphras' daughter, the wizardess Ilmara, who found the *Scrying Stones of Myth Drannor*, took possession of the tower during her father's reign and after her coronation as queen, following the disappearance of her brother, King Imbrar, she continued to visit it often. With Ilmara's passing, the tower became a part of the domain of the crown, and its use and care were given over by succeeding monarchs to powerful ands loyal magi of the kingdom.

With the founding of the Wand of Impiltur, *Ilmwatch Tower* became the main seat of the Archwand, currently Daerthnur. He, his aide, Wand and Archdiviner Aboadus Glira of Chondath and his religious advisor, Dweomerkeeper Astohabard Yalish, a priest of Mystra from Halruua, have devoted much of their time to the study of the master Scrying Stone of Myth Drannor, which Daerthnur possesses and keeps in the tower.

Together, it is reported that they have learned many long lost secrets of the master stone and that they have extended the range over which they can see with it, now supposedly being able to probe deep within the mountain ranges of the Vast, the Great Dale, Damara and Vaasa. Some whisper that they even can use the stone to look across Easting Reach and the Sea of Fallen Stars into Turmish and the lands of the Vilhon Reach.

However, Daerthnur, Glira and Yalish themselves all are immune to scrying while in the tower. Ancient Narfelli magic Glira has not yet unraveled protects the tower completely from scrying of all sorts. The tower has several difficult to find gates that can be triggered by mental commands known by only a few. They lead to the queen's chambers in Lyrabar, the Library of Kiriagoth in Lyrabar, the palace of Kyrlraun in Lyrabar and Tower Ithfell on Impiltur's northwestern border.

10 - Compound, Wand of Impiltur: House of the Wand. Headquarters of the Wand of Impiltur under Daerthnur.

11 - Compound, Wand of Impiltur: Academy of Kiriagoth Magi School. The rector is Walimond, an enchanter, but he works directly under the superintendent of the two Impilturian mage schools, Daerthnur, Archwand of Impiltur in Ilmwatch. The school's religious advisor is Astohabard Yalish. The school is named for the great Narfelli archwizard who made the *Crown of Narfell*. The school is open only to war magi in the Wand of Impiltur.

12 - Compound, Wand of Impiltur: Student Housing.

13 - House of the Righteous Harpoon - Temple to Tempus. The high priest is Battleguard Damianyr. He is served by two other battleguards of levels 5 and 2.

14 - Scrying Stone Inn. Rashunara's (human female, AL:NG, Com 2) spartan hostelry is somewhat removed from the caliber of inn one would expect on Impiltur's Golden Coast, but it's the finest Ilmwatch has to offer. The house is simply furnished, but it's kept warm, and the beds are reasonably comfortable. There are 18 single rooms at seven silver shiners a night and 8 doubles at six shiners per person per night. The house beers, a light bock in the warm months and a dark double bock in winter, both bottom fermented and rich in sweet barley malt, sell for 4 copper bites per quart/liter tankard. Wines from Uthmere run from 8 silver shiners to 6 gold talers per quart/liter bottle. The menu, a combination of seafood, pork and fowl entrées, costs 5 silver shiners to 1 gold taler per serving.

15 – House of the Salted Wounds – Temple to Ilmater. Painbearer Chiltonara is the head of this borderland temple, which also is served by two other Painbearers of levels 6 and 4.

16 – Kiriagoth's Sanctum Inn. Ruunda Svoldolksdottir (human female, AL:NG, Com 2), daughter of an immigrant from the Great Dale, runs the simple but comfortable hostelry that she inherited. The individual rooms have pot-bellied peat-burning stoves together with metal pails filled with enough peat to keep the room warm. The 16 singles cost six silver shiners a night, the nine doubles 5 silver shiners per person per night. Ruunda too offers a bock house beer, a light bock in the warm months and a dark double bock in winter, both bottom fermented and rich in sweet barley malt. They sell for 3 copper bites per quart/liter tankard. Wines from the north coast of Easting Reach run from 6 silver shiners to 3 gold talers per quart/liter bottle. The menu, mostly seafood, runs 3 silver shiners to 1 gold taler per serving.

17 – Hall of Strategic Victory – Temple to the Red Knight. Holy Strategist Kulmara, a priestess of the Red Knight, is the headmistress of this temple, which has a strong following among battle officers of the Wand of Impiltur. She also takes part frequently in discussions and seminars at the Royal Strategic Academy (No. 7). Kulmara is assisted by three other holy strategists of levels 5, 3, 2 and 1.

18 – Wave of Good Fortune – Temple to Tymora. Card games, dice tables and betting on racing fish kept in long floor tanks are the main attractions, along with tap beer from the *Salt Peter's Tavern* (See No. 23). The head Luckbringer is Winfrieda Dollet, an immigrant from Procampur in the Vast. She is assisted by two other Luckbringers of grades 3 and 1.

19 – Swamp Dawn House – Temple to Lathander. Morninglord Danton Wiebling, a missionary from Sembia, is the sole priest.

20 – Ilmwatch Zoological Society. This strange operation (since the Year of the Tankard – 1370 DR – a front for the Iron Throne) buys and sells living swamp monsters and pelts, skins and other body parts from dead swamp monsters hunted down by fortune hunters in the swamps of Buzzard Beak Harbor. This operation is strongly opposed by the druids of the swamp, whose complaints to Rilaunyr drew no action. Recently those complaints reached the ears of the queen in Lyrabar, and the word is that she is about to order her admiral paladin to permanently close this questionable business. The head of the operation is Dallen Tingar (Human male, AL:NE, rogue lvl 3).

21 - Buzzard Beak Packing. This locally owned company is headed by a merchant named Durrelryr (human male, AL:LN, Com 3). It specializes in smoking fish caught in the Traders Bay area or packing them in salt brine in barrels, which is a main staple in the Cold Lands during the months when few or no fresh fish are caught.

22 – Damaran Gate Inn. The merchant family Tanandlbrar from Dilpur owns this inn, which is popular with traveling merchants because the booths of the public room have wooden walls that reach from the floor to the ceiling, assuring privacy during dinner discussions. Nonetheless, neither the rooms nor the food match those found at the *Scrying Stone* or *Kiriagoth's Sanctum*. But the prices are higher. There are 22 single rooms at nine silver shiners a night and 12 doubles at eight shiners per person per night. The house beer, a light bock, sells for 4 copper bites per quart/liter tankard. Wines from Uthmere run from 1 to 6 gold talers per quart/liter bottle. The menu, a combination of seafood, pork and fowl entrées, costs 8 silver shiners to 2 gold talers per serving.

23 – Salt Peter's Tavern. This popular house is run by a hoarse-voiced retired sailor from Harrowdale named Peter Fedell (human male, AL:CG, War 6, Exp 1) and nicknamed *Salt Peter* because of his hoarse voice and briny background. Salt Peter brews a beer popular with locals and those who travel frequently to Ilmwatch. It's a heavily bitter-hopped, orange-brown bottom fermented lager that *Salt Peter* cellars for a longer than usual periods before he taps it. He also sells barrels of his brew for resale to the *Wave of Good Fortune* (No. 18) and the *Bitch Queen Festhall* (No. 26). *Salt Peter's* usually is the liveliest night spot in Ilmwatch, where locals, sailors, merchants, ladies of the night looking for customers and vivacious serving wenches seeking the same trade come together. It's a place of good drinking and eating and animated conversations, often with a person one never has met before. Whale oil lamp flames flicker and the two fireplaces roar out their warmth in winter. The house draught sells for 4 copper bites a quart/liter tankard. Salt Peter also serves some north coast wines at three to nine silver shiners a chalice and Vilhon Reach grog and rum at 7 shiners a mug. The only food available is cold smoked fish sandwiches and cold prawns in a house sauce, both at three shiners a serving.

24 – Slippery Swampeel Tavern. The *Eel* is Ilmwatch's worst stop, a dingy sailor's dive filled with mostly drunken customers, the majority of them brooding seamen. Owner Leath Talman (human male, AL:CN, War 3), a retired sailor from Yhaunn and a lush himself, serves beer only when he manages to buy it cheap from a passing ship. It then goes (slowly) at 3 copper bites a quart/liter until it turns sour. Most of the customers drown their sorrows in low grade rum and grog from the Vilhon Reach, which Talman sells for three silver shiners a mug.

25 – Shrine to Umberlee. Unattended but often visited.

26 – Bitch Queen Festhall. There are those who might think the name of this festhall is a tribute to the goddess Umberlee, but they are mistaken. Madame Lala Teldry (human female, AL:CN, Com 4) has hated Umberlee ever since the loss of her husband in a shipwreck south of her native Tsurlagol. There are some locals who worry that Umberlee may blow their town right off the map in some sea storm, as an act of retaliation for the affront. Teldry's ladies usually collect 20 gold talers and more for their services. During the period when one still is conversing, *Salt Peter's* beer and other drinks are served on the house.

27 – Ilmwatch Docks. The limited commercial fishing that comes to Ilmwatch, fishing boats and the passenger boats that pass between Ilmwatch and Uthmere all use the docks. Passage costs 1 gold taler, one way.

Sailing Season

Ilmwatch usually is open for sailing from early Tarsakh to sometime in early Uktar. However, the armored hulled warships of the Eastern Wave sail regularly out of port when ice starts forming. keeping their entrance to the high seas navigable from the beginning of Tarsakh until late Nightal or early Hammer. The most important naval ships of Ilmwatch sail the high seas and use the port of Lyrabar during this time. When passenger boats stop sailing from Ilmwatch to Uthmere, ice cutters take their place, sailing once each tenday. The fare is 3 gold talers one way. The ice cutters are not without danger. Winter calms come at times to the north coast of Easting Reach, and they can last for more than a tenday. It already has happened that an ice cutter has been stranded beyond help in a calm, and that the crew and passengers have frozen to death.

Rilaunyr's Warship

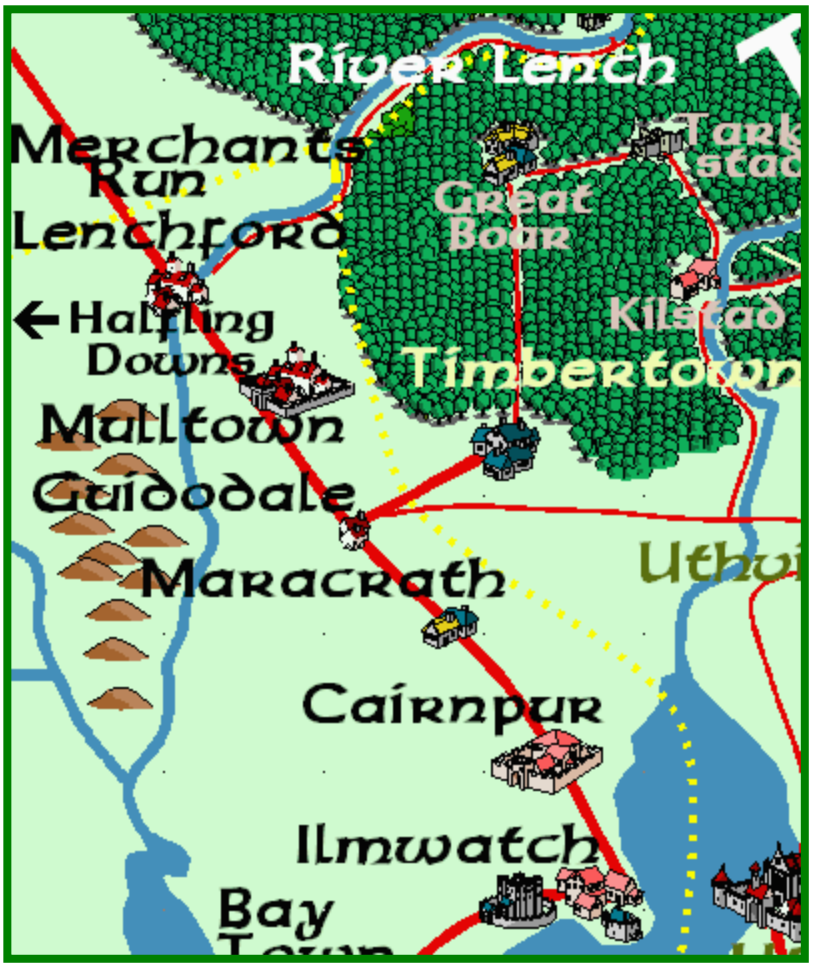
This vessel was first described by R.A. Salvatore in the accessory *FR9 The Bloodstone Lands* in 1989. This work is available as a pay download from http://www.rpgnow.com. Our description adds more detail.

The admiral's flagship vessel – the *Wave of Justice* – is a fully-armored, 90-footer (27m) with three masts. It boasts a crew of 30 sailors and carries 100 of the best fighting seamen in the Eastern Wave. It is armed with two large ballistae on the prow, mini-ballistae on the sides and a large catapult to the rear. Beyond the pure military strength on board, the ship carries members of the Wand of Impiltur and war priests when it sails, and it is protected by several layers of spells and wards of great magic purchased by Rilaunyr. He alone knows the full extent and nature of this protection.

Ilmwatch

On the Heralds Road

Game Master's note: The material and the maps in this section duplicate in part information and tools offered in *The Great Dale* and *Bloodstone*, the 6th and 7th installments of *Northern Journey*.



As regions of Faerûn go, this area was settled only fairly recently. The extension of the Heralds Road (Merchants Run) northward began as a thin track from Impiltur into the frozen wastes where the southern flank of the Great Glacier had stood less than four centuries ago.

With the discovery of bloodstone in the East Galenas, the founding of Damaran Heliogabalus and the establishment of the Damaran kingdom, various tiny hamlets began appearing along the road. As the thaw continued, traffic increased, and with it, the track became a trail and then a road and finally an important trade route. Impilturians still call it the Heralds Road but most Dalesmen and Damarans name the Merchants Run north of Ilmwatch.

The border of the area named after the Merchants Run follows an imaginary line about 25 miles/40 km west of the road and runs eastward to the eaves of Rawlinswood and over the Soleine River into the Great Dale to include the Uthving area. In the north, it includes the village of Lenchford and the Halfling Downs settlement in the Damaran province of Polten. Halfling Downs, however, lies beyond the perimeter of the Great Dale.

Until the Impilturian annexation of Cairnpur, Maracrath, Guidodale and Mulltown in the Year of the Blade (1347 DR), the Merchants Run area was a relatively homogenous region, with only the two Damaran towns being inside of a formally governed area. All others were autonomous settlements of the geographical Great Dale, which has no central government.

The Impilturian border had run parallel to and about 5 miles/8 km west of Merchants Run. The annexation simply shoved the border 10 miles/15 km to the east, from Mulltown to Guidodale. From there it looped out southeastwards to the Soleine's confluence with Easting Reach, then followed its old course southward through the middle of the reach.

After the annexation, the four villages became more Impilturian in character than had been the case in the past, but these towns, along with the rest of the region, still are much more representative of the Great Dale in character than the Kingdom of Imphras.

That also is true to a great extent with Lenchford, the Dale's northwestern most settlement, which has been a part of Damara for about two centuries. However, about 40% of Lenchford's current population comprises immigrants from other parts of Faerûn who have little in common with the Great Dale and its Dalesmen. Non-Dalesmen make up a much smaller part of the population in the other Merchants Run communities.

The tendency to think as a Dalesman is perhaps best illustrated by the Freemen's militia. Volunteers from the settlements on Merchants Run between Lenchford and Cairnpur – which are in Damara and Impiltur - have joined peasant farmers, druids and priests of various faiths in the centuries-long battle against the lich Harbet Gall and his minions in the Eastern Great Dale and Ashanath. This solidarity continues without question, for despite the fact that the Great Dale has no central government or other central authority, its folk views itself as one, as Dalesmen.

There are, however, vast differences among the Dalesmen in various parts of this sweeping land. Druidic teachings shaped the original Turami immigrants who settled the Dale, and principles of nature conservation remain an important part of most Dalesmen's thinking, even if their families have lived for centuries far from the forests.

While the druidic principles remain deeply-rooted within most Dalesmen, dominant religions are quite variable, depending upon location. Many Dalesmen between Lenchford and Cairnpur along the Merchants Run worshipped Waukeen before her disappearance in the Time of Troubles. Tymora inherited many of Waukeen's worshippers in this area, although a small temple to Gond has been established in Guidodale, and Mask has gained followers.

Like Damaran Lenchford, the four Impilturian villages benefit economically from being on the trade highway, but their basic economies - Lenchford excepted to some extent - still are tied integrally with those of the other villages of the western Great Dale.

A large part of the economy is based upon wood. With the blessing of the druids of Eldath at Tumbling Stars as well as the druids of Silvanus from their grove south of Damaran Tellerth, the western flank of Rawlinswood to a point about 15 miles/25 km south of Uthving is used intensively.

Western Rawlinswood is subject to harsh but still forest-hospitable temperatures, extraordinarily balanced precipitation and sunshine and highly fertile soils. This is a good example of an area where the melting of the Great Glacier has caused environmental havoc, throwing nature completely out of balance.

These weather conditions combined with the new, more favorable climate – compared to the climate when the Great Glacier covered Damara - cause considerable problems for the druids of the western forest. Brush and tree seeds germinate at three times the normal rate and wildlife is uncontrollably proliferate. For this reason, the druids welcome and encourage intensive but controlled logging and hunting in this part of the wood, and this situation has made the settlements along Merchants Run prosperous.

Timbertown in the Great Dale is the largest logging center east of the Dragon Reach. Large wagons transport quality wood from Timbertown and from the areas in the forest interior controlled by the Hunters of Herne to Damara. Logging rafts that run from the Falls of Tumbling Stars take lumber southward to Ilmwatch and then travel on to markets all about the Inner Sea. Wood craftsmanship also is a main occupation in Lenchford, Mulltown, Maracrath and Cairnpur, where masters of the hand crafts make small works of art and fine furniture from the premium trees fallen in Rawlinswood.

Guidodale is something of an exception. The population is a mixture of native Dalesmen, many of them artisans, along with immigrant human merchants and a colony of migrant gnomes. The latter import metal from Impiltur's mines and use it and lumber from Rawlinswood to build strange mechanical devices. The Great Dale's only temple to Gond the Wondermaker is in Guidodale. Interestingly, the gnomes have been drawing the attention of more than one human artisan, and the Dalesmen in Guidodale too are looking with respect upon the teachings of Gond.

The wide Soleine Valley, from the southern eaves of Rawlinswood to about 15 miles north of the Falls of Tumbling Stars, is home to some 200 halflings living in burrows and active in dairy farming. The cheeses produced by the halfling dairymen bring premium prices in Heliogabalus, Hlammach, Lyrabar and Telflamm. Traders on the Merchants Run also are beginning to bid high prices for Soleine cheese for export to the Heartlands.

The halfling dairy business in the Soleine Valley has come under something of a cloud, however. Since the end of the troubles in Damara to the north, some halfling families have urged relatives in the West to migrate and open new farms in the valley beyond the river's bend to the northeast. All such migrants have simply vanished to date.

Uthving is a prosperous town in the Merchants Run area, although one usually does not count it as one of the Merchants Run settlements. The large, walled town is a base for many rich leisure time hunters from the Vast and Impiltur. It even draws hunters from points as far as Sembia and Cormyr.

The grasslands west of Merchants Run tend to be less fertile but are ideal grazing lands. The sheep farmers of Lenchford, Mulltown and Guidodale graze on the west side of Merchants Run as far as the edge of the Trader's Bay swamp and the Maracrath area.

Between Guidodale and Maracrath, cattle ranchers have built low fieldstone walls to keep out sheep. They use the rolling grasslands west of Merchants Run from that point southward past Cairnpur to the Impilturian border and the outskirts of Ilmwatch to graze beef cattle.

Water for cattle ranching, farming and the waterwheels of grain and sawmills is abundant in the Merchants Run Region. There are many small springs in the farmlands northeast of the road that give birth to medium and tiny creeks which flow to then southwest, eventually emptying into the Trader's Bay and Buzzard's Beak swamp areas of Impiltur.

There is, of course, a reason why Merchants Run bears its name. Many merchants in Lenchford, Mulltown, Maracrath and Cairnpur do nothing to produce income themselves. Instead, sell and trade wares between the Dale, Damara, Impiltur and points distant.

Many of these merchants fell upon hard times during Damara's dark years, when the land to the north was under the thumb of Zhengyi the Witch King and on unto the 1360s, when the market for Damara's exports, especially for the then *"cursed"* bloodstone, had fallen away to a trickle. Purchases and sales of bloodstone had been the sole source of income for many of the merchants.

Since the surprising upturn in the bloodstone market (also see the *Northern Journey Campaign Guide* and Module No. 7, *Bloodstone)* in Damara, the merchants of Lenchford, Mulltown, Guidodale, Maracrath, Cairnpur and Lenchford have been busier (and more prosperous) than ever. Dalesmen in Uthmere and Wanneth now call Merchants Run the *Bloodstone Trail.*

The Merchants Run settlements have become relatively safe and secure territory. However, there are occasional problems with bandits and monsters in farmlands, on the range and in the foothills east and west of the road. Bands of hobgoblins occasionally emerge from the ancient gnome delves beneath Rawlinswood to attack farms and once in awhile even villages, above all in the Lenchford area.

Rawlinswood poses its dangers to the east of Merchants Run, particularly due to the mysterious Nentyarch, but he seems to have no interest for things that lie beyond the forest. When PC groups find adventure along Merchants Run, it is more likely to be a matter of running afoul of whatever local law there is or tapping into the schemes of agents of the Iron Throne or the Hunters of Herne who follow the lich Harbet Gall in the Eastern Dale.

Across the Border

The section also includes a map and all of the details for Lenchford, a town in the Damaran Barony of Polten that is on the Lench River where it serves as a border between the Impiltur and Bloodstone kingdoms. We've included Lenchford because of the Impilturian military bas on the south side of the Lench and the mutual defense agreements between Impiltur and the Bloodstone Kingdom regarding Lenchford.

General Adventure Hooks on Merchants Run

Draconians: Draconians have been spotted under the eaves of Rawlinswood lately. If you're running the *NJ* adventure, they're out to kill the PCs and may attempt to do it in town. If you're not running the *NJ* adventure, the local authorities or military could give the PCs a contract to track down and destroy the draconians.

Iron Throne: Lesser spies and agents come often to all the settlements of Merchants Run, to keep a watch on them, gather news and learn what's happening on the various markets. The PCs could determine that some visitors are Throne agents.

Hunters of Herne: The agents of the Malarite lich Harbet Gall are active in all parts of the Central and Western Dale where the Freemen (as well as Damara and Impiltur) are in control. The PCs could find out that certain locals or passing travelers are Gallist agents.

Hobgoblins: Most activity from hobgoblins who travel from the Giantspires beneath Rawlinswood takes place north of the Lench or Sidewinder and would be most likely to affect the Lenchford area, but there are some distant gnome delves that end in the woods between Timbertown and the Soleine, and the hobgoblins use these occasionally to attack lumbering parties outside of Timbertown. Small hobgoblin bands do cause infrequent trouble in other areas of Merchants Run too.

Cairnpur

Village, Conventional, AL: NG, 200 gp limit. Assets: 6,000 gp. Population about 600; Mixed, 96% human, 3% dwarven, 1% other, Authority figures: Alderman Nylfyng Surdarsson, human male, AL: NG, Exp 8, Important Character: Tillyng Eriksbrodir, human male, AL: NG, retired ranger Lvl 10, Innkeeper, Exp 3; Lars Holgarsson, human male, AL:CG, Tavernkeeper, Exp 4. Taxation type: Benevolent,

Of the four villages of Merchants Run that Impiltur annexed, Cairnpur is the oldest. Damara was noted as being free of ice in the Year of the Spreading Spring (1038 DR), and it also is recorded that a rather large scale migration of young mostly folk from the war-plagued Great Dale, as well as refugees from the Vilhon Reach and seekers of fortune from the Vast, began at about time.

There is a journal in the Great Imphras Library in Impilturian Lyrabar that mention Cairnburr's Lodge as having already survived for five years about 12 miles/20 km northwest of the *"evil Narfelli tower"* on the track to the new lands in the Year of the Singing Shards (1044 DR). Caravans apparently used the lodge, which was above the cold and swampy lowlands in which the tower stood, and it *"provided well for man and horse,"* according to the journal.

If the village that has come to be known as Cairnpur has its roots in the time before Imphras I founded Impiltur's second kingdom, it also would explain why the majority of the wooden buildings – like those in Ilmwatch - have slate roofs rather than the baked clay tile roofs popular farther to the north on Merchants Run. The Mulltown clay pits and tile works had not yet existed when the first buildings went up. When the clay tiles began becoming available in the Year of the Twelverule (1117 DR), the free Dalesmen of Cairnpur (or *Cairnburr*, as it may still have been called then), switched to the cheaper tiles, while Ilmwatch continued to use the more expensive slate shingles.

Cairnpur has been destroyed, at least in part, and rebuilt twice. In the Year of the Crested Thrush (1094 DR) it was overrun and completely destroyed by hobgoblins from the Giantspires Mountains, who slew every man, woman and child who failed to escape. In the Year of the Shrike (1196 DR), it is recorded that a part of Cairnpur, which numbered itself a Free Dalesmen town, was destroyed in a bloody battle of town residents against a livid Gallist druidess and her rangers from Kilstad, who had come downstream tracking her runaway daughters.

The raiders were unable to damage Uthving or its city walls. The few survivors among the Gallists, trying to avoid the Free Dalesmen who were beginning to close in on them from the north, east and south, fled westward, where they were slain in the Battle of Cairnpur. However, they died only after taking the lives of a number of Free Dalesmen and causing fires that destroyed several wooden buildings. To provide a better future defense against possible Gallist attacks, the village began the next spring to construct a 20-foot/6m-high stone wall that was completed in the Year of the Lean Purse (1198 DR).

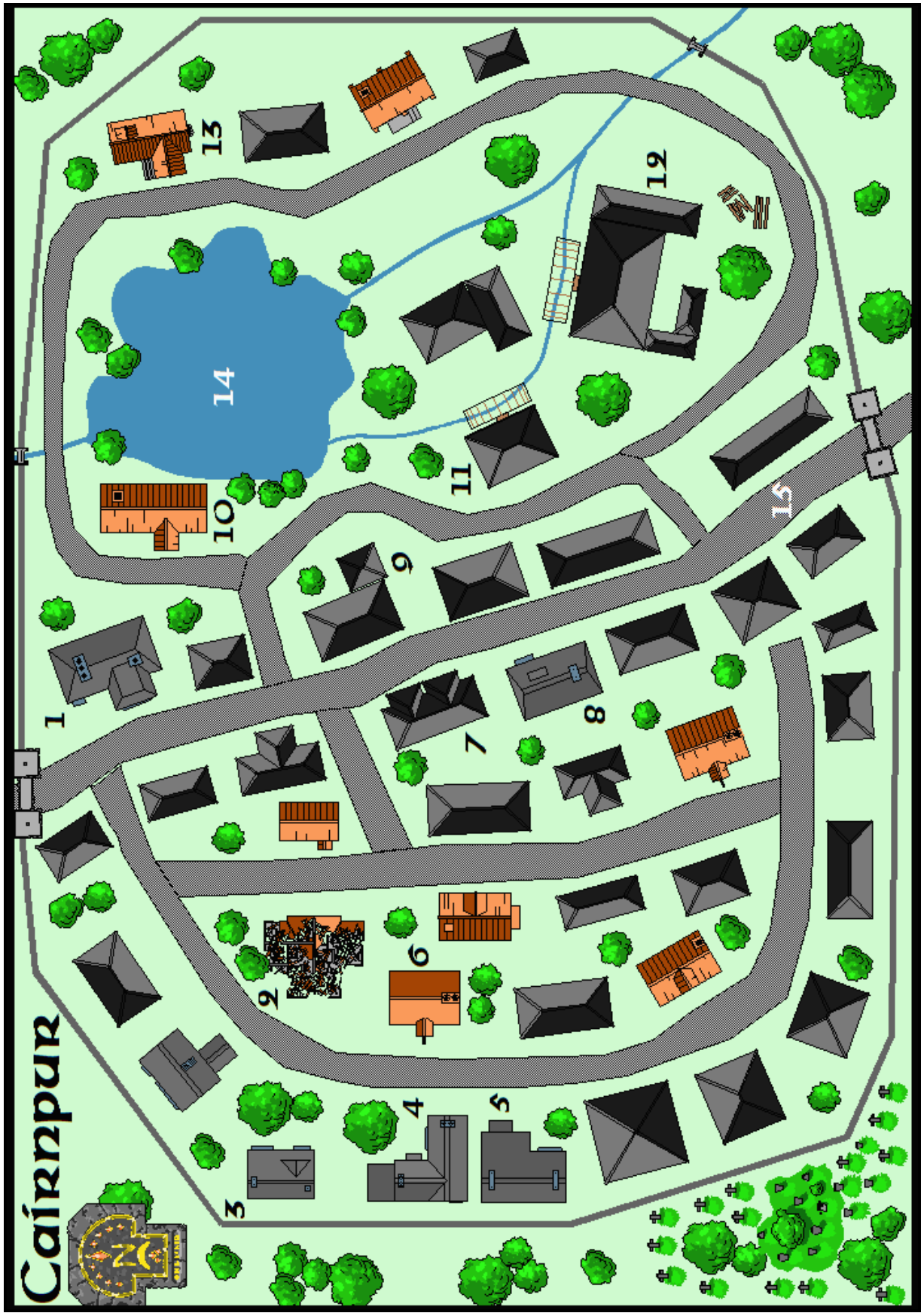
Today's Cairnpur is a well-to-do village, earning its living largely with woodcrafts. The raw materials the artisans use come from the western flank of Rawlinswood along the Damaran border with the Great Dale, to the northeast. The city also has a sawmill and a grain and vegetable oil mill.

A Free Dalesmen's Council rules the city. A voice vote in a village gathering that takes place every two years elects the council. The current Alderman (head) of the Free Dalesmen's Council is Nylfyng Surdarsson (hm lvl 0, AL: LN), master sawyer and owner of the Surdarsson Sawmill.

The city has its own volunteer militia. It trains once each tenday. However, Cairnpur's protection is largely in the hands of the Heralds of Imphras II, who maintain an eight-man detachment in the village.

Adventure Hooks in Cairnpur

Use the general adventure hooks for Merchants Run above.



Cairnpur

Map of Cairnpur

1 – Damara House Inn. A rustic, rural lodge with the smell of burning pine coming from the fireplaces and stoves in winter months, the *Damara House* is a favorite stop for many travelers who prefer Tillyng Eriksbrodir's (hm, Ranger Lvl 10, AL: NG, retired) hostelry to any inn in Ilmwatch. The *Damara House* has 10 single rooms and four doubles, all at 4 silver shiners per person per night, with a double room discount of one shiner per night. Tillyng brews his own strong, dark, bottom fermented lager, which goes for 3 copper bites per quart/liter tankard. The house also offers an assortment of Easting Reach wines at 4 shiners to 2 gold talers a glass. The menu offers various seafood dishes and wild boar and fowl, at prices ranging from 3 shiners to a taler per serving.

2 – House of the Golden Road – Temple to Waukeen (Ruin?). The temple, which went out of use after the disappearance of the goddess during the Time of Troubles, burned mysteriously during that time, in the Year of Shadows (1358 DR). If Waukeen has returned already in your campaign, this temple is in the process of being rebuilt or it already is back in operation.

3 – Fallen Star Holding. This branch office of the great holding company of Hlammach, which is a front for the Iron Throne, buys and sells merchandise coming through the village. The manager is Bethlraun (human male, AL: LE, Exp 5).

4 – Great Glacier Furniture Co. Uldwyng Rindugsson (human male, AL: LG, Exp 9) owns this small factory, which turns out wooden furniture of the finest quality. The company employs 20 furniture makers.

5 – Cairnpur Finishing. Brynhild Sithungsdóttir (human female, AL: LG, Exp 7) employs 22 woodworkers and carvers who make wooden objects and do wood carving of the finest quality.

6 – Druid's Grove Tavern. Despite the name, this popular tavern and restaurant has nothing to do with druids. It has a fine, handcrafted interior made of lumber from Rawlinswood and is lit with candles and chandeliers. The *Grove* is off the main road – intentionally. It caters more to locals and people from the rural areas who come to the village than to travelers, although it isn't closed or unfriendly to those who pass through. The owner, Lars Holgarsson, brews his own top fermented light ale with juniper gruit, which sells for 3 copper bites a quart/liter tankard. He also serves various Easting Reach wines at 2 silver shiners to 1 gold taler per chalice. Various dishes with wild boar, venison and fowl, bought from local hunters, are served at prices ranging from 3 to 8 shiners.

7 – Road to Fortune – Temple to Tymora. Luckbringer Luthar Ingvarsson (human male, lvl 3 Priest of Tymora, AL: CG) runs the card and dice tables in this modest but ambitious temple to Lady Luck. The only drink is ale on tap from barrels bought from the *Druid's Grove* (see No. 6).

8 – Long Lonesome Road Butcher and Tavern. Most travelers seeking a quick drink and bite to eat stop here, in the southern part of the building. Owner Lokar Heldungsson (human male, AL:LN, Exp 4) brews a good bottom fermented dark lager that sells for 3 copper biter a quart/liter tankard. The hungry can buy boards of dark bread with condiments and Lokar's own sausages – warm or cold – at prices ranging from 1 to 4 silver shiners. The other part of the building houses Lokar's butcher shop. He specializes in wild fowl, boar and venison brought in by local hunters, and he makes sausage from all of these meats.

9 – Heralds of Imphras II Way Station – An eight-man detachment is stationed in Cairnpur. This detachment also is responsible for Maracrath. Personnel vary, but the current head of the detachment always is a paladin with a level between 4 and 6. He or she commands a mixed group of fighters and warriors, levels 1 to 3.

10 – Bolthor Borverkssons' General Store. Bolthor's (human male, AL: NG, Com 3) store stands two stories high and has a large storage cellar. He sells almost any non-magical item an adventurer, lumberjack, hunter, trader, rancher, shepherd or farmer might want, at prices 15% above PHB.

11 – Tandy Hawthornbottom's Grain Mill. Tandy (halfling male, AL: CG, Exp 9) considered himself too advanced for his friends and relations in Halfling Downs in Damara, so he bought the Cairnpur mill and has been grinding flour and feed and stamping vegetable oil ever since.

12 - Surdarsson Sawmill. Master sawyer Nylfyng Surdarsson, Alderman (head) of the Free Dalesmen's Council, owns the mill. The mill cuts raw timber from Rawlinswood into any desirable entity, from building beams to small boards.

13 – Thrud the Great Tinker. Thrud (dwarf male, AL: LG, Com 10) is an immigrant Hillsafar Clan dwarf who came to Cairnpur in the Year of the Helm (1362 DR), mad at the Hillsafar Clan in the Galenas over something he's never explained. He simply stayed in Cairnpur and started doing business in the village. He's also stayed mad at his clan. Thud is a mediocre smith by dwarven standards and a good smith by human standards. He can do a decent job of building or repairing a wagon, and he also can fix almost anything else. Evenings he happily grumbles and mumbles into one beer tankard after another in the *Druid's Grove* (No. 6).

14 – Mill Pond, Mill Stream and Buzzard Swamp Creek.

15 – Merchants Run.

Maracrath

Thorp, Conventional, AL: NG, 40 gp limit. Assets: 140 gp. Population: 70; mostly human, Authority figures: Nathan Maracrath, human male, AL: LG, miller and unofficial town chairman, Exp 8; Important Characters: Luthvyng Haraldsson, human male, AL: LN, Tavernkeeper, High Painbearer Tyskyng Ibardsson, human male, AL:LG, Cleric of Ilmater, lvl 9. Taxation type: Benevolent.

Maracrath is the smallest of the four Merchants Run settlements annexed by Impiltur. It began as a wayside stable and inn in the Year of the Reaching Beacon (1042 DR), when the first caravans began heading northward in the Damaran Bloodstone Rush.

The timber-oriented settlement picked up its name from Tarmash Maracrath, the man who built an unusual sawmill with a double waterwheel there in the Year of the Trembling Tree (1223 DR), after druids allowed the first consequential logging in western Rawlinswood. Why Maracrath was heading northwestwards on the Damaran Trail – as the Merchants Run was called then – no longer is known, but Maracrath did take note of the fact that the Scrag Swamp Creek was flowing rapidly and steadily toward the swamplands at a time of the year when other creeks in the area were lax and laggard.

Maracrath continued onward to the northwest, but at some point, he decided he'd seen enough. He turned back, returned to the site of present day Maracrath, where he hired men to build his sawmill, and then began using timber from the northeast to make everything from huge wooden construction beams to small boards.

The business prospered and Maracrath set up a lumbering camp. After watching for a few years, he noticed that the Scrag Swamp Creek flows steadily the year through, except when there is a heavy winter freeze, whedre most swamp drainage was irregular. Deeming the creek's flow to be unusually trustworthy, he added a second saw and waterwheel to his mill. His ancestors (the mill still is in the Maracrath family) later had to add a diversionary pond east of the village along with dams to the east and west during a few unusually dry years, but these have been used only rarely.

The Lumberjack Tavern probably is the only location that would interest adventurers here. The tavern does have four small, slightly cold rooms that can be rented out on the top story, negotiable for a silver shiner or two a night, in cases of emergency, but beyond that, there is no inn here. The village consists of the sawmill, the tavern, Maracrath Implements, which produces small wooden products, and housing. About 70 people live there.

Maracrath was destroyed and rebuilt once, when hobgoblins from the Giantspires overran and leveled it in the Year of the Crested Thrush (1094 DR). They slew every man, woman and child who failed to escape.

Adventure Hooks in Maracrath

Use the general adventure hooks for Merchants Run above.

Map of Maracrath

1 – Maracrath Lumber Mill – Workers Housing. These barracks-like wooden cabins can sleep up to 30 workers of the sawmill.

2 – House of Nathan Maracrath (hm Lvl 0, AL: LG), the current owner of the family operations and unofficial town chairman.

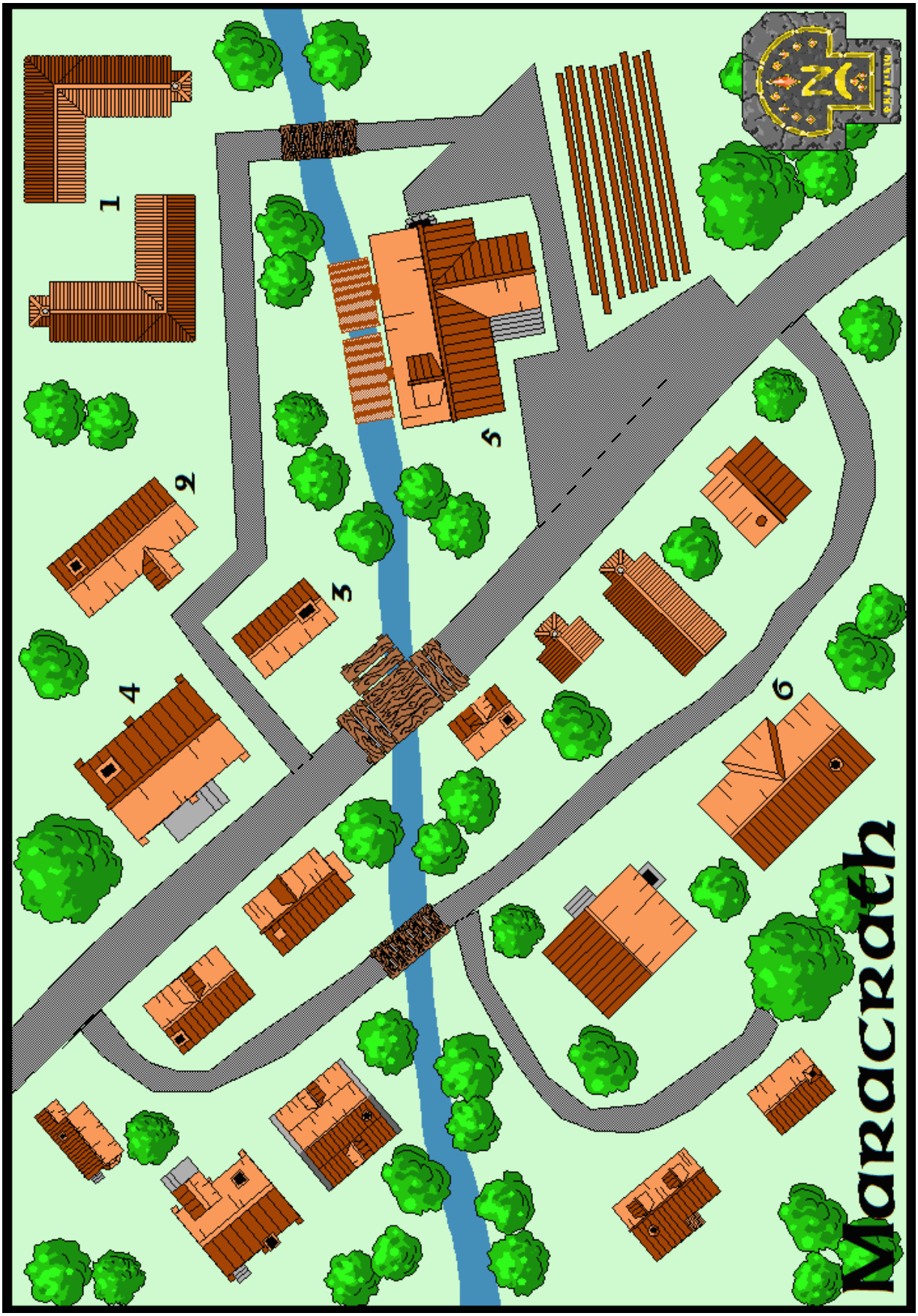
3 – Maracrath Lumber Mill – Business Office.

4 – Lumberjack Tavern. This roadside watering hole, run by Luthvyng Haraldsson (hm, Lvl 0, AL: LN), is quiet and mostly empty by day and a loud, fun tavern by night, after the waterwheels are raised for the day and the saws stop turning. Haraldsson brews his own medium top fermented ale with juniper gruit and sells it at 3 copper bites a quart/liter tankard. The only hot dish is a plate of flapjacks drowned in maple syrup with hot wild boar bacon at 2 silver shiners a serving. Small sandwiches also are available.

5- Maracrath Lumber Mill – Sawmill.

6 – Maracrath Implements. Nindloc Targarsbodir (human male, AL: NG, Exp 3) runs this family operation, which produces a wide variety of small wooden items such as cutting boards, rolling pins, wooden mallets, etc.

Beyond the Map - Monastery of the Red Petals. This cloistered monastery is home to 12 clerics, 14 paladins and eight monks of Ilmater who serve the Order of the Lambent Rose. Its residents live in contemplation, isolated from the rest of the world, except when they are sent on a mission of help. Visitors are not allowed within the monastery, but those seeking help may confer in the meeting room at its gate with its head, High Painbearer Tyskyng Ibardsson.



Maracrath

Guidodale

Hamlet, Conventional, AL: NG, 100 gp limit. Assets: 1,250 gp. Population: 250; 95% human, 5% gnome, Authority figures: Gingus Ghan, gnome male, Priest of Gond, lvl 12, AL: NG, unofficial hamlet leader; Important Characters: Gonchakh Ghan, gnome male, AL: CG, Exp 13, Seeker of the 12th Order Webley Dart, human male lvl 5 Priest of Gond, AL: CN, Seeker Postulant Tschass Minghus (gnome male, lvl 2 Priest of Gond, AL: NG; Luckbringer Marda Wunnd, human female, lvl 2 Priestess of Tymora, AL: CG; Lodur Ifnyngsson, human male, AL:NG, Com 6, tavernkeeper; Enned Tarstin, human male, AL:LG, miller, Exp 6; Gjuki Hroksson, human male, AL: NG, Exp 4, innkeeper; Tarndry Greubb, human male, AL: NG, blacksmith, Exp 5; Brimur Burson, human male, AL: NE, Com 6, horse dealer. Taxation type: Benevolent.

Guido Tarstin, his wife, and their seven sons left Luthcheq in Chessenta in the Year of the Falling Stars (1035 DR) and sailed to the northwest, looking, as Guido put it, *"for a lot of land where we can settle down and do our business without being bothered."*

In the Year of the Dark Rider (1043 DR), Tarstin and has family stopped in a narrow valley, not particularly deep but long. It cut its way through the cold but fertile sub-glacial land. When they stopped, they were the better part of a day's ride northwest of the Narfelli tower (modern Ilmwatch) on Easting Reach.

The stream, which the Tarstins for obvious reasons named *Mosquito Creek* during their first summer in the valley, provided a strong enough flow for grain milling, and Guido Tarstin used the small fortune he had taken with him out of Luthcheq to finance construction of what's still called *Guido's Mill.*

The mill was a success. Above all, it became an important supplier for the Bloodfeathers family caravans heading north to develop bloodstone mining. Within weeks, the Tarstins had their first neighbor, the keeper of a provisional inn that also came quickly to riches serving travelers into the newly opened North.

Over the years, more people settled in the valley, mainly to graze sheep or to raise crops. When logging began on a large scale in western Rawlinswood to the northeast, another pioneer settler named Ali Njördsson built a sawmill in the valley, to handle the timber being rafted down Mosquito Creek from newly founded Timbertown.

The latest development in Guidodale began in the Year of the Banner (1368 DR), when a somewhat mysterious group of gnomes and men from west of the Dragon Reach who call themselves the *Society of the Golden Wheel* came to Guidodale.

The gnomes claim to be descendants of a burrow that once inhabited the area. They know little about their ancestors east of the Dragon Reach, other than that they mined ore until the veins petered out and then slowly migrated westward over what now is known as Impiltur and the Vast.

Most of the burrows died there in battles against the orcs, they say, but a few escaped by crossing the River Lis somewhere north of Ylraphon and then wandering on in the West. This has led to speculation among some Impilturian scholars that the burrows in Guidodale may have descended from the Kadestarmestilpus gnomes believed to have once mined beneath Rawlinswood.

The *Society of the Golden Wheel* purchased the bankrupt sawmill of the Njördsson family and the surrounding land, enclosed their holdings in a 10-foot/3m high stone wall and began building, first of all a small but luxurious temple to Gond, then housing and finally a foundry with so-called assembly hall.

Just what the society does in its compound is a bit of a mystery to most folks in Guidodale. There's nothing secret about the society; it's more than wiling to explain to anyone with an open ear. It's just that no one in Guidodale understands more than a few of the highly technical terms being explained to them.

The *Society of the Golden Wheel* consists of a group of devoted gnome and human worshippers and priests of Gond who have made it their life's work to boil water in an enclosed container, harness the pressure of the steam created and then channel this wild energy into powering implements and machines. Most residents of Guidodale recognize this theory for the insanity that it obviously is.

The first perhaps successful project of the society was the construction of a steam pump. The society dug a well on its property and then built a steam boiler contraption that pumped water up from the well and poured it into the already abundant flow of Mosquito Creek. The pump work magnificently for about three months, until the boiler became overheated and exploded, killing a village dog that happened to be wandering nearby, no doubt seeking a steamed bone.

Some villagers took the dog's death poorly, but most simply questioned what the purpose was in pumping well water into Mosquito Creek, while also noting that whatever benefits there may have been were short-term, in view of the apparent volatility of steam machines.

In Midsummer of the past Year of the Unstrung Harp (1371 DR), the society disabled the waterwheel of its sawmill and substituted a steam machine to turn the saw instead. On the first day, the pressure of the steam in the boiler caused a crack in a metal seam, and scalding hot water began flowing everywhere within the sawmill, doing substantial damage and also knocking over a support for the firebox, which in turn sent glowing embers flying against a wooden wall.

The wall began burning, but one of the gnomes then brought out a machine that actually seemed to work. A wagon with a small boiler and steam pump pumped water from Mosquito Creek through a hose that squirted water on the flames. While the pump functioned well, most villagers noted that the western third of the mill had burned down before the machine had been set up and enough steam could be generated to make the pump work.

There was some grumbling about the danger of the society's inventions after the fire, but this was quelled quickly when the society offered high wages to all villagers who would help rebuild the mill before winter set in, a non-steam project that succeeded completely.

Most adventurers probably won't find much of substantial interest in Guidodale – unless they have a bent for steam. However, there is an inn, a tavern and a small temple to Tymora with gambling.

Guidodale has been at least partially destroyed and rebuilt twice in its history. The first time was after hobgoblins from the Giantspires Mountains overran and leveled it in the Year of the Crested Thrush (1094 DR), slaying every man, woman and child who failed to escape. The second time was in the Year of the Black Wave (1262 DR), when the red dragon Furchtbarhitzentendolo set the northern quarter of Guidodale and all of nearby Timbertown ablaze. Reconstruction in Guidodale was completed in the Year of the Tressym (1263 DR).

Adventure Hooks in Guidodale

See also the general adventure hooks for Merchants Run above.

Steam Power - The PCs could intentionally or through coincidence become involved in haphazard steam power experiments with the followers of Gond.

Map of Guidodale

Game Master's note: Guidodale spreads out over the countryside, with conventional farms continuing on to the northeast and sheep farms to the southwest. These are not shown on the village map, nor is the eastern turnoff to Timbertown und Uthving, which is about a mile/1,5 km north of the village.

1 – Society of the Golden Wheel – Foundry and Assembly Hall. The chief steam mechanic is Gonchakh Ghan.

2 - Society of the Golden Wheel – Housing.

3 – House of the Golden Wheel – Temple to Gond. The high priest is Seeker of the Fifth Order Gingus Ghan, who also is the cousin of the society's chief mechanic, Gonchakh Ghan. The temple also has two other junior priests, Seeker of the 12th Order Webley Dart and Seeker Postulant Tschass Minghus.

4 - Society of the Golden Wheel – Sawmill.

5 – Golden Wheel of Luck – Temple to Tymora. Luckbringer Marda Wunnd had hoped the name she chose for her two-year-old temple would draw a few folks from the Society of the Golden Wheel to Lady Luck. Her hopes grew after the failure of the first important steam experiments, but to no avail. There are too few locals to justify the temple, but it is popular with traveling adventurers, who carry it through financially. The house has card tables and serves tap ale from the Miller's Rest (No. 6) at three copper bites a quart/liter tankard.

6 – Miller's Rest Tavern. Lodur Ifnyngsson runs Guidodale's only tavern, a quiet daytime stop and a lively night spot that draws some locals, most travelers spending the night in the village and occasionally even some of the engineers and Gondsmen from the Society of the Golden Wheel, who will tell all about their work at great length and in great detail. Lodur brews a popular, top fermented light ale with a mix of cloves, fennel, mace, nutmeg and rosemary as gruit, giving it a much different taste than most Impilturian ale, which usually uses juniper gruit. It sells for four copper bites a quart/liter tankard. The Miller's Rest also serves a house specialty made of potatoes, eggs and wild boar bacon, at three silver shiners a serving, in the skillet.

7 – Guido's Mill. Enned Tarstin is the current miller. He grinds wheat, barley, oats and spelt into flour and meal and stamps vegetable oil with his mill's hammer.

8 – Wooden Trail Inn. This pleasant if sometimes drafty hostelry is run by Gjuki Hroksson and his family. Gjuki manages the inn, his wife cooks, his eldest son brews the house ale, his second son takes care of drinks, the two daughters are the waitresses and his youngest son runs the cellar stable beneath the inn. The house brew is stout, bitter ale, top fermented, which sells for three copper bites per quart/liter tankard. The Wooden Trail also sells north coast wines at three silver shiners to 1 taler per glass. Meals include various dishes of boar, venison and wild fowl, at 4 shiners to 1 gold taler per serving. Cold plates with smoked or salt packed fish also are available at 2 shiners a serving. The 12 single rooms go for 7 shiners a night; the 6 doubles are 6 shiners per person per night.

9 – Tarndry Greubb, Blacksmith. Greubb is a native of the Vilhon Reach who's been shoeing horses and making and repairing farm and mill implements in Guidodale for the past 25 years. He also helps repair damaged items of the Society of the Golden Wheel, at least when that's possible. He does no smith work with weapons.

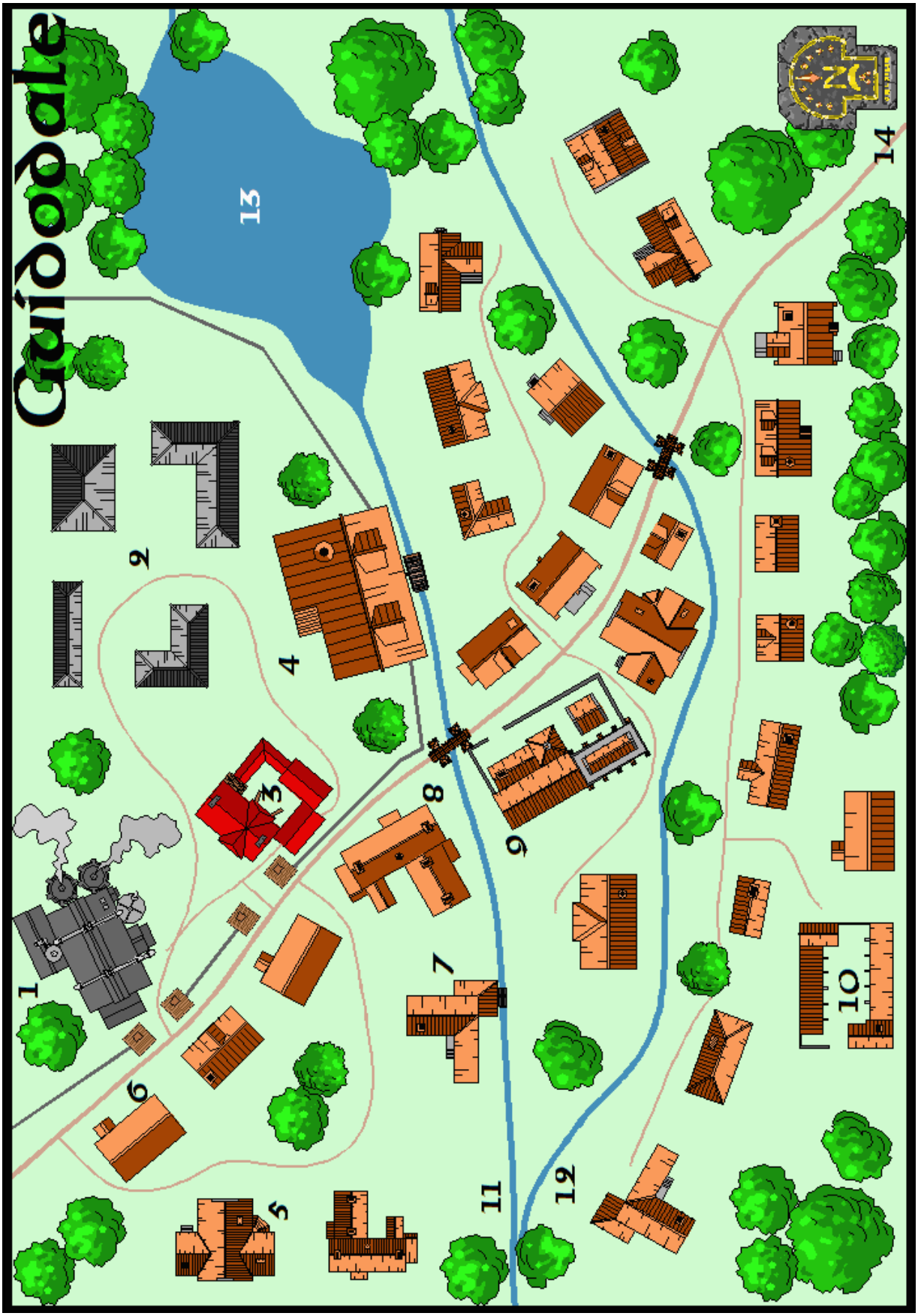
10 – Brimur Burson's Livestock. Burson has a wide variety of horses on sale. He knows better than to cheat the locals, but he's good at covering signs of age and old injury on a horse, and he's more than happy to peddle off a problem horse on someone he thinks he'll never see again. His prices run about 10% above those in the PHB.

11 – Mill Stream.

12 – Mosquito Creek.

13 – Mill Pond.

14 – Merchants Run.



Guidodale

Mulltown

Small town, Conventional, AL: NG, 800 gp limit. Assets: 40,000 gp. Population: 1,000; 97% human, 2% dwarven, 1% other. Authority figures: Nestlumbrar, human male, AL:LG, Royal Impilturian Administrator, Aris 6; Sword Wielder Darlumbrar, human male, AL:LG, Commander, Sword of Impiltur; Important Characters: Evandar Ulgarsbrodir, human male, AL: NG, Exp 2, innkeeper; Lodur Urdsson, human male, AL: CG, Lvl 3, Priest of Tymora; Zandalyr, human male, AL: CG, Exp 2. Tavernkeeper. Taxation type: Benevolent.

As far as the lot of slaves goes, Lucius Mulden had lived like a king in Thay. Born into slavery, Lucius knew no other life and sought one nonetheless. Dating back to the time of his grandparents, Lucius' family had been owned by the wealthy industrial house Erkadzar, which controlled Thay's largest clay quarries and brick and roofing tile plants, all in the foothills beneath Thaymount on the south shore of the Eltar between Thaymount and Lake Thaylambar, northwest of Eltabbar.

The Erkadzars were expedient rather than cruel masters. They understood, in contrast to many other Thayans, that injured slaves and slaves in pain were slaves whose ability to work had been diminished. House Erkadzar treated its slaves well, it fed them well and it even educated those deemed able to learn, not as an act of charity but rather to increase the return on their investments. The only threat that hung over an Erkadzar slave was the knowledge that he or she would be sold back to the slave market, if the masters were dissatisfied.

Lucius Mulden was one of the more privileged of the Erkadzar slaves. He had been trained as a master maker of bricks, roofing tiles and clay pots. Nevertheless, he wanted more; he wanted to be a free man. Therefore,, at great risk, he escaped Thay and fled into Aglarond, continuing onward to see the world beyond Thay, eventually reaching Telflamm and sailing from there to Hlammach.

The Impilturian cities of the Golden Coast offered Mulden no market for his talents, however, because the coastal cities in those days roofed their buildings with shingles of slate, and his attempts to interest them in baked clay roofing tiles failed. So Mulden continued earning what money he could at odd jobs, traveling ever farther northward with the young land of Damara as his goal.

He had not quite reached that goal in the year of the Midday Mists (1195 DR), when he accidentally discovered hills in the northwestern Great Dale rich in the thick red clay that was ideal for his craft. Using what money he had, Mulden built a small plant with a kiln and an apartment for himself on an upper floor along the Damaran Trail, on the spot where Mulltown stands today.

The time was not yet ripe for Mulden's idea. He had too little wherewithal to export his roof tiles and bricks into budding Damara, and the Impilturian cities to the south continued to ignore his attempts to sell his new product. Within a few years time, Mulden went broke, abandoned his kiln and continued his journey northward into Damara, and no other tales were told of him again in Impiltur.

Nonetheless, Mulden left his mark upon the dip in the land where his cold kiln stood. In the first year, the hamlet was known as *Mulden's Kiln*. Most of the folks there were illiterate, so spelling made no indelible claims upon the settlement's name. Less than a decade later, mention of the kiln had vanished and the pronunciation had changed to *Muldoon*, with the evolution continuing until today's name, *Mulltown,* became the standard.

Although Mulden vanished from the settlement’s story, the village continued to grow in his absence, evolving into the thriving frontier town it is today, Impiltur’s and the Great Dale's gateway to Damara, with nearly 1,000 souls under the protection of the Impilturian queen and a sturdy stone wall 30 feet/9m high.

Ironically, as Impiltur awoke to the advantages of baked clay roofing tiles, others found the rich deposits of clay Mulden had discovered and made their fortune where his kiln had cooled and vanished with time. The Mulltown Kiln of today is the main purveyor of roofing tiles in Impiltur, along Easting Reach and in southern Damara.

Three waterways cross the town. The main one is Swamp Snake Creek, which has its source in the low hills northeast of Mulltown and flows on southwestward into the Impilturian swamps. The other two are dirty runoff channels from the clay quarry east of town, both of which carry large quantities of clay particles and silt into the creek at the western edge of Mulltown.

In addition to its kilns, Mulltown boasts a large regional sawmill, a grain mill, a meat packing plant and all the supportive trades such a village needs. Mulltown also is a prime location for shady, crooked and illegal deals between Damaran interests and those of Impiltur or the Great Dale. Indeed, in the heyday of the late Tarkos Ree and his now, mostly shattered Tightpurse thieves guild of Heliogabalus, members of his organization were one of the great if unseen factors working in Mulltown.

Most modern day smuggling operations are done by fronts of the Iron Throne, which ships contraband to Uthmere in the Great Dale, a free port that watches ships closely for signs of illegal slave running but exercises no control over merchandise beyond assuring that no items of absolute evil are being moved through the city.

Contraband headed for Damara or Impiltur is loaded onto small fishing boats, which avoid the Impilturian shore of Easting Reach and sail instead to the mouth of the Soleine, following the river upstream to its last navigable point, Uthving Bridge, a small settlement with an inn and a few other buildings west of Uthving in the Great Dale.

Small caravans usually take smuggled goods bound for Damara up the Great Imphras River Valley to Zarach, through the wilderness foothills of the Earthspurs. Zarach, a remote southern village of the Damaran province of Ostel, still has only small and inadequate customs facilities. The goods smuggled by such methods into Impiltur usually are diverted at night into the northern swamps, where Impilturian smugglers of the Regdresk family intercept them and bring them on into the Trader's Bay area.

Mulltown offers ideal conditions for men of evil to deal over and even move swamp contraband. The Impilturian Royal Customs has no stations in Mulltown or anywhere else on Merchants Run. Smuggled goods and contraband can move through the area with relative freedom. At the same time, participants in shady dealings enjoy the full protection of the Impilturian crown in Mulltown. It is a village with safety and comfort but a closed eye to the passage of most goods.

Mulltown has its own local district government and a village watch, but it also is the home of the Citadel of Lashilmbrar, which houses a permanent border detachment of 200 soldiers from the Sword of Impiltur, all part of the Eastern Wave under Admiral War Captain Rilaunyr in Ilmwatch, and the 24-man headquarters of the Heralds of Imphras II.

Adventure Hooks in Mulltown

Also see the general adventure hooks for Merchants Run above.

Plots - Mulltown is an ideal place for PCs to stumble across plots that involve the Iron Throne, the Impilturian Regdresk family, the church of Mask and/or other sinister elements.

Map of Mulltown

Game Master's note: Mulltown spreads out over the countryside, with conventional farms continuing on to the west. These are not shown on the village map, which portrays only those buildings within the wall.

1 – Royal Government. This governmental office, headed by Royal Impilturian Administrator Nestlumbrar, is manned mostly by royally appointed native Dalesmen. It handles regional government matters for Mulltown, Guidodale, Maracrath and Cairnpur.

2 – Damaran Gate Inn. Damaran immigrant Anton Pletsch, whose inn in Goliad was destroyed by a dragon during the war against Zhengyi, the Vaasan Witch-King, built this last hostelry before the Damaran border. It's a comfortable house with 18 singles at 7 silver shiners a night and 8 doubles at 6 silver per person per night. Anton brews his a dark, top fermented ale with juniper gruit. He sells it for 4 copper bites a quart/liter tankard. He also has a small selection of north coast wines at 5 shiners to more than a gold taler per glass. His menu includes dishes of venison, wild boar, local beef and trout, running from 4 shiners to a taler per serving.

3 – Mulltown Livestock Sales. Owner Noldur Sigurlamison (Human male, AL: LE, Com 4) sells riding, field and draught horses. Like his counterpart in Guidodale, he knows better than to cheat the locals, but he will use purchased illusionary magic to conceal signs of age and old injury on a horse he sells to strangers. His prices run about 10% above those in the PHB.

4 – Bloodstone Tavern. Hervard Hlödynsson brews a light, top fermented ale with rosemary and nutmeg gruit. It has a solid reputation with regular shippers and travelers between Damara and the Great Dale or Impiltur. He also runs a friendly house. The combination makes the *Bloodstone* one of the more popular stops on Merchants Run. The house ale costs four silver shiners a quart/liter tankard. Hervard also has a few north coast wines at 9 shiners to 5 gold talers per quart/liter bottles. 2 shiners buy a serving of cold cuts and dark rye bread served on a cutting board, but no other food is offered.

5 – Vidar the Wainwright. Vidar Grimnirsson (human male, AL: LN, Exp 3) builds and repairs wagons, sleds and sledges of all types.

6 – North Dale Milling – Grain and Oil Mill. The mill belongs to the North Dale Cooperative, an organization of farmers in the Mulltown area. The meal grinds flour and feed from wheat, oats, rye, barley and spelt and the hammer of the stamper mill produces vegetable oil from sunflower and rape seeds.

7 – North Dale Milling – Grain Elevator and Storage.

8 – Mulltown Lumber. The large sawmill provides the lumber needs for the entire Mulltown area. The wood comes from Rawlinswood to the northeast.

9 – Mill Pond.

10 – Mulltown Clay Pits. The nearest clay quarry. More clay is mined in hills just east of the area shown on the map.

11 – Mulltown Kiln. This large factory, now owned by Fallen Star Holding of Hlammach (a front of the Iron Throne), is the largest employer on Merchants Run and the producer of all clay bricks, roofing tiles and flower pots used on Impiltur's Golden Coast, in southern Damara and in the western Great Dale.

12 – Citadel of Lashilmbrar. Detachment of 200 soldiers of the Sword of Impiltur and 24 Heralds of Imphras II. The Commander is Sword Wielder Darlumbrar.

13 – House of the Bloodstone Merchant – Temple to Waukeen (Ruin?). The temple has been abandoned since the Time of Troubles and is in a growing state of disrepair.

Game Master's Note: If Waukeen already has returned in your campaign, the temple should be in the process of being restored.

14 – Skáfidur Álfsson, Blacksmith. Álfsson (human male, AL: LG, Exp 3) is a quality smith when it comes to making mining implements and farm tools or shoeing horses, but he does not work with weapons.

15 – Vegsvin House. *Vegsvin* means *Way of Knowledge* in the old Turami tongue that still is a key language in the Great Dale. Until some nine decades ago, this hostelry was a cloistered monastery of monks of Oghma, all of whom died when plague crossed Merchants Run in the Year of the Dying Stars (1284 DR). The books were rescued and taken to the House of Many Tomes above Sarshel. A few years after the plague, the empty monastery was bought and restored by the family Ulgarsbrodir. They converted it into a conservative, quiet inn. The owner of the current generation, Evandar Ulgarsbrodir (hm, Lvl 0; AL: NG) , brews a barley-malt-rich bottom fermented double bock according to a recipe the monks left behind. He sells it for 4 silver shiners a quart/liter tankard. North coast wines sell for 6 shiners to 3 gold talers per quart/liter bottle. All menu items offer local meats and produce at 4 to 9 shiners a serving. The 22 single rooms cost seven shiners a night. The 8 doubles go for six shiners per person per night.

16 – Finn's General Store. Finn Ginnarsson (human male, AL: LN, Com 2) sells almost any non-magical item a farmer, clay miner or adventurer might seek, at prices ranging from 10 to 15% above PHB.

17 – House of the Goldbrick – Temple to Tymora. The high priest is Luckbringer Lodur Urdsson, the only cleric in the temple. Card and dice games are available, along with *Vegsvin Monks Brau* from the *Vegsvin House* (No. 15) on tap.

18 – North Star Packing. This plant, owned by Hlammach Trading Co., conserves meat by smoking it and packing it in salt brine.

19 – Haelimbrar's Tankard Tavern. This house was named after the huge two-quart/two-liter tankard that rests above the tapped beer on an honored shelf on the wall. The General War Captain of Vordric-Dun stopped in Mulltown a decade or so ago, returning from a quiet mission into Damara. Upon entering the tavern, the general declared he was thirsty. Tavernkeeper Zandalyr offered his special guest the full tankard. A traveling Hillsafar dwarf had left the tankard behind a few years earlier. Haelimbrar swallowed the contents non-stop, so great was his thirst. Zandalyr, a native of Ilmwatch, decided to cash in on the name of his famous guest. He also names his bottom fermented bitter hops lager *Wall Sentry,* in honor of the general. It sells for 3 copper bites a quart/liter tankard. Zandalyr also sells north coast wine at 5 silver shiners to 1 gold taler a glass and fried board sausages with sour kraut at 2 shiners a serving.

Mulltown

Lenchford

On the Impilturian border in the Damaran Barony of Polten

Village, Conventional, AL: L-NG, 3,000 gp limit. Assets: 200 gp. Population: 440; 95% human, 3% halfling, 1% dwarven, 1% other. Authority figures: Authority figures: Donlevy, human male, AL:LG, Baron of Polten, Aristocrat 5, Paladin 5 (absent, in Monastery of the Golden Cup); Chancellor Hanset Dargun, human male, AL:NG, Aristocrat 8, Fighter 5 (in Trailsend); Hulkyng Tarnstjúpsonur, human male, AL:NG, Alderman, Commoner 3, Warrior 1; Heathvynga Elgundsdóttir, human female, AL: NG, commander of the Bloodstone Riders detachment, Ranger 9; Devit mac Turrn, dwarf male, AL: LG, Expert 10, Fighter 8, master smith and co-commander of the volunteer watch; Orthric Tenbuster, human male, AL: NG, Expert 5, Warrior 6, wainwright and co-commander of the volunteer watch; Eino Gurdjeff, human male, AL:NG, Expert 6, Fighter 4, master tanner and co-commander of the volunteer watch. Other important figures: Sir Tilinyr, human male, AL: LG, commander of the Sword of Impiltur detachment on the south bank, Paladin of Ilmater 6; Randall Delton, human male, AL: LG, Expert 3, Warrior 3, manager Royal Damaran Bloodstone Trust branch office; Tinder Newton, human male, AL: LN(E), manager Heliogabalus Cooperative branch office and Iron Throne agent, Rogue 4, Expert 1; Sister Gunda, human female, AL:NG, Druidess of Chauntea, 5. Others: 12 Bloodstone Riders, human male and female, AL: various good, Fighter 1-5. Taxation type: Benevolent.

The development of Lenchford began with the construction of the trailside Lenchford Inn during the Year of the Twilight Campaign (1046 DR). The inn stood at the old ford on the southeast bank of the Lench and therefore, ironically, stands today on the Impilturian side of the border outside of the village wall.

The rest of the settlement grew on the northwest bank with the addition of a sawmill in the Year of Auril's Absence (1049 DR). Lenchford continued as a slowly growing but completely independent village for some 80 years, rising, falling and being rebuilt again during that time after devastating attacks by hobgoblins and dragons.

In the Year of the Shattered Chains (1123 DR), Baron Donlewis of Polten in the still young kingdom of Damara wooed the embattled folk of Lenchford with promises of protection, and they voted to become a part of his barony.

That Lenchford is the border between the Impilturian part of the Great Dale and Damara becomes quickly clear to a visitor through the people he or she meets. Descendants of the Turami make up the majority of the population in most of the rest of the Great Dale. In Lenchford, less than 60% of the people have Turami names. The rest of the population stems from hard-working immigrant families from many corners of Faerûn, the kind of folk typical for the Kingdom of Damara which begins in the middle of the Lench River at Lenchford.

There is absolutely no animosity between Turami descendants and immigrants from elsewhere in Lenchford, but there is some separation and distance. The Turami-rooted still call themselves Freemen of the Great Dale and often do voluntary service with the Freemen in the rest of the Dale outside of Damara's borders.

The immigrant population tends to look upon the Great Dale outside of Damara and Impiltur as being a primitive, illiterate, instable, anarchistic and even dangerous frontier to the East, a land with which they have little or nothing common. The idea that Lenchford is a part of the Great Dale - even though it is a part of Damara and the Bloodstone Kingdom - has not taken root with them. They view themselves as being more the type of folk one finds in the rest of Damara or in Impiltur to the southwest.

The true Dalesmen in Lenchford have difficulty understanding this viewpoint. Historically, Lenchford has been victim to the same hobgoblin attacks and the same Gallist dragon attacks as other parts of the Western Great Dale and the village has relied heavily not only upon Impiltur but also upon the Freemen for their defense.

Modern day Lenchford is protected by a volunteer city watch that belongs to the Freemen's militia of the Great Dale, and many younger members of the Lenchford Freemen have done volunteer service against the Gallists in the Central and Eastern Dale. Although immigrant villagers from elsewhere in Faerûn are willing to financially subsidize the local Freemen's watch, few volunteer for service. In contrast, almost all Turami descendants in Lenchford of the proper age are active in the Freemen.

The organization is divided into six teams. Each tenday, three of the six teams have duty, done in three, daily eight-hour shifts. Six men work each shift. Three co-commanders - the dwarven master smith Devit mac Turrn, wainwright Orthric Tenbuster and master tanner Eino Gurdjeff each command two of the six teams. One of the three commanders is on duty at all times. Interestingly, the command does not reflect the tendencies of the population as a whole. Only Gurdjeff is of Turami origin. Tenbuster and the dwarf Turrn both are immigrants.

Additional protection is available from the small detachment of the Bloodstone Riders, commanded by Heathvynga Elgundsdóttir, a native daughter of Lenchford. The village also can turn to the detachment of the Sword of Impiltur on the south bank of the Lench for aid in time of need. Such help has been specifically authorized by the Impilturian command in Ilmwatch, when the Damaran commander requests it.

Throughout most of its history, Lenchford has been content to remain Damaran. However, more than 200 years after Baron Donlewis convinced the folk of Lenchford to join Damara, when the Vaasan witch king Zhengyi overran the Damaran kingdom, the villagers petitioned the Impilturian queen Sambryl to become a part of her kingdom. She reluctantly declined, being unwilling to annex territory of a befriended nation, even if it was at the time coming under the thumb of a ruthless lich tyrant.

Impiltur did make clear to the villagers that if Zhengyi's minions marched upon Lenchford, the kingdom of Imphras would evacuate every resident who wanted to flee and seal the border at the Lench, warding off any attempt by the Witch King's followers to cross into Impiltur.

It should be mentioned that Zhengyi's influence never reached as far south as Lenchford. In the Year of the Spur (1348 DR), the citizens of Lenchford raised enough money, with substantial financial help from the Impilturian royal treasury in Lyrabar, to purchase sufficient quarried stone from Timbertown to build a small wall around their village, which was completed in the Year of the Bridle (1349 DR). Impiltur viewed the fortification of Lenchford and the village's readiness to stand against Zhengyi as a first line of the Impilturian defense against the Witch King.

With Impiltur's help, the ford also was fortified into a measurable hurdle for any supporters of the Witch King who might attempt to dominate Merchants Run. The Lench flows into a chute above the old ford and drops about 4 feet/120 cm into the fordable shallows. The fast flowing water of the ford always had made it necessary for riders to carefully guide their horses across, to avoid a fall.

After crossing the old ford, Merchants Run quickly zigzagged up the 4 foot/120 cm rise in the land and then ran on to the northwest along the drop, shown by the contour lines on the village map. While the villagers of Lenchford built their wall in the Year of the Bridle, Impilturian workers from Ilmwatch were busy constructing a double drawbridge above the end of the Lench's chute at the end of the drop where the water spread into the shallows that made the ford.

The unusual construction really consists of two half drawbridges that meet in the middle of the Lench and rest upon a stone supporting wall the Impilturians built there. The double drawbridge gives both Lenchford and the Impilturians the ability to raise their side of the bridge, closing the crossing.

Once the drawbridge was finished, the Impilturian workers rerouted the path of Merchants Run to the bridge and then dredged the old ford, making it impossible to cross the Lench in the Lenchford area by any means other than the bridge. Once that work was completed, the Impilturians completed their small border garrison on the southeast bank of the river, which still is in use today, and they built a 20-foot/6m high defensive wall along their side of the Lench for 500 feet/150m in both directions, up and downstream.

It would have been relatively easy for Impiltur to evacuate Lenchford's population into its own lands and then seal its border against an invasion at the Lench, but it never came to that, and in the years after Zhengyi's fall and Gareth Dragonsbane's coronation as monarch of the Bloodstone Kingdom, the defensive wall on the Impilturian bank was torn down.

After Zhengyi's minions assassinated Baron Donlevy the Old in Polten's baronial seat of Trailsend, the citizens of Lenchford closed their village to emissaries of the barony, declaring itself independent. On the few occasions when Zhengyi's minions showed up at Lenchford's gate, they simply vanished. Under the alderman's orders, they were taken to the cells beneath the town council's chamber and beheaded there.

When emissaries of Donlevy's successor, pretend cousin Zorth who had been put in power by Zhengyi, came to Lenchford, they were denied entry to the village, being told that Lenchford had declared its independence and no longer was a part of Damara or the Barony of Polten.

Theoretically, the usurper Baron Zorth in Trailsend as well as Zhengyi could have sent troops to Lenchford and erased the town from the maps of Faerûn, but it was too small and remote to be worth the effort, and such a southward march might well have brought Impiltur into the Damaran struggle against the Witch King. Thus, Zhengyi's dark and sinister hand never succeeded in reaching into the Bloodstone Kingdom's only settlement truly in the Great Dale.

Lenchford survived Zhengyi's reign in Vaasa with less difficulty than most other parts of Damara, although it suffered severely from the collapse of the bloodstone market, and disguised assassins in Zhengyi's service did succeed in slaying two of the rebellious aldermen who ruled the city during the Damaran interregnum.

After Zhengyi's fall at the hands of Sir Gareth and his companions in the Year of the Serpent (1359 DR), Baron Donlevy the Young, then only 14 years old, was returned to Trailsend by the Tellerth druids of Rawlinswood who had hidden and sheltered him. The pretender Zorth was forced to step aside in favor of the blood heir, but Zorth was retained as an advisor to the youthful baron, a fact that stuck in the craw of Lenchford's citizens, leading them to continue to maintain their declaration of independence.

During the year after Zhengyi's fall, both Spysong and the Twilight Riders, in Sir Gareth's service, visited Lenchford several times, reawakening old Damaran loyalties and building among the people staunch loyalty to Sir Gareth.

Zorth knew his days were numbered. After he skipped town, Baron Donlevy the Young proclaimed his support for Sir Gareth in the Year of the Turret. Alderman Denneth Bekin of Lenchford, a friend of both the Twilight Riders and Spysong, then urged the folk to yield their claim of independence and to throw their support instead to the young baron, arguing that this would help bring Sir Gareth to the Damaran throne.

Today, Lenchford again is a full-fledged village of the Barony of Polten, loyal to both Baron Donlevy the Young in Trailsend, Damaran Prince Quillan in Heliogabalus and the Bloodstone King Gareth Dragonsbane. The local administrator of the baron is Alderman Hulkyng Tarnstjúpsonur, who was elected to succeed Bekin upon his death of old age in the Year of the Gauntlet (1369 DR).

Tarnstjúpsonur is fully loyal to his baron, his prince and his king, but he also is strongly but unwittingly influenced by agents of the Iron Throne. As alderman, it is Tarnstjúpsonur's job to issue by edict the local ordinances that steer the day-to-day life of Lenchford. He also presides as acting judge over minor criminal and civil cases, but trials of more serious cases are conducted in the baronial seat of Trailsend.

Much of Lenchford's modern economy is found well outside of the village proper. It also is beyond the bounds of our village map. The lands east of the village along the north bank of the river to the eaves of Rawlinswood are fertile and make for prosperous farming for the folk of Lenchford. The village also is a center for cattle ranching and is the main source of mutton for northeastern Impiltur and the western Great Dale as well as for Halfling Downs, Tellerth and Lenchford itself in Damara.

There are five large family ranching operations in Lenchford. In the winter months, young calves are raised in the village ranch barns. In spring, they are driven westward into the Damaran and Impilturian range lands between the foothills of the Earthspurs and the Lench to graze. Cabins are set up on the range, and the ranchers and their cattlemen spend the warm months there, driving the grown steers back to Lenchford in late autumn for slaughter.

The sheep raisers of Lenchford use the raw and less fertile grasslands west of Merchants Run between Lenchford and Impilturian Mulltown for grazing. Long-term grazing rights were acquired by the Lenchford farmers from the Impilturian crown nearly a century ago and are due for re-negotiation in the Year of the Risen Elfkin (1375 DR).

The shepherds employed by the Lenchford sheep farmers live during the warm season in the grasslands, sleeping in mule-drawn, enclosed wagons and moving from one grazing area to the next with their flock and their dogs.

The lives of cattlemen on the range and shepherds on the prairie are not without their dangers. Cattle rustling bandits, bands of goblins from the Earthspurs and even wild animals sometimes bring danger and death, however, the farmers of the village banded together years ago in the Lenchford Cattlemen's and Shepherd's League, which hires several bands of experienced mercenaries to ride the ranges and prairies to protect the men they have working there.

In summer, sheep farmers travel with workers out to their flocks to do the annual shearing. However, beyond the work done at home by farmers' wives, nothing is done with the shorn wool in Lenchford. Instead, it is transported to Ilmwatch and Heliogabalus for sale on the open textile markets.

Both cattle and sheep are driven out of the village in late Tarsakh and early Mirtul. Sheep are brought in for slaughter in late Eleint and the cattle are driven into Lenchford in late Marpenoth to be slaughtered, in both cases at the Lenchford Slaughterhouse and Tannery, which has smoking, curing and meat packing facilities. Some of the mutton and beef is packed on a short-term basis in brine barrels and rushed to Heliogabalus for sausage making before the curing process is completed. However, most of the meat is smoked or cured and sent to Ilmwatch and Heliogabalus for resale.

A sufficient number of animals are slaughtered year round to take care of the village's needs for fresh beef and mutton, and many households have a barn wing on their houses where pigs are raised, which they either butcher themselves or have butchered at the slaughterhouse.

The hides and skins of slaughtered cattle and sheep are processed at the Lenchford Slaughterhouse and Tannery, which also stores sacks of shorn wool that have not yet been taken to market. From Mirtul until Eleint, when the animals are on the range or grazing the fallow grasslands, and again from Nightal through Ches, the plant is busy making Lenchford's air putrid with tanning operations upon the dried cattle hides taken at slaughter.

Tanned leather from Lenchford is sold not only in the Great Dale, Damara and Impiltur but also throughout the Inner Sea area. Most of the tanned leather is sold on the market of Heliogabalus or shipped to Ilmwatch and then taken to Hlammach's market by Impilturian merchants.

Some of Damara's bloodstone is transported down the Great Imphras all the way into Impilturian Traders Bay by raft. However, the dangers of bandits and monsters along the wild running river beneath the foothills of the Earthspurs combined with the organized crime on Traders Bay has caused the amount of rafting to diminish substantially from what it had been before Zhengyi's time.

Most Damaran bloodstone now is transported from Trailsend on Lake Mogador down Merchants Run to Lenchford and then on across the Impilturian border to Ilmwatch where it tends to be loaded on ship. Some of the bloodstone sails from there out onto Easting Reach and the Sea of Fallen Stars to destinations beyond. However, most is taken by ship to the Impilturian port city of Hlammach, where it is stored and then sold and shipped by Impilturian merchants to end buyers, more often than not under the clandestine guiding hand of the Iron Throne.

The two biggest purveyors of bloodstone in Heliogabalus, the Royal Damaran Bloodstone Trust, which belongs to the Damaran crown, and the Heliogabalus Cooperative, which belongs to the Iron-Throne-influenced Damaran Merchants League, both have heavily guarded regional branch offices and warehouses in Lenchford. Royal Damaran stores only bloodstone in its warehouses. The cooperative stores a wide variety of wares including bloodstone. In both cases, the warehouses hold material to be offered on the market in Hlammach.

There are other commercial activities in Lenchford as well. The New Iljak Lumberworks produces building wood, although on a much smaller scale than in nearby Timbertown, and the Bloodstone Inn produces cheese wheels, which are sold far beyond the village's walls.

The village also has a grain and oil mill, a smithy and other facilities. The question of a favored inn is a divided issue in Lenchford. Those who prefer lager beer tend to cross the river and visit the Lenchford Inn on the Impilturian side. Those who like the halfling-brewed wheat beer offered in the Bloodstone Inn tip their evening tankard within the village walls.

There are no temples in Lenchford, although there once was a small one to Waukeen, but the building now houses Talveig's Provisions and Turja's Fabrics. There are some private shrines to various gods. Halflings coming to Lenchford can visit a small shrine to Yondalla in the Bloodstone Inn. However, there are no clerics or magi within the village.

Those needing a cleric's aid may be able to gain help from Sister Gunda, a druidess of Chauntea whose grove is by the upper mill pond a bit upstream of the village. In times of need, the village also can solicit help from whatever junior wizard or war priest is serving at the moment with the Wand of Impiltur in the Impilturian garrison across the river from Lenchford.

Adventure Hook in Lenchford

Rustlers, Bandits and Monsters: There is relatively little trouble in Lenchford, but when it does come, it often involves rustlers, bandits or monsters making trouble for the cattlemen east and west of the road. Bloodstone Riders Commander Elgundsdóttir could give the PCs a contract to track down and destroy such foes.

Map of Lenchford

1 - Damaran Gate. The gate always is manned by two hired guards, human male and female, AL: various good, Warrior 1. The gate is made of stone, with two wooden doors, each 10 feet/3m high and wide. The gate is closed from sunset to sunrise but will be opened to admit legitimate travelers. It remains open during the daylight hours.

2 - Heliogabalus Cooperative – A branch office of this quickly growing coster, with headquarters in Heliogabalus. The cooperative is the trading coster of the great Damaran Merchants League, which has a monopoly on almost all goods exported out of Damara except for bloodstone. The Bloodstone Mines in the Damaran Bloodstone Pass are under government control and are marketed by the Royal Damaran Bloodstone Trust. Most bloodstone mined elsewhere in the Damaran Galenas is sold by the cooperative. The parent Damaran Merchants League is not a front for any other organization, but many of the member merchants have ties, sometimes unwittingly, to the Iron Throne. It can be assumed that the Throne has an estimable influence on the decisions of the league and the cooperative, and it no doubt gleans a share of profits from both. Tinder Newton is the branch manager in Lenchford. The compound always is guarded by a walking patrol of six guards, human male, AL: various, Warrior 4-8. The warehouses usually are filled with valuable merchandise.

3 - Royal Damaran Bloodstone Trust - The Lenchford office checks and controls cargoes of bloodstone being transported into Impiltur and the Great Dale. The Damaran government operates royal Damaran. Royal Damaran is the exclusive purveyor of bloodstone from the Bloodstone Mines of Bloodstone Pass in Damara. Randall Delton is the Lenchford manager. The warehouses usually are filled with bloodstone. Eight private guards, human male and female, AL: various good, one sergeant Fighter 8, 7 Warrior lvls 4-8, patrol the grounds constantly.

4 - Devit mac Turrn, Master Smith. The emigrant Earthfast dwarf from the Impilturian mountains, age 262, AL: LG, Expert 10, Fighter 8**,** is a master smith who handles weapon-, armor- and blacksmithing. He has two human male journeymen smiths, AL: various, Expert 1, and four human male apprentices, AL: various, Commoner 1, working for him. Because of his diversification, he can produce high quality work but not master weapons or armor. Turrn is one of three men in Lenchford who takes turns commanding and training the volunteer watch. He fights with a warhammer +4 and wears enchanted dwarven chain mail +3.

5 - New Iljak Lumberworks. An immigrant from the Vilhon Reach whose name has been lost with time built Lenchford's first sawmill in the Year of Auril's Absence (1049 DR) and named it after his old hometown. Subsequent owners, including modern day Erik Skógursögur, human male, age 58, AL: NG, master sawyer, Expert 5, have seen no reason to change it. The sawmill produces timber and lumber for local use and in Tellerth. It does not compete with the huge sawmill in Timbertown.

6 - Orthric Tenbuster, Wainwright. Tenbuster, human male, age 57, AL: NG, Expert 5, Warrior 6, builds wagons and sleds of all sizes upon order. He has three human male journeymen wainwrights and two human male apprentices working for him. Tenbuster is one of three men in Lenchford who takes turns commanding and training the volunteer watch.

7- Bloodstone Trail Inn, Cheese Dairy and Brewhouse. Dera Wamby, halfling female, age 59, AL:CG, Expert 7, a native of the Waukeshire in the Barony of Bloodstone, fled southwards with her family after the rise of Zhengyi in Vaasa and built this complex in the Year of the Spur (1348 DR). She continues to run the house today, along with her children and grandchildren and other relatives. Her eldest son Temnar Wamby, halfling male, age 34, AL: NG, Expert 7, is the brewmaster. His *Yondalla's Milk* wheat beer also is sold in Tellerth. When Dera's husband, Wilmar, died in the Year of the Tankard (1370 DR), her eldest granddaughter, Wilma Wamby, halfling female, age 30, AL; CG, Expert 5, took over the cheese dairy. The *Bloodstone Wheels* that she (and before her, her grandfather) produces are the inn's real main product. The wheels, similar to Swiss Emmentaler but darker yellow in color and stronger in taste are popular along all of the Inner Sea region, particularly in Impiltur. Although the *Bloodstone Trail* calls itself an inn, it has only four relatively small single guest rooms, priced at five silver shiners. However, the inn does offer the best food in town, with cold plates running from three to five shiners and hot meals between five and nine shiners. A quart/liter tankard of *Yondalla's Milk* costs two copper bites. No other drinks are offered.

8 - Nathan's Livery. Tack, saddles, reins, horses, donkeys, mules and just about anything else needed for single, group or caravan travel outside of sleds and wagons are available here. The owner is Nathan Twining, human male, age 33, AL:NG, Expert 1, who inherited the business from his father. It has been in the family for four generations. Nathan says his family originally migrated to Lenchford from Tsurlagol in the Vast. Prices are 20% above PHB.

9 - Talveig's Provisions and Turja's Fabrics. Talveig Rugursdóttir, human female, age 39, AL:NG, Expert 4, and her daughter, Turja Kandursdóttir, human female, age 20, AL:NG, Expert 1, run this food store and bakery. Local smoked, cured and dried meats, local produce in season and wool goods made by Turja and the women of the village are sold here with prices at about 10% above those in the PHB. Farm wives in the outlying area around Lenchford knit woolen clothing in winter and sell it to Turja for resale.

10 - Bloodstone Riders Outpost. This small garrison is a permanent installation with 12 rangers, human male and female, AL:NG, Ranger 1-6, under the command of Heathvynga Elgundsdóttir, human female, age 39, AL: NLG, Ranger 9. At any given time, a patrol of four soldiers usually is under way in the Lenchford area, with another four on duty in the garrison and the remaining four off duty. When necessary, Elgundsdóttir will send soldiers out to track down bandits, but when there is trouble, she prefers to hire adventurers passing through the area to take on such task instead. There also always is one inspector of the Royal Damaran Customs on duty here to control what moves into and out of the kingdom. Customs taxes are charged for items that originate outside of the Great Dale and Impiltur, but both the communities of the Dale and Impiltur can import products into Damara without tax.

11 - Dale Gate. The gate always is manned by two hired guards, human male or female, AL: various good, Warrior 1. The gate is made of stone, with two wooden doors, each 10 feet/3m high and wide. The gate is kept open except in time of attack.

12 - Border Bridge. This double drawbridge was built by Impiltur in the Year of the Spur (1348 DR) as a protection against Zhengyi the Witch King. At the same time, Impiltur banned the use of the old ford, which is just below the bridge to the southwest. The Impilturian side controls half of the drawbridge, the Damaran side other half. The two ends of the bridge rest on a large brick support in the middle of the Lench. Neither side, except for brief maintenance work, ever has cut off the bridge crossing.

13 - Impilturian Garrison. 12 soldiers of the Sword of Impiltur, all human male, AL: various good, Fighter 1-5 and Warrior 1-3, are stationed permanently here under the command of Sir Tilinyr, human male, age 35, AL: LG, Paladin of Ilmater 6. There always is one low level (1-3) mage from the Wand of Impiltur on duty. In times of need, Sir Tilinyr will lend the wizard's services to Captain Elgundsdóttir, commander of the Damaran garrison across the river. At any given time, a patrol of four soldiers usually is under way in the area between Lenchford and Mulltown, with another four on duty in the garrison and the remaining four off duty. When necessary, Sir Tilinyr will send soldiers out to track down bandits, but when there is trouble, he prefers to hire adventurers passing through the area to take on such task instead. There also always is one inspector of the Royal Impilturian Customs on duty here to control what passes into and out of the kingdom. Customs taxes are charged for items that originate outside of Damara, but Damarans can import products into Impiltur without tax.

14 - The Old Ford. Impiltur banned the use of the ford after constructing the bridge in the Year of the Spur (1348 DR). Both sides uphold that ban now, but it's a rather theoretical issue, because no one really is interested in fording the shallow but swift water of the Lench below the bridge when the bridge is there.

15 - Lenchford Inn. Although it's technically not in Lenchford and by no means within the Kingdom of Damara, this old but still valued inn was the first structure raised at the old *Lench Ford* and thus the beginning of the village. The inn is outside the village wall, but the folk of Lenchford still view it as being a part of their village, even if it is on the Impilturian side of the river. Both kingdoms agreed to draw the border in this area down the middle of the Lench. Anyone who wants to spend the night in Lenchford - except for those who book the four beds in the *Bloodstone Inn* - needs to book on this side of the river. There are no other accommodations in Lenchford proper. The current owner is Sergeant Seamus, a retired non-commissioned officer of the Sword of Impiltur, human male, age 62, AL:LG, Fighter lvl 8. He brews his own house beer, a lager which he calls *Imphras' Foamy Mustachio*. However, to Seamus' consternation, most people use its nickname, *Imphras Suds*. The inn has a zig-zag extension to the rear where the Merchants Run ran before the bridge was built. It contains six double rooms at 9 silver shiners per person per night and 10 singles at 1 gold taler. The rooms are secure and comfortable, and they're warm in winter. The inn offers good country cooking, with cold plates and boards from 2 to 5 shiners and hot meals from 4 shiners to a gold taler. The only drink offered is Imphras Suds at 2 copper bites for a quart/liter tankard.

16 - Lower Mill Pond. The more recent of the two millponds, this one was dug to build a water reserve for the Lench Valley Grail and Oil Mill. The bridge just above the pond actually is the top of a dam gate.

17 - Cattle Ranches. These five large ranches have been in their current families' ownership for many years. The plots in the village proper are only the ranch houses and the winter barns and grazing yards, where calves are kept which are taken to the range the following summer.

18 - Lench Valley Grain and Oil Mill. An immigrant from the Moonsea named Alder Dunn built this mill in the Year of the Great Harvests (1325 DR). Before that time, flour and oil had to be brought to Lenchford from the other communities of Merchants Run. Alder Dunn's grandson, Leighton Dunn, human male, age 32, AL:NG, Expert 4, owns the mill today. The mill produces wheat, rye and spelt flour and oil from field seeds. It also makes barley malt for the two inns. Dunn employs a journeyman miller and two apprentices.

19 - Lenchford Slaughterhouse and Tannery. This facility is owned by the Lenchford Cattlemen's and Shepherd's League. There are many cattle ranches in the Great Dale on the Merchants Run, on both sides of the Impilturian-Damaran border. All of the meat and hides from these ranches are brought to the slaughterhouse and tannery, as is shorn wool, which is stored there. The tanning operation often leaves a miserable smell over the village, but the folk has learned to grin and bear it, saying, *"It's the smell of bread and butter."* The facility is run for the league by master tanner Eino Gurdjeff, human male, age 44, AL:NG, Expert 6, Fighter 4, who also is one of the three co-commanders of the volunteer watch.

20 - Downs Gate. Two hired guards, human male and female, AL: various good, Warrior 1, always man the gate. The gate is made of stone, with two wooden doors, each 10 feet/3m high and wide. The gate is closed from sunset to sunrise but will be opened to admit legitimate travelers. It remains open during the daylight hours.

21 - Millrace.

22 - Watergates. A portcullis can be dropped into the water from these gates, and the towers can accommodate eight archers each. Normally, the gates are opened and the towers are unmanned.

23 - Village Wall. Lenchford is protected by a relatively weak wall of stone brick from the quarry in Timbertown. The wall is only about a foot/30 cm thick and 20 feet/6m high. The towers can accommodate 6 archers each in time of need, but they usually are left unmanned.

Beyond the Map of Lenchford

Farms and Ranches - Farms and relatively large cattle ranches dot the rural lands surrounding Lenchford. The owners of the nearer ranches and farms live in houses in the village, and most of their hands tend to take room and board in private homes in the village when they're not working. The rest of the time, they usually live in bunk cabins attached to the stalls and barns in the countryside.

Upper Mill Pond and Druids Grove- When the New Iljak Lumberworks sawmill was built more than three centuries ago, the Lench diversion that fed the race which turned the waterwheel that powers the saws was cut more than a mile/almost 2 km northeast of the village. The mill pond was built a few hundred yards/meters past the diversion. The edge of the pond is planted today with trees, and farm fields and orchards surround it. Sister Gunda, the local druidess of Chauntea, makes her grove on the pond's banks, although she usually is under way in the countryside rather than being in the grove. There is a small shrine to Chauntea in the grove.

Cemetery - Until the Year of the Many Mists (1282 DR), the village cemetery was just northeast of the site of the lower mill pond, along the Merchants Run. Panicky villagers dug up the graves in that year and moved the remains to a new cemetery near the upper mill pond, after Lenchford was plagued for an entire summer with vampirism. By autumn, traces of the vampires had vanished, although no one in Lenchford knows the explanation for this. However, to this date, the village cemetery remains well outside of town.

Lenchford
Trailsend
Tellerth
Lench
(Stoewinpeer)
Mallfoun
Barony of Polten - Bloodstone Kingdom
Kingdom of Impiltar

Lenchford

G. In Impiltur, Out of the Kingdom

The Grey Forest

There are those who debate whether the Grey Forest is in the land of Impiltur. Like many lands of the elves, it seems to between different places and not any of them. The green elves who inhabit the wood consider the question meaningless, for their race has been in the Grey Wood longer than the word *Impiltur* has existed. That notwithstanding, the *Ta'nal Q'nultir* family of green elves that inhabits the Grey Forest feels an unusual kinship for elves with the men and the dwarves of the neighboring kingdom, for the three races fought together with Imphras I when he battled the hobgoblins of the Giantspires.

Several centuries ago, when orcs of the Vast began violating the western eaves of the Grey Forest, a small band of Earthfast dwarves, who had battled together with the elves earlier, was suddenly *there,* cantankerous that their old elven war comrades seemed to surprised to see them there, in the elven forest and not in halls of stone, where dwarven axes cut many an orc down before the intruders finally beat a retreat, lesser in number and licking many wounds.

Such things are reciprocated. The Earthfast dwarves tell a tale of a night in the Year of the Worm (1356 DR) when the late Ironlord Torg mac Cei, who later marched with Cormyr's King Azoun IV against the Tuigan Horde in Thesk, marched out on the ramparts of Earthfast City just as orcs were preparing another of their many fortified attacks on the dwarven halls.

One of the orc archers had taken a dead bead on the Ironlord. His own men were about to shout a warning that was certain to be too late, when the silhouette of an elven archer disappeared atop a rock mound, far from the trees, loosed an arrow of his own that felled the orc and then vanished. And many a dwarf remarked afterward, *"Aye, and be not the first time that we be finding elven arrows in orc carcasses."*

Such are the bindings between the three kingdoms of Impiltur. There are unusual deeds done indeed in Impiltur, when dwarves venture into the stifling forests to fight with elves, or when elven archers venture into the torturous barren peaks of the mountains to slay dwarven enemies, and yet, it is said this often was the way of things in long forgotten days of yore in Faerûn.

In Impiltur, however, there still is something more to these things, for elf and dwarf alike also can count on human paladins to battle at their sides. Some bards say that strange songs are indeed sung in Impiltur, and the same songs are sung in all three languages.

The *Ta'nal Q'nultir* family is led by Speaker *Lu'lielul T'lilil*, an ancient elf who already was old when Imphras I had won the *Crown of Narfell.* At present, this strange alliance of men, elves and dwarves has come together again in the Grey Forest. A delegation of high magi from the Wand of Impiltur and paladins of middle rank from the Sword of Impiltur are in the Grey Forest at the elves' request, joining them to fight back drow elves emerging from the Underdark into the forest.

Lu'lielul T'lilil has not sent a call for help to the embattled dwarves of Earthfast City, but the elves have noted more than once that drow bodies have been piled up in the high end of the forest, where it climbs slightly into the Earthfasts, and the corpses leave no doubt that they fell victim to axes.

Relatively little is known of the elven kingdom in times of peace. It is said that the Grey Forest still is virgin forest, dark and thick in growth with many types of trees, bushes and small animals that are rare in the Faerûn of today. The *Lu'lielul T'lilil* family is reclusive, as is the wont of green elves, and the Lords of Imphras II do all they can to protect their privacy, sending occasional patrols westward on the Tsurlagol Trail along the coast, as far as the forest's end, to see to it that humans traveling between Lyrabar and Tsurlagol do not invade the elves' privacy.

The Dwarven Holds

Game Master's Note: The old dwarven kingdoms of Sarphil and Dareth were first detailed by Ed Greenwood in the accessory FR11 *Dwarves Deep* from the year 1990. This accessory is available as a pay download from http://www.rpgnow.com. It also provides information on Clan Hillsafar and the Earthfast dwarves. Additional information on the Earthfast dwarves can be found under the entry for Clangeddin Silverbeard in the accessory *Demihuman Deities* by Eric L. Boyd from the year 1998 (available from RPG Now as a pay download) and the TSR novel *Crusade* by James Lowder from 1991. The history of the Innugaakalikurit dwarves is told by Rick Swan in the accessory FR9 *The Great Glacier* from the year 1992 (also available from RPG Now as a pay download). The Dwarfhold of Lharrin is an invention of Jeffrey David Bray. Additional information on the Sarphil dwarves was provided by Simon Gibbs.

As often is the case with dwarves, the history of the Earthfast dwarves goes far back indeed, to a day when the dwarven races still commanded the old dvergr magic. The Earthfast dwarves and the Clan Hillsafar in Vaasa to the north and other clans in regions stretching to the northwest of the Moonsea find their origins in the same songs and tales, and these all come from an ancient and fallen dwarven kingdom known as Sarphil.

Dwarven writings of deeds in Sarphil trace back over more than 7,000 years, but many elements of this history are lost in the void of time. It seems probable, however, going by what was recorded on stone rune tablets, that the mountains between the Moonsea Region and the Sea of Fallen Stars once were a larger range than they are today. The old stone tablets speak often of the *Dragonspike Mountains,* the name used today by the dwarves who live in them for the Dragonspine Mountains north of the Moonsea.

The ancient tablets also speak of dwarves and deeds and great finds of ore or jewels in the Dragonspikes, and the locations described at times are indeed in the Dragonspines of today, but at other times they are just as clearly in areas that can only be the barren wastelands of Thar or the southern tip of the Vast of even the Earthfasts of Impiltur.

The picture that emerges is of a tremendous mountain range that took the shape of a crooked star with several points, or *spikes*, as dwarves call them. It began indeed to the north of the Moonsea, where today's Dragonspines stand, but continued farther to the north, no doubt including the cluster of mountains in the Ride north of the Citadel of the Raven that are on the eastern edge of the Border Forest and extending across the Tortured Land to the Turnback Mountains, today on the eastern edge of Anauroch.

These mountains then cut a large swath eastward, completely covering the Grey Land of Thar and merging with the West Galenas of today. In those days, there still was no Great Glacier, but rather a huge, frigid inner ocean that also covered today's lands of Damara and Vaasa. The ancient Dragonspikes continued southward, along the western border of current day Vaasa and then formed a ridge that separated the inner ocean from the Moonsea, with one spike of the mountains stretching far northeastward into the ocean, forming today's East Galenas.

If the old rune tablets are correct, much of the rest of the mountains were as they are today, continuing on into Impiltur and the Vast, except that the part of the mountains known today as the eastern Earthspurs continued on where the northwestern corner of Rawlinswood is today, joining with the Giantspires of Narfell.

The dwarven Realm of Sarphil encompassed this entire great range and apparently still more, tunneling beneath the River Lis to the rocky area on the Moonsea north of present day Elventree, where dwarves found rich copper veins that they mined as well as the wrath of the elves, who drove them back into the mountains of the east in a hail of arrows.

Sarphil fell for the same reason as many other of dwarfdom's Lost Kingdoms: It had spread itself far too thinly over too great an area to be able to defend itself against the many enemies it had made. In ca. –4400 DR, the central halls of Sarphil were overrun by drow and duergar and they appear never to have been reclaimed again.

And yet, the tales of the ancient rune tablets suggest there may have been more. In the Year –2550 DR, when Sarphil already was at least some 4,000 years old, Ulutiu died and his funeral barge, together with his magical necklace, sank on the inner ocean, beginning the formation of the Great Glacier. Over the next three centuries, the inner ocean slowly froze and turned into the Great Glacier, apparently causing serious geological and climatological shifts throughout the region. The rune tablets speak of many earthquakes during this time, with several cave-ins of large dwarven halls and in a few instances of mountains collapsing.

One such rune stone, discovered in fragments of a dwarven complex in the West Galenas, speaks of Sarphil's Snow Axe dwarven clan and the mountains they lived in being swallowed completely by earthquakes and vanishing below a barren plain. The evidence is strong, that this was the stretch of mountains that once crossed the area now occupied by Thar.

The stone tablets indicate that the earthquakes became much less frequent after 15 or 16 centuries and also that the Great Glacier had attained much of its current form by that time. Rune tablets found in the western Dragonspine Mountains of today even tell of an unusual expulsion of dwarves out of Sarphil and onto the Great Glacier. The event, according, according to the tablet, occurred in –2274 DR, some 275 years after Ulutiu's death.

There had been conflicts of some sort between the Sarphil dwarves and the inhabitants of the Border Forest, probably elves. An entire Sarphil clan that lived in the vanished range now covered by the Tortured Land refused to join other dwarves in fighting these battles, and the clan was banished forever by their kin into the Great Glacier.

Information in a much later age written in *Blood and Ice* by the Vaasan explorer Palus Frohm revealed that only four of the exiled dwarves survived the year-long march to the Novularond of the Great Glacier. Of these grew today's race of Innugaakalikurit dwarves on the Great Glacier.

Earthquakes, vanishing dwarven halls and lost dwarves further divided the great Realm of Sarphil into many clans scattered throughout the surviving mountain chains and ranges. The last of the Sarphil kings, Dauringogh, vanished in the caverns beneath Mount Throndor southeast of Glister in the West Galenas of today between Thar and Vaasa.

Dwarven lineage also becomes somewhat confusing through the migration of the stout folk from the south, some 4,000 wandering into the mountains north of Rashemen. These dwarves found their own nation of Dareth, which later formed alliances with the dwarves of Delzoun in Faerûn's northwest, but there is little trace of relations between the dwarves of Dareth and the survivors of Sarphil.

There are still several surviving clans of what once were Sarphil dwarves in the Dragonspines northwest of the Moonsea, with an estimated combined population of 15,000. Additional clans can be found in the West Galenas between Thar and Vaasa. The Clan Hillsafar's mines in Vaasa survived both Zhengyi's reign of terror and war with the duergar. They have a population of about 2,000.

The Earthfast dwarves of Impiltur’s Earthfast Mountains have been fighting a losing war of attrition with the mountain orcs, but now that battles are going on against the orcs in their foraging grounds between the settled areas of the Vast and the Earthspurs, the tide slowly may be turning in favor of the embattled dwarves, an estimated 9,500 of them in Earthfast City and another 1,500 in the Toho Mines, the biggest Sarphil settlement outside of the Dragonspines.

The Clan Orothiar of Bloodstone, also is of Sarphil lineage. At present, the clan numbers nearly 1,000. The Sarphil Ironspur Clan, numbering nearly 4,000, runs the Ironspur Mines on the south wall of the East Galenas in the Damaran Province of Soravia.

Another 700 former Earthfast dwarves now control the Dwarfhold of Lharrin northwest of Impiltur and the High Pass near the foot of the Glacier of the White Worm. This renegade clan was formed more than 350 years ago, when younger Earthfast dwarves in Impiltur, chafing at the polices of the then Ironlord Cei mac Tuir, left Earthfast City in Impiltur's Earthfast Mountains and migrated north into the Earthspurs, where they discovered rewarding deposits of iron, copper and nickel.

There also are a substantial number of Sarphil descendents among the scattered dwarves of Damara and Vaasa, but many of these are descendants of the ancient realm of Dareth and have been living homeless and clanless in the Bloodstone Lands since the Great Glacier receded. Most of these have migrated into Damara from the Mulptan area of Rashemen, where more than 2,000 descendants of Dareth still live.

Clanless Sarphil dwarves in the Bloodstone Lands, primarily in neighboring Damara, include about 500 in Bloodstone Village. About 5,000 Sarphil and Dareth dwarves, mostly smiths and craftsmen, can be found in Heliogabalus. There are about 2,000 Sarphil dwarves in Praka, more than 200 Sarphil dwarves in Tomrav, more than 2,000 dwarves in Trailsend, the majority Sarphil, and 300 some Sarphil dwarves in Virdin.

The only significant dwarven area inside of Impiltur is outside of the kingdom but in the mountainous heart of the land, the dwindling empire of the Earthfast dwarves centered around Earthfast City. The Impilturian dwarves are the last great stronghold of the southern Sarphil clans who once succeeded in running the orcs out of their own nation of Vastar on the east coast of the Dragon Reach, to build the Realm of Glittering Stars, the foundation of what later would become the human-dominated Vast of today. The orcs had established their mighty kingdom of Vastar somewhere around the Year of the 12 Gods (–700 DR), and the dwarves had completely overrun the orc kingdom by the Year of the Spellfire (610 DR).

The orcs had held the habitable lands east of the Dragon Reach for some 13 centuries. The kingdom of the migrant Sarphil dwarves rose and fell in a mere 40 years time. No matter how often orcs are driven off or out of an area, they always seem to return in greater numbers than before, particularly from the dwarven perspective. The movement of Sarphil descendants into the mountains of Impiltur marked the last migration of the ancestors of the great dwarven empire in its southern reach.

As the late sage of Lyrabar, Raunambrar, so succinctly remarked in his treatise on the ancestors of Impiltur's dwarves in the Vast, *"They simply came too late, and therefore were doomed to a quick departure."* The dwarves fell and were forced to flee before the blades of the homeless orcs of Vastar, whom the dwarves had driven from the lands four decades earlier, but the orcs succeeded mainly because humans migrating into today's Vast put merciless pressure upon them from the opposite side, and the dwarves were too few to fight on two fronts.

The Earthfast dwarves did what they could, but this amounted to little more than taking a heavy toll from the orcs while dying to defend the young kingdom on the one hand, and fleeing to new bastions in the mountains of Impiltur on the other. Rune stones from seven centuries ago number the population of the short-lived dwarven empire east of the Dragon Reach at about 500,000. They also say that about 100,000 dwarves reached the chasm in the Earthfasts that would become Earthfast City. That population today has dwindled to less than 10,000.

A dozen and one years ago as Zhengyi's brief empire in Vaasa was crumbling, Earthfast City seemed doomed to fall to the incessant and relentless attacks of the mountains' orcs. It was only a matter of time, and even the Ironlords of Earthfast believed the days left to the dwarves would be short in number.

Earthfast City was built by the dwarves in a series of huge natural caverns beneath the Earthfasts. However, the orcs of the Earthfasts never have been determined to do anything so much as liquidate the migrant dwarves of the Sarphil empire who destroyed the orcs' own great kingdom in years of yore, even though they have fallen short of succeeding for more than eight and a half centuries.

The recent turning point in the dwarves' favor came as a result of no deeds of their own doing. In the Year of the Tankard (1370 DR), a wizardess named Myrkyssa Jelan came from the High Country of the Vast and mustered a large host of orcs, ogres, giants, human mercenaries and reportedly even some tanar'ri and waged war against the port city of Ravens Bluff on the Dragon Reach (also see the WotC accessory *The City of Ravens Bluff* by Ed Greenwood from the year 1998). Her forces were defeated in a six-day war, which Ravens Bluff came close to losing, but after her defeat, Myrkyssa Jelan moved on to threaten the Vastan port city of Tantras, and that was the straw that broke the figurative Vastan back.

Until that time, orcs had been an irritation, but not one worth mustering great resources to battle. Most city dwellers felt that those who were attacked by orcs were people who were off to places in the wilderness that they had no business being in. After the attack upon Ravens Bluff and the threat upon Tantras, the two cities, along with Procampur, decided not only to send troops to destroy the monster populations of the Vast's High Country, but also to appropriate a war treasury to pay adventurers willing to take part in the great orc hunts.

The High Country consists of mostly uninhabited but verdant middle to high rolling hills that support a respectable game population and give growth to many forms of edible, wild plants, above all berries. The lack of interest by humans of the Vast had left these lands open to the orcs and the smaller tribes and clans of ogres and giants who had been driven from the coastal lands of the Vast. The orcs fed in the High Country and lived in the Earthfasts, where they continued their eight-century campaign to eradicate the dwarves.

When Spring came to the High Country in the Year of the Unstrung Harp (1371 DR), the orcs found unpleasant surprises awaiting them. The hills upon which they had fed were filled with mercenaries and vengeance-seeking humans wanting nothing other than orc heads and orc blood. There are virtually no sources of food for the orcs in the Earthfasts. They have few choices. They must defend their foraging lands in the High Country of the Vast, or they must reverse direction and attempt to conquer Impiltur's Laviguer Road and the Badlands. If they do neither, they are certain to starve.

To date, the orc tribes have chosen only to battle for the High Country. As a result, the number of orcs who remain in the Earthfasts to harry the dwarves there has decreased substantially, and dwarven strength appears to be on the upswing again. Additional factors also are strengthening the Earthfast dwarves' desperate bid to hold onto their kingdom.

Word of Earthfast City's plight has spread throughout Faerûn and drawn estranged dwarves of Earthfast blood back to the halls of their ancestors, to help defend them. The 200-man Clan Hammerhand mercenary band of Earthfast dwarves that had been operating in the Vast also has returned home.

Earthfast City holds a treasure that many dwarves from Luskan to Shou Lung would die to defend – *Alagh Rorncaurak* – the *Battlecavern of Unquenched Valor,* the greatest of all temples to Clangeddin Silverhand in Faerûn. The temple is in a vast chasm beneath the Earthfasts.

In a series of heavy battles against hordes of orcs late in the Year of the Tankard (1370 DR), the western barracks of the temple fell (see *Demihuman Deities* by Eric L. Boyd, available as a pay download from http://www.rpgnow.com). As word of this spread, it drew the wrath of priests and followers of Clangeddin in dwarven halls in all parts of Faerûn. In the past year, a number of mighty priests of the *Father of Battle* and several heroic dwarven warriors from other halls and clans have journeyed to Earthfast City, to defend the battle cavern from any new attacks the orcs may mount against it.

Earthfast ranks among the great dwarven kingdoms, although none of its subjects claim the title king. The ruler is called the Ironlord, currently Ironlord Cindarm mac Faern, grandnephew of Torg mac Cei, who fell as an ally of Cormyr's King Azoun IV in the battle against the Tuigan Horde in Thesk. If one were to ask the ironlord to define the borders of his kingdom, he would say that it begins just beneath Dragon Fang Mountain, south of Laviguer, and continues southward, encompassing almost all of the rest of the Earthfasts. The only exceptions he would name are the Hill of Tombs, the human mining areas west of the Toho Mines and the foothills of the Earthfasts along the Laviguer Road.

These are at least the borders that the Earthfast dwarves claim. What they actually control is a much smaller area: The City of Earthfast itself, despite severe damage in its western reaches, the tunnels that connect Earthfast City to the Toho Mines and the mines.

That the ruler is called the Ironlord gives a clue to the Earthfast dwarves' main resource in the mountains: Rich iron ore deposits. There is indeed a huge foundry and forge complex in the western part of Earthfast City, but it has been in a state of total ruin for more than 1,000 years, having been destroyed in the battles between orcs and dwarves. Several futile attempts have been made to rebuild them over the years, but each attempt has had to be abandoned before a new wave or orcs.

The eastern end of the cavern complex, near where the tunnels to the Toho Mines begin, have a newer but much smaller forge and foundry operation, however, the dwarves of Earthfast City can do little more these days then keep themselves equipped. If ever the orcs were to be soundly defeated, both the Earthfast dwarves and the Kingdom of Impiltur would benefit greatly if the fires of the old foundry and forge could be rekindled.

Ironlord Cindarm mac Faern believes that the Earthfasts have the finest and greatest iron ore veins in eastern Faerûn. If these could be tapped, the dwarves would indeed be able to rebuild Earthfast into a wealthy kingdom, and the merchants of Impiltur who would sell their wares, along with the Royal Ministry of Finance, would profit greatly from such iron trade.

The eastern extension of the kingdom, the Toho Mines above Pick 'n' Axe, are run by Iron Thane Rigghan mac Tirnis. Where Earthfast City has become nothing more than the last stronghold on the war front, barely able to keep itself supplied, the Toho Mines are the financial center of the kingdom. Smelting operations, forges and foundries belch smoke from beneath the mountain day in and day out, turning out the tools, weapons and other iron implements that are sold throughout Impiltur and along the Easting Reach and the Inner Sea.

There are two special areas within the Earthfast kingdom, but one of them, the *Lost Lode,* really is lost. The dwarves had barely discovered this rich silver lode, more than seven millennia ago, when hundreds of thousands of orcs fell upon them. The dwarves had discovered the great lode through a series of natural caverns and their own extensive network of tunnels and mine shafts, but they had not yet opened a shaft to the surface at the time the orcs fell upon them.

The lode had been thoroughly mapped from the underground perspective, and dwarves usually have no difficulty translating such maps into a surface perspective. In this case, however, the dwarves never have succeeded in finding the great silver lode again. Available records indicate that the *Lost Lode* was some 10 miles/15 km west of Earthfast City, probably just above the Fire River Valley.

The main western tunnels that lead past the ruins of the great forge and foundry connected at one time to the *Lost Lode,* but in the early stages of battle against the orcs, conflicting spells from shamans of Gruumsh and priests of Clangeddin started a cave-in that brought down long chains of the western tunnels, directly upon the orcs' heads.

This brought the first great battle of orcs and dwarves in the Earthfast to a rather sudden end but also sealed off all of the dwarves' western mining operations as well as the path to the *Lost Lode.* (The location of the *Lost Lode* was shown on the map of the out-of-print accessory FR9 *The Bloodstone Lands* from WotC. Although the *Lost Lode* plays no role in the *Northern Journey* adventure, we have added it to the Game Master layer of the NJ map of Impiltur, for those game masters who may wish to use it.)

The second special area of the Earthfast Mountains is the Fire River Trail, an extremely dangerous summer season trail that follows the Fire River through the High Country of the Vast into the Earthfast Mountains, right to the river's source, and then gradually ascends to a high pass in the mountains, where the trail becomes extremely precarious, before winding back down into the valley floor near Outentown.

Most of the trail once was the main road from Earthfast City into the Vast. Today it is watched by orcs and stone giants and patrolled near Earthfast City by dwarves. The High Pass is unsuited for wagons or horses, and the chances of crossing the trail between the Vast and Outentown without heavy attacks from orcs or stone giants is infinitesimal.

What once was the great dwarven Kingdom of Earthfast today has been reduced to two large dwarven mining settlements and a series of tunnels that connects them, but much of the ancient kingdom of Earthfast also is there, waiting beneath the mountains in extensive arms of tunnels and mining shafts that have been cutoff from Earthfast City. Dwarves no longer swing their picks there. Many of these tunnels and shafts are or recently have been inhabited by orcs. Others are no doubt the domain of even worse things.

Dragon Fang Mountain

This northern area of the Earthfasts south of Laviguer and Haelimbrar's Wall is virtually uninhabited, with two exceptions: Eight mist dragons lair beneath Dragon Fang Mountain, and the Master's Library is hidden there, protected by the mist dragons. Orcs are rare in these parts. They've learned through hard experience to avoid the dragons and the 60 or so high librarians of Deneir whose magic can be painful.

The Master's Library is the greatest of all temples to Deneir and is operated by his church. It also holds the largest collection of books in all of Faerûn, even greater than the famed library of Candlekeep on the Sword Coast. Most devoted worshippers of Deneir make at least one pilgrimage to the Master's Library in their lives.

Although the library lies within the geographical land of Impiltur, neither the Lords of Imphras II nor the priests and worshippers at the library think of it as having much to do with any of the three kingdoms within Impiltur. Indeed, the green elves of the Grey Forest and the Earthfast dwarves are barely aware of its existence.

Full details on the Master's Library can be found under the entry for Deneir in the 1996 accessory *Faiths and Avatars* by Julia Martin and Eric L. Boyd, which is available as a pay download from http://www.rpgnow.com.

H. Out of Impiltur, Out of the Kingdom

Former Impilturian Areas

Until the late 800s DR, the cities and settlements of Uthving, Wanneth, Uthmere, Borkurstad (now New Sarshel), Nyth and Ethdale also were under the crown of Impiltur, but as plague began to devastate the mainland on the west side of Easting Reach, the Impilturian soldiers who had maintained the rule of the crown were gradually withdrawn, one-by-one, all became independent city states and settlements with all ties to the old kingdom broken.

When Telflamm became an independent city state in the Year of the Bent Coin (975 DR), it also annexed the former Impilturian settlements of Ethdale and Nyth as well as Theskan Culmaster to the south. Warriors from Telflamm marched farther northward, with their eyes upon Borkurstad and Uthmere, but Telflamm lacked the strength to overcome the heavy sapper attacks from Lethyr Forest that constantly plagued them, and they retreated soon to Nyth.

In the intervening years, the hostility of partisans from the Great Dale denied Telflamm access to either Ethdale or Nyth by land, so the occupying forces caged themselves within the two settlements' walls, daring to travel only by sea.

When Imphras I took the throne as first monarch of the new kingdom of Impiltur, he faced challenge enough in merely reuniting the city-states of the Golden Coast. He gave no thought to and had no interest in reclaiming the cities and settlements to the north and east of Easting Reach, and all of these communities drifted deeper into an independence that they were willing to defend their lives, which they often were forced to do, viewing themselves as freemen of the Great Dale, with no other rulers in- or outside of the Great Dale.

Ethdale and Nyth yearned too to be freemen of the dale, but they remained caged within their seaport walls by their conquerors from Telflamm. That changed late in the Year of the Serpent (1359 DR), when Telflamm grew alarmed at the approach of the Tuigan Horde toward Thesk and withdrew all of its troops from Ethdale and Nyth, to increase Telflamm's own defenses. The residents of both coastal towns immediate claimed their settlements for themselves and sent their own ill-trained defenders into the towers of the defensive walls and to the fire-throwing catapults of the harbors, to defend themselves against a return of Telflamm's troops that never came.

By that time, however, the settlements of Mulltown, Guidodale, Maracrath and Cairnpur already had petitioned successfully to return to the Impilturian fold in fear of Zhengyi the Witch King. As already has been mentioned, these four settlements again are under Impilturian rule and protection, although they consider themselves to be a part of the Great Dale rather than the nation of Impiltur. Their voluntary annexation to Impiltur could, however, end, if the Great Dale itself ever unites into a power capable of defending itself, but there is no sign at present that this will happen.

The other former Impilturian cities and settlements - Timbertown, Uthving, Wanneth, Uthmere, Nyth and Ethdale – all remain free communities of the Great Dale and have no intention of returning to Impiltur or submitting themselves to anyone else's rule. New Sarshel – former Borkurstad – is a case alone. Most of today's residents in New Sarshel come from Sembia, and few others who live there are natives. Almost anyone who lives in New Sarshel today views himself as a resident of a Sembian outpost and has no interest in Impiltur or the Great Dale.

The Giantspires Outposts

Fort Imphras I and II are Impilturian outposts in the far reaches of the Great Dale. They were built there eith the blessings of and in cooperation with the Freemen of the Western Dale and Duke Olwen in the Bloodstone Kingdom's Duchy of Soravia.

Both Impilturian outposts along with an stronghold of the Freemen and outposts of the Soravians have the job of sealing in the hobgoblins of the Giantspires along the southwestern face of the mountains, beginning at the most northeasterly tip of the Goblin Wood and continuing to the southeast as far as the ruins of Lenchstigur. The two Impilturian outposts man the waytower on the eastern edge of the Goblin Wood and also the two towers between the two forts. Both compounds are built of stone from the Giantspires. Each is protected by a 30-foot/9 m stone wall.

The Freemen's Hold, a base of the Freemen of the Western Dale, picks up where the Impilturians left off, sealing the Giantspires between Fort Imphras II and Tebbet's Cairn and manning the two waytowers along that stretch. The compound is built of stone from the Giantspires and of wood. It is protected by a 20-foot/6 m stone wall.

More details on these installations can be found in *Bloodstone,* the 7th part of *Northern Journey*.

Fort Imphras I

Great Dale (NJ). Military Outpost (Small Town), Nonstandard: Military Command, AL: L-NG, 400 gp limit*. Assets: 88,000 gp. Population: 1,200; 99% human, 1% other. Authority figure: Sir Rembrar, human male, AL: LG, Paladin 10 (Ilmater), commander. Other important figure: Tulara, human female, AL: NG, Sorcerer 11, local leader of the Wand of Impiltur. Others: 1,200 Impilturian soldiers (Sword of Impiltur), human male and female, AL: various good, Fighter lvls 1-10. Taxation type: None.

Fort Imphras II

Great Dale (NJ). Military Outpost (Small Town), Nonstandard: Military Command, AL: L-NG, 400 gp limit*. Assets: 88,000 gp. Population: 1,200; 99% human, 1% other. Authority figure: Sir Bartlnyr, human male, AL: LG, Paladin 11 (Ilmater), commander. Other important figure: Uthraun, human male, AL: NG, Wizard 10, local leader of the Wand of Impiltur. Others: 1,200 Impilturian soldiers (Sword of Impiltur), human male and female, AL: various good, Fighter lvls 1-10. Taxation type: None.

Freemen's Hold

Great Dale (NJ). Military Outpost (Small Town), Nonstandard: Military Command, AL: all good, 400 gp limit*. Assets: 88,000 gp. Population: 800; 99% human, 1% other. Authority figure: Kurag Arbudssonur, human male, AL: NG, Ranger 13, commander. Other important figure: Mandyng Tagurssonur, human male, AL: NG, Wizard 9. Others: 800 warriors and rangers of the Freemen, human male and female, AL: various good, Fighter and Ranger lvls 1-9. Taxation type: None.

I. Organizations in Impiltur

Lords of Imphras II

Directly beneath the queen are the 12 ruling Lords of Imphras II, a knightly council that has been in power in Impiltur since the Year of the Earth Shaking (1169 DR), when Imphras II was crowned and appointed the first round of knights to rule with him. All successors, regardless of their true names, have taken the seat and the name of one of the original 12: Kyrlraun is the first of the 12, known as the Regent War Captain, and his seat is in Lyrabar. The others and their traditional seats are: Rilimbraun, Limbrar and Haelimbrar, all in Lyrabar; Silaunbrar and Rilaunyr in Sarshel; Imbrar, Silmgar and Lashilaun in Hlammach, and Imbraun, Soargilm and Sambrar in Dilpur.

Although these were there official seats, the war captains' actual locations become more scattered over the years, as a matter of simple military necessity. The current monarch, Queen Sambryl, redefined the official seats shortly after the Time of Troubles and the fall of Zhengyi in Damara.

Regent War Captain Kyrlraun and Rilimbraun still have their seats in Lyrabar. Haelimbrar and Limbrar now are seated in the fortress of Vordric-Dun near Laviguer in the northwest. Silaunbrar is the only war captain with a seat in Sarshel today. The seat of Rilaunyr moved with the headquarters of the Impilturian Navy to Ilmwatch. The seats of Imbrar and Silmgar remain in Hlammach, and Imbraun and Soargilm remain in Dilpur.

Lashilaun has been moved from Hlammach to the garrison of Keelbest, and Sambrar has been moved from Dilpur to the former royal tower of Imphras I in Filur. However, Sambrar is seldom there these days, for it is his duty to coordinate and command the special troops and selected war wizards who aid the embattled dwarves of Earthfast City and recently also the green elves of the Grey Forest in their battles with drow.

Order of the Golden Cup

Ilmatari Paladins of this order, followers of St. Dionysus, make up the majority of the Lords of Imphras II. King Gareth Dragonsbane of Damara also is a paladin of this order. For more details see the sections on the Church of Ilmater in the *Northern Journey Campaign Guide.*

Heralds of Imphras II

The Lords of Imphras II maintain contact with one another through the famed Scrying Stones of Myth Drannor and the magic of the Wand of Impiltur. But the lords also long have been convinced that the strength and survival of the kingdom requires the support of the folk, and that nothing assures this so much as having reliable communication, information and protection.

These are the reasons why the heralds – unrelated to Faerûn's High Heralds – ride the land. All of Impiltur's heralds are trained fighters. Most are former soldiers, mercenaries or adventurers who are loyal to the crown, and each patrol is headed by a fighter of at least 7th level. The heralds ride all of the roads and inhabited trails of Impiltur, even to the small prospector settlements of the southern Earthfasts, regularly bringing the people the news of the kingdom and, when necessary, enforcing Impiltur's laws.

Sword of Impiltur

The first monarch of the second kingdom, Imphras I, named the royal army the Sword of Impiltur in the Year of the Gleaming Sword (1097 DR). The combat-ready 10,000-man paladin-trained army still proudly bears the name today.

The commander of the Sword of Impiltur is Queen Sambryl in the capital, Lyrabar. The queen is an archwizardess in her own right and deals little with the Sword, leaving its true command in the hands of the first of her War Captains, Regent War Captain Kyrlraun, a 21st level paladin of Ilmater in the capital. Kyrlraun is the first of the 12 Lords of Imphras II, and like the remaining lords and the queen, he is a direct descendant of Imphras II.

All 12 Lords of Imphras II are high level paladins and War Captains of the Sword. Rilaunyr in Ilmwatch is a paladin of Tyr, the god of justice, but the 11 other War Captains are paladins of Ilmater. The top command levels of the sword are in the hands of the 12 lords.

Kyrlraun in Lyrabar is the high commander, answering only to the queen. Directly below him serve the Sword's three generals, War Captain General Rilimbraun (lvl 18) in the capital, War Captain General Haelimbrar (lvl 19) in the fortress Vordric-Dun near Laviguer on the kingdom's northwestern border with the High Country of the Vast, and Admiral War Captain Rilaunyr (lvl 18), commander of the garrison in Ilmwatch and the Royal Navy.

Each of the War Captain Generals commands one of the three divisions of the Sword of Impiltur, known as the Southern Sword, the Northern Sword and the Eastern Wave:

SOUTHERN SWORD: War Captain General Rilimbraun in Lyrabar. Rilimbraun's division includes 3,500 men, with 300 soldiers and 1,200 sailors under his direct command in the capital, 300 soldiers and 700 sailors in Hlammach, 100 soldiers and 300 sailors in Dilpur and 500 special expeditionary soldiers in Filur. His leading commanders are War Captains Imbrar (lvl 13) and Silmgar (lvl 11) in Hlammach, War Captains Imbraun (lvl 12) and Soargilm (lvl 11) in Dilpur and War Captain Sambrar (lvl 12) in Filur.

NORTHERN SWORD: War Captain General Haelimbrar in Vordric-Dun near Laviguer. Haelimbrar's division includes 3,000 men, with 2,000 soldiers in Vordric-Dun, 750 in the Fortress of Mal, 150 in Dunfee and 50 each in Wye and Northford. His leading commanders are War Captains Limbrar (lvl 17) in Vordric-Dun and the Laenbrimbar (Paladin of Helm, lvl 9) in the Fortress of Mal.

EASTERN WAVE: War Captain General and Admiral of the Fleet Rilaunyr in Ilmwatch. Rilaunyr's division includes 3,870 men, with 1,000 soldiers and 2,000 sailors in Ilmwatch, 200 soldiers in Mulltown, 120 sailors in Sarshel, 50 soldiers in Outentown and 500 sailors in Keelbest. His leading commanders are War Captains Silaunbrar (lvl 13) in Sarshel and Lashilaun (lvl 12) in Keelbest.

Members of the Sword of Impiltur are trained for special types of combat. Ground troops all have horses and are trained to ride and to develop weapon specialties. Many members of the army are former mercenaries or adventurers who joined the Sword to seek more secure incomes and to lead more confortable lives than had heretofore been the case.

Nearly half of the soldiers in the army are fighters of at least the first level. Persons who have committed minor crimes in Impiltur also can avoid jail sentences by agreeing to army service. By this means, the Sword of Impiltur also has gained the services of a number of thieves who make excellent scouts.

Most of the army's combat units are based upon numerical elements of four. The smallest unit is a four-man squad. Each platoon has four squads, each company has four platoons, each battalion has four companies and each regiment has four battalions. In addition, the army has support units which do not necessarily adhere to this system. Standard units have the following makeup:

Unit	Size in men
Squad	4
Platoon	16 (4 squads)
Company	64 (4 platoons)
Battalion	256 (4 companies)
Regiment	1,024 (4 battalions)

In addition to regular soldiers, the ground forces also have War Priests and they are assigned magi by the Wand of Impiltur. Magi of the Wand of Impiltur who go into combat usually are specialist abjurers, conjurers, invokers, transmuters and occasionally illusionists or necromancers. There are few diviners or enchanters in the combat ranks.

During combat missions, Wands and War Priests usually are assigned roughly as follows, if sufficient numbers are available:

- **Battalion level:** 2 War Priests, levels 3-6; 1 Wand of Impiltur, levels 3-6
- **Regiment level:** 2 War Priests, levels 5-12, 4 Wands of Impiltur, levels 5-12.
- **Specialty missions:** War Priests and Wands of Impiltur are assigned according to the needs of the mission. At this level War Priests of levels as high as 12 and Wands as high as 16 can be possible.

Naval assignments are based on the size of the ship and the nature of the mission. Large Warships are assigned War Priests and Wands like a regiment, and medium battleships like a battalion. A cutter usually carries a War Priest of level 1 or 2, if available.

The Navy's ships and cutters are based in five different ports. Under royal decree, War Captain General Rilaunyr, admiral of the Impilturian fleet, also can impress the merchant warships of the Whaling Guild and Seatraders Guild into military service. The cutters all are small but swift armed ships that are used above all to check smuggling on the Easting Reach and to enforce customs laws on the southern coast on the Sea of Fallen Stars. The Navy consists of the following:

- **Ilmwatch:** Rilaunyr's magical warship, 4 large warships, 4 medium battleships, 5 cutters.
- **Lyrabar:** 1 large warship, 2 medium battleships, 4 cutters.
- **Hlammach:** 2 medium battleships, 3 cutters.
- **Keelbest:** 1 medium battleship, 6 cutters.
- **Dilpur:** 4 cutters.
- **Additional:** 6 mercenary-manned merchant warships of the Whaling Guild in Hlammach, 4 mercenary-manned warships of the Seatraders Guild in Lyrabar and Hlammach.

Wand of Impiltur

The fledgling magical arm of Impiltur's defense has grown at a rate that has surprised even its most ardent advocates. Indeed, the interest in the Wand has become so great that the queen and many of her war captains are a bit alarmed.

Few in Impiltur deceive themselves with the belief that devotion to Impilturian ideals has drawn so many magi into the Land of Imphras, to volunteer their services. Impiltur was the western border of the great kingdom of Narfell with its high sorcery. Few are the magi who do not seek more power and knowledge. Impiltur is the kingdom that possesses the *Crown of Narfell,* the *Scrying Stones of Myth Drannor* (see the *Northern Journey Campaign Guide*) and other ancient treasures of Narfell and other fallen empires. Among these is the still little understood but highly sorcerous Narfelli *Tower Ithfell* on the kingdom's northwester border.

Although there is nothing to hinder a mage's private research into Narfelli magic within the kingdom or in the neighboring Great Dale to the East, which also was under the Narfelli thumb, most wizards recognize that access to those areas likely to provide clues to the whereabouts of still undiscovered treasures of power in Impiltur are under the control of the crown, and that service in the Wand is the only means by which most immigrant magicians are likely to be privileged to do such research.

Impiltur's invitation to magi to join the *Wand* has of course drawn more than just wizards with pure intentions. However, tests administered by high priests of Mystra and Azuth who serve the Wand appear to have filtered out most of the black sheep, who came not only as Red Wizards and other independent and self-serving, evil seekers of power but also in the service of the Zhentarim, the Cult of the Dragon, the Iron Throne, etc.

Interestingly enough, the idea to form the Wand came not from the then relatively small ranks of Impilturian magicians, but rather from the nation's military. After studying the way the Kingdom of Cormyr in the West is governed and protected, Regent War Captain Kyrlraun conferred with Queen Sambryl in the Year of the Sword (1365 DR), and she agreed to his plan to build a double defense force for Impiltur, consisting of the Sword of Impiltur and the Wand of Impiltur, a force of war magi he established, using the famed War Wizards of Cormyr as his model.

Queen Sambryl – an archmage in her own right – and Kyrlraun issued a call for wizards to come and serve the crown, and travelers and heralds carried that call in many directions. Many answered that call and made it possible for magic at last to supplement the swords of the sons of Imphras, although the Wand of Impiltur today still is considerably less powerful than Cormyr's War Wizards and less complicated in organization.

The Wand of Impiltur makes no attempt to control other magi within the kingdom, as do Cormyr's War Wizards, and it serves together with the Impilturian army, supplementing the might of swords and shields with that of magic, not only in battle but also in scrying and communication. The Wand of Impiltur has its own chain of command, but unlike the War Wizards of Cormyr, members of the Wand are under the direct command of military officers, when they are in service.

The key physical and geographical locations of the Wand of Impiltur are:

- The tower of the Wand and its magi' school within the military garrison in the capital city of Impiltur.
- The magi school within the joint naval and army base in Ilmwatch.
- Tower Ithfell, near Laviguer on Impiltur's northwestern border with the High Country of the Vast.

The leader of the Wand of Impiltur is a native of the kingdom, the Archwand Daerthnur, a 23rd level invoker who comes from Lyrabar and is a close confidante of Queen Sambryl and, according to some rumors, her lover as well. Daerthnur's teacher was a student of the legendary Impilturian mage Soargar, who fell during the victorious battle of Imphras I against the hobgoblin hordes in the Year of the Dawndance (1095 DR).

Daerthnur leads the Wand of Impiltur from his own tower in Ilmwatch, which once had been the tower of the Narfelli archmage Kiriagoth the Occularum and later was used by Soargar and then the Princess Ilmara, who won for Impiltur the fabled *Scrying Stones of Myth Drannor*. Within his tower's secret walls, Daerthnur safeguards the master stone among the seven *Scrying Stones of Myth Drannor* for the queen. Daerthnur's aide is the archdiviner Glira Aboadus (lvl 16), an immigrant wizard from Chondath.

It is said that Daerthnur and Glira together have learned long lost secrets of the master stone, and that they are able to use it at times to peer deep within the many mountain ranges surrounding Impiltur as well as the Vast, the Great Dale, Damara and Vaasa. It also is rumored that they even can use the master stone to look across the Sea of Fallen Stars. And it is whispered that they communicate what they see to the queen and Regent War Captain Kyrlraun in Lyrabar.

Daerthnur remains in his tower in Ilmwatch, traveling seldom. However, he does at times take part in instruction of some of the more advanced students in the Wand's school of magic in Ilmwatch. He communicates magically with his second in command, the Highwand Thigoc Duv, an archmage and transmuter (lvl 19), who gave up his relative seclusion in the Damaran city of Heliogabalus in the Year of the Sword (1365 DR) to join the Wand of Impiltur. Thigoc is the executive officer of the Wand, leading it under the command of Daerthnur. Thigoc resides in the great black tower of the Wand, in the headquarters of the military complex in the capital city of Lyrabar.

Daerthnur's key advisor is the secretive Astohabard Yalish, a 16th level high priest of Mystra who came to Ilmwatch from Halruua in the Year of the Sword (1365 DR). Little is known about Astohabard, but it is rumored that he descended directly from an ancient Netherese family. Astohabard does not deal gently with new visitors to Impiltur who seek to join the Wand of Impiltur.

An immigrant wizard who seeks to enter the magi school in Ilmwatch is questioned by Astohabard, who uses his priestly magic to test the answers he receives. He weeds out not only those who come to Impiltur with evil or totally self-serving intentions but also those who concentrate upon the rediscovery of old magic rather than the development of new magic, which his church supports.

Thigoc also has a religious advisor from Halruua, Chiremos, a high priest (lvl 14) of Azuth. Chiremos is a hard-working priest who not only tests those who apply for acceptance in the magi school in Lyrabar but also closely counsels those whose motives he finds to be too weak, attempting to show them that service to the Kingdom of Impiltur, with its own dedication to magic, is tantamount to serving magic itself.. Chiremos deals sharply only with those mage school candidates who come with evil intentions to Impiltur.

The main mission of the Wand of Impiltur is to accompany the Sword of Impiltur on patrol and in battle, providing the commanders with magic, when necessary, and also using magic in combat, when needed. The Wand still is fully understaffed, in the eyes of its leaders and war captains. If war comes to Impiltur, the kingdom has too few magi of too little power. To eventually overcome this shortage, the Wand opened its first mage school under the direction of Highwand Thigoc Duv and Rector Lotheinnor (non-specialized, lvl 14) in the garrison in Lyrabar in the Year of the Staff (1366 DR).

A smaller mage's school was opened in the Year of the Banner, two years later, under the direction of the Enchanter Walimond (lvl 14), a member of Daerthnur's staff in Ilmwatch and native of Lyrabar. The first graduates of these schools are just beginning to serve with patrols of the Sword of Impiltur. The members of the Wand who serve directly with the Sword are assigned as follows. The Northern Sword has the following magi available for service with troops. These magi are based in Vordric-Dun:

Level	Number
3	2
4	3
5	4
6	3
8	1
10	1
12	1

The Southern Sword has the following magi available for service with troops:

Level	Number
5	4 in Lyrabar, 1 in Filur
6	1 in Lyrabar, 1 in Filur
10	1 in Lyrabar
14	1 in Filur
16	1 in Filur

The Eastern Wave has the following magi available for service with troops:

Level	Number
3	1 in Ilmwatch
4	1 in Ilmwatch, 1 in Keelbest
5	3 in Ilmwatch
6	3 in Ilmwatch, 1 in Keelbest
10	2 in Ilmwatch
11	1 in Ilmwatch
12	1 in Ilmwatch

There are several levels of service within the Wand in addition to the combat magi who ride out with troops of the Sword of Impiltur, but most new magi must serve with the Sword before they're considered for other types of duty. Diviners are an exception. The Wand has little use for inexperienced diviners, but those of respectable levels can find work in the crown's search for lost Narfelli magic within the kingdom, and they are used to help guard its borders.

Diviners of higher levels who have performed outstanding service for the kingdom are assigned to Tower Ithfell, the dream of most magi of their school who come to Impiltur. War Captain General Haelimbrar's personal mage, the half-elven Battlewand Gelbun, an ice wizard (lvl 12 and fighter lvl 10), commands Tower Ithfell. Gelbun, who came to Impiltur from the Border Forest between Anauroch and the Ride, also is the third highest ranking member of the Wand of Impiltur, subordinate only to Archwand Daerthnur in Ilmwatch and Highwand Thigoc Duv in Lyrabar.

However, Gelbun can be found in Tower Ithfell only when Haelimbrar is in Vordric-Dun, and the War Captain General does much traveling, particularly on secret missions to Damara. When Haelimbrar is not in Vordric-Dun, Gelbun always accompanies him, and the command of Tower Ithfell then is in the hands of another Wand, the Conjurer Malbimbrar (lvl 14), a native of Sarshel, who also is the aide of War Captain Limbrar, second-in-command to Haelimbrar in Vordric-Dun.

It is the duty of the magi in Tower Ithfell to keep the watch for orc and hobgoblin invasions that can come from the mountains to the north and south of the Laviguer Pass and the High Country of the Vast, but magi who are stationed in Tower Ithfell are free in their time off-duty to conduct research into the ancient Narfelli magic in the tower's remaining objects and even in the ether around and in the tower.

The main base of the Wand is in the large military garrison in the capital city of Lyrabar. Beneath its black tower, the Wand operates the largest magi school in Impiltur, geared toward training new native magi as well as provide military service training for experienced immigrant magi who volunteer their service. At any one time, the school usually has up to 30 magi at various stages of training. Training in Lyrabar is geared primarily toward Wands who work with the army rather than the navy. The newer magi school in Ilmwatch is smaller, usually training no more than 15 to 20 magi at any given time, with emphasis on service with the naval fleet.

Although the headquarters of the Wand of Impiltur is in the capital city of Lyrabar, the hierarchy begins in Ilmwatch, within the secretive walls of the tower built long ago by the Narfelli archmage Kiriagoth the Occularum, where Daerthnur, Impiltur's most powerful wizard, sits as Archwand, controlling the master stone of the seven *Scrying Stones of Myth Drannor* in service as Queen Sambryl's royal court wizard.

Hierarchy of the Wands of Impiltur

The Archwand in Ilmwatch:
Archwand Daerthnur, Invoker, lvl 23, NG, native of Lyrabar.
Aide: Glira Aboadus, Diviner, lvl 16, NG, native of Chondath.
Adviser: Astohabard Yalish, high priest of Mystra, lvl 16, native of Halruua.
Rector Magi School: Walimond, Enchanter, lvl 14, native of Lyrabar.

The Highwand in Lyrabar:
- Highwand Thigoc Duv, Transmuter, lvl 19, LG, native of Heliogabalus in Damara.
- Advisor: Chiremos, high priest of Azuth, lvl 14, LN, native of Halruua.
- Rector Magi School: Lotheinnor, not specialized, lvl 14, LN, native of Tantras.

The Battlewand in Tower Ithfell
- Battlewand Gelbun, Ice Wizard, lvl 12/fighter lvl 10, CG, half elf, native of the Border Forest.
- Deputy to Battlewand and Aid to War Captain Limbrar: Malbimbrar, Conjurer, lvl 14, LG, native of Sarshel.

Northern Sword:
- Drauldan, non-specialized, lvl 12, native of Hlammach.
- Kiliwin, fire wizard, lvl 10, native of Filur.

Southern Sword:
- Kauwin, Abjurer, lvl 10, native of Ravens Bluff.

Special troop in Filur:
- Thaud Zilinydd, Necromancer, lvl 16, CN, native of Thyrathuros in Thay, former Red Wizard.
- Kiliwin, Illusionist, lvl 14, N, native of Westgate.

Eastern Wave:
- Brath, non-specialized, lvl 12, LG, native of Suzail.
- Frililoth, Conjurer, lvl 11, NG, native of Chondath.
- Ulfambrar, Invoker, lvl 10, LG, native of Hlammach.
- Ciradon, Transmuter, lvl 10, NG, native of Telflamm.

War Priests of Impiltur

The war priests, unlike the Sword and Wand of Impiltur, are not an organization but rather a collection of individual priests working toward similar goals, in general to uplift the morale of the soldiers in the Sword of Impiltur, to heal them when necessary, to give them proper burials when they die etc. The majority of the war priests in Impiltur serve Ilmater. Some come from the Ilmatari temples in the land and do their service usually only when soldiers actually ride patrol and are in danger or when there is war. Others come from the *Monastery of the Golden Maple* near Dunfee high in the Earthspurs, and they dedicate their lives to the service of armies.

A fair number of war priests also are in the service of Tempus, and there are a scattering of others serving Helm, Torm, Lathander and even Kelemvor. As is the case with the Wand of Impiltur, there still are too few war priests in Impiltur to care for the needs of the full military might of 10,000 men.

How the war priests (some of whom are monks of Ilmater) conduct themselves is largely a matter of the tenets of their faith. Priests of Tempus, Helm, Torm and Lathander and also Ilmatari priests of the *Order of the Golden Maple* are trained for combat and fight side by side with their troops, if their other services are not required. They also may use their spell powers in combat. Most other Ilmatari priests as well as the priests of Kelemvor are less inclined to engage in combat and concentrate more on healing wounded and tending to the dead. Priests of Kelemvor will however engage fully in battle if undead are among the enemy.

Rocktappers of the Earthfasts

This extremely loose-knit organization of human prospectors, trappers and hunters leaves signs and supplies for each other at strategic points. Every year in autumn, the Rocktappers gather in the mountains above Lyrabar for a week of reveling, drinking and general rowdiness. They then come down the mountains into Lyrabar to sell their ore and wares. Most of the Rocktappers are outcasts and hermits and seem to prefer to keep it that way.

Iron Throne

This secret Sembian society with mixed mercantile and political goals has a growing but subtle presence in Impiltur, most likely steered from New Sarshel on the opposite shore of the Easting Reach. The Throne has focused its attentions to date largely upon the cities of the Golden Coast, forming bonds with middle level merchants who deal in the name of powerful mercantile families in Lyrabar, and upon the trade moving into the country by land over Laviguer Road. Agents of the Throne also are among the key figures fomenting unrest against the Lords of Imphras II and agitating for a civilian government controlled by merchants.

Game Master's note: If you plan to make more than passing use of the *Iron Throne*, we strongly suggest that you download Part 7 *Bloodstone* foe detailed information on this organization.

Zhentarim

There are two Zhentarim operations in Impiltur. They not only have nothing to do with each other, but they also rival one another. The older organization of the two calls itself the *Purple Sun of Impiltur*, and it runs from secret temples of the church of Cyric, mainly on the Golden Coast. The priests and followers of the *Purple Sun* were sent into Impiltur in the early years after the Time of Troubles by the Mirrormane brothers of Zhentil Keep, apparently with Manshoon's blessing, with the specific goal of stirring up strife among parts of the population with the goal of weakening the rule of the Lords of Imphras II. It is uncertain whether the *Purple Sun* continues to have contact with Manshoon or other ranking Zhentarim, but it still clearly operates.

The second organization calls itself the *Hand of the Swamp*. It was sent to Impiltur more recently to operate from the ruins of Garyl's Cove within the swamps of Traders Bay. This band of magi, priests, fighters, thieves and assassins operates directly under Fzoul Chembryl, High Tyrannar of Iyachtu Xvim in Zhentil Keep.

Game Master's note: If you plan to make more than passing use of the *Zhentarim*, we strongly suggest that you download Part 7 *Bloodstone* foe detailed information on this organization.

Cult of the Dragon

The cult's only fixed presence in Impiltur is in the village of Black Adder on Buzzard Beak Harbor, where an anti-Tiamatist unit of the cult is trying to convince the black dragon Xargostoepistipeles to become a dracolich. There are however unconfirmed reports that draconians have been seen elsewhere in the swamps.

Game Master's note: If you plan to make more than passing use of the *Dragon Cult*, we strongly suggest that you download Part 6 *The Great Dale* and Part 7 *Bloodstone* foe detailed information on this organization.

Harpers

Those Who Harp always have had a difficult time finding the right notes in the Bloodstone Lands, for the choices in Impiltur as well as Damara are between overwhelming forces of evil on the one hand and the strong, centralized brands of government that Harpers tend to oppose on the other.

The Harpers are well aware of the attempts of the Dragon Cult and the Iron Throne to gain power in the Bloodstone Lands as well as the covert presence of Zhentarim and the growing interest of the churches of Xvim, Cyric and Tiamat in this region, and these things are a cause of concern. Also disconcerting, from the Harper viewpoint, are the growing alliances between Impiltur, Damara and Cormyr, which could soon result in a tremendous concentration of power that would be open to future corruption.

The Twilight Hall faction of the Harpers was the first to come to Impiltur, but it has stayed out of politics. Harpers sent to Impiltur by Berdusk remain in the Netherteth area of Traders Bay, protecting the druids who work there to prevent environmental disasters that could be caused by the melt of a part of the Great Glacier some three centuries ago, combined with remnants of old Narfelli magic still believed to be affecting the land.

The Shadowdale-Waterdeep faction of the Harpers paid little attention to the Bloodstone Lands until after the fall of Zhengyi the Witch King in Damara and the Time of Troubles. Developments atop Suncatcher Mountain and in the ruins of Zhengyi's Castle Perilous reportedly drew the quick attention of the Simbul, the Witch Queen of Aglarond, along with her sister, Storm Silverhand, and the sage of Shadowdale, Elminster.

After that time, groups of Harpers did go to Damara, to establish outposts in Vaasa and to aid Sir Gareth Dragonsbane before he became king. Most Harpers in the Bloodstone Lands are traveling, looking at what's happening in Impiltur, the Great Dale, Damara and Vaasa, as well as making contact with those are friendly to Those Who Harp. As they gather their news, they do their best to see that it makes its way back across the Dragon Reach, by means both magical and normal.

In other times, the Harpers would tend to support moves for more citizen government in place of the strict paladin rule of the Lords of Imphras II. However, things are not quite so black and white in Impiltur, because that seems to be exactly the goal for which the Iron Throne and the Xvimist priests of the Zhentarim are striving.

It may be that the Harpers will continue to sit back silently and watch until the Impilturian army marches northward to help King Gareth of Damara deal with Suncatcher Mountain and the ruins of Castle Perilous before they make their moves. It is expected that Impiltur's captains of commerce will then attempt to sway Queen Sambryl into establishing a different governmental order, one that gives the kingdom's merchants' houses the regency.

One might expect that the still silent Harpers will do their best at that time to sway opinion so that the new government will emphasize regional sovereignty with a broad political base among the folk, rather than standing by idly as the queen swings the pendulum of power from the paladins to the merchants – if indeed that is her plan.

At present, the Harpers are in a bit of a strange position. Their agents in Lyrabar and Hlammach have considerable information about the doings of the Iron Throne and the church of Mask in Impiltur, and they have some information on Xvimist movements of the Zhentarim. The Impilturian crown would, of course, be extremely grateful to have this information, but the Harpers are staying their hand. They do not intend to interfere as long as matters do not become more serious, because they are unwilling to strengthen the foundation of the growing movement toward the centralized rule of allied, Ilmatari paladins in both Impiltur and Damara, paladins who also have close ties to another major power in the West, the Kingdom of Cormyr.

The Harpers are not completely inactive. They are using their channels west of the Dragon Reach to take information gleaned in Impiltur, distort it and slowly feed it back into the channels of the Throne in Sembia. This is having the effect of gradually and wrongfully discrediting loyal Throne operatives in Impiltur and New Sarshel.

The distorted information the Harpers are funneling into Sembia appears to be highly credible, because it contains true elements of very secretive information known only within the upper echelons of the Throne. By using this method, the Harpers believe they are slowing the Throne's movements in the Bloodstone while also doing nothing to establish a strong centralized government of Ilmatari paladins that reaches from the Galena Mountains of Damara southeastward to Impiltur's shore on the Sea of Fallen Stars.

High Heralds

There are no high heralds in the Bloodstone Lands.

Red Wizards of Thay

If the Red Wizards are involved to any substantial extent in plots or intrigues in Impiltur, they have kept their role well hidden. There have been Red Wizards in the swamplands of Traders Bay, no doubt searching for things to increase the power of their magic, but it is said the number of Red Wizards who have gone into Traders Bay is noticeably greater than the number of those who have left it again.

J. The Once and Futureless Queen?

Until the 1360s by Dale Reckoning, Impiltur was a land whose name rang familiar, but few were those in Toril who actually had been there. The land of the Lords of Imphras II simply was far off of most beaten paths.

Impiltur has undergone tremendous change. If you use this campaign expansion to run the *Northern Journey* segments, the land still will be in the firm hands of Queen Sambryl and the Lords of Imphras II, but this stability is facing the imminent threat of collapse.

The Impiltur that was, was a land of hearty pioneers, many of them followers of Ilmater's church, who considered themselves to be well represented by the Ilmatari royal family and the Ilmatari paladins who have helped Impiltur grow in peace and prosperity for nearly three centuries.

Nearly half of modern Impiltur's population sees the Ilmatari tradition of the kingdom as alien, and this is easily understandable, for these people are alien to old Impiltur, having been born and raised in the traditions of the Vilhon Reach, from which they fled from persecution, or Thesk, Murghom and Semphar, from which they fled to escape the Tuigan, or from the Vast, from which they fled to escape drought.

The threat to Impiltur's stability is compounded by the fact that Queen Sambryl already is an aged woman and not the type of person who is likely to use magic to extend her life beyond her natural years. Since Imphras I took the throne of the new kingdom in the Year of the Gleaming Crown (1097 DR), Impiltur has been ruled by one of his direct descendents, but this line will end with Sambryl's death. Sambryl has many cousins, and one well could dispute which branch of the family traces most directly back to Imphras I or even Imphras II.

With these things in mind, and with the growing pressure from important merchant families in Lyrabar and Hlammach to make Impiltur more democratic, the queen is giving serious thought to changing the way her kingdom is governed. Since her own ascension to the throne, the queen has relinquished the exercise of day-to-day rule, due simply to lack of interest, and has turned such matters over to her Regent War Captain Kyrlraun and the 11 other Lords of Imphras II.

In her old age now, she is considering ending the monarchy and replacing it with a national council and several regional councils whose members who represent all the walks of life in modern Impiltur. Under this plan, the Lords of Imphras II still would control the Sword and Wand of Impiltur but no longer would act in regency.

The queen is savvy enough to know better than to accede to the self-serving interests of the merchants of Lyrabar and Hlammach, but she doubtless is unaware of the extent to which the Iron Throne, the church of Mask and even the Zhentarim have designs upon her kingdom.

The *Northern Journey* adventure does not tell you how things will turn out in Impiltur. The adventure ends in the Year of Wild Magic (1372 DR), and the description above defines the status of the kingdom at year's end. The future is up to you to decide, as Game Master of your campaign.

Game Master's note: As mentioned earlier, the official background of Queen Sambryl is quite cloudy, depending upon which of several official but contradictory WotC descriptions you use. Our descriptions elaborate and expand upon the history and timeline of the royal family given by Steve Perrin in FR6 *Dreams of the Red Wizards* (TSR – 1988, available as a pay download from http://www.rpgnow.com).

In this version, only two Impilturian kings bore the name Imphras. Sambryl is the great-granddaughter of Imphras II. She inherited the throne in the Year of the Wanderer (1338 DR) from her father Rilimbrar who became king in the Year of the Deep Moon (1294 DR). He in turn inherited the crown from his father Lashilmbrar, who succeeded his father, Imphras II, in the Year of the Winged Worm (1225 DR).

There is no official age given for Queen Sambryl, but we are assuming that she is about to turn 90 in the Year of Wild Magic (1372 DR). That conclusion is drawn on the premise that most persons as long-lived as the descendants of Imphras II tend to be most likely knew their grandparents as children. In Sambryl's case, this is an assumption, not an official fact.

Lashilmbrar died in the Year of the Deep Moon (1294 DR). Simple subtraction tells us that was 78 years ago, as of the Year of the Wild Magic (1372 DR), therefore, we assume that Sambryl is approximately 90 years old and in the 33rd or 34th year of her reign when *Northern Journey* takes place. The idea that Sambryl is childless is an undocumented *Northern Journey* addition.

The Royal Succession

As already mentioned, the Impilturian line of succession has been defined twice by WotC, in manners most contradicting. *Northern Journey* uses the succession for the second Impilturian kingdom defined by Steve Perrin in 1988 in the long out-of-print accessory *FR6 Dreams of the Red Wizards,* with additional elaboration by the *Northern Realms Projects Group.* This timeline is faithful to the original chronology in FR6, but it also elaborates (unofficially) on the stages in the life of current Queen Sambryl:

Year of the Gleaming Crown – 1097 DR:
Imphras I crowned first king of the second kingdom.

Year of the Rose Pearls – 1122 DR:
Imbrar, son of Imphras II, crowned.

Year of the Luminar Procession – 1127 DR:
Ilmara, daughter of Imphras I crowned, after disappearance of King Imbrar.

Year of the Earth Shaking – 1169 DR:
Imphras II, son of Queen Ilmara, crowned.

Year of the Winged Worm – 1225 DR:
Lashilmbrar, second son of Imphras II, crowned, after the execution of the eldest son, Prince Talryn, for treason.*

Year of the Deep Moon – 1294 DR:
Rilimbrar, son of Lashilmbrar, crowned.

Year of the Many Mists – 1282 DR:**
Princess Sambryl, only child of King Rilimbrar, born

Year of the Evening Sun – 1303 DR:**
Princess Sambryl goes as a mage with Impilturian soldiers helping the green elves of the Grey Forest.

Year of the Catacombs – 1308 DR:**
Princess Sambryl spends the first of 16 years in the Heartlands as a roving Impilturian ambassador.

Year of the Grimoire – 1324 DR:**
Princess Sambryl returns to Impiltur to become governing prefect of the City of Lyrabar.

Year of the Wanderer – 1338 DR:
Sambryl crowned queen and seventh monarch of Impiltur's second kingdom.

* see also the 1999 *Sea of Fallen Stars* accessory; ** unofficial event.

Dynasty of Impiltur (Human)

By Eric L. Boyd

The Vintyri Project uses the lineage above, based upon FR6 *Dreams of the Red Wizards*. Realms author Eric L. Boyd has, however, come up with a suggestion to reconcile both versions of royal history, which many Game Masters may prefer.

Monarch/King Reign in DR:

- Crown Princess Aliia? 924 – 926 (3) Ruled Impiltur as Crown Princess and Regent for 3 years, died en route to marriage to Crown Prince Rhiigard I of Cormyr, ending the rule of her dynasty and sparking a rebellion that led to the end of Old Impiltur.
- Imphras I 1097 – 1122 (25) Paladin unites the city-states and restores the name Impiltur to the land; unofficial title of the Lawbringer used often in histories.
- Imbrar 1122 – 1127 (5) Son of Imphras; dies childless
- Ilmara 1127 – 1169 (42) Youngest sister of Imbrar; last child of Imphras I
- Imphras II 1169 – 1225 (56) Fourth son of Ilmara, grandson of Imphras I
- Lashilmbrar 1225 – 1294 (69) Eldest son of Imphras II, great-grandson of
- Imphras I; his son Imphras III and he are assassinated.
- Rilimbrar 1294 – 1338 (42) Fifth son of Imphras II, great-grandson of Imphras I
- Queen Sambryl 1338 – present (32+) Married Imphras IV, the great-great-grandson of the Lawbringer, who died before ascending the throne and she rose in his place.

Sambryl is the eldest daughter of Rilimbrar. She married her first cousin, Imphras IV, son of the 2nd, 3rd, or 4th son of Imphras II.

K. Beneath the Surface

There are clearly a number of undercurrents of power running through *Northern Journey,* and if your PCs haven't done so yet, they should began starting a rather clear picture of what these elements are by the end of this segment, Most but not all of these undercurrents deal with the churches of various gods and what the priests of these churches are undertaking to serve the gods they worship.

Tiamat

The Untheric Dragon Queen (see WotC's *Powers and Pantheons,* page 133), has recently moved into the Faerûnian pantheon and is making a desperate bid to entrench herself as a power within the pantheon. The PCs and the sigylls that drive them are a part of that effort, but as the PCs are crossing from the Vast, Tiamat suddenly changes her mind and tries to send the PCs off to attack Xvimists in Chessenta instead.

There are two reasons for this sudden shift: The Xvimists and the forces opposing her in the Dragon Cult are beginning to cost the Dragon Queen more supporters than she is gaining, and her most powerful dragon vampire, Knellict, former archmage of the Citadel of Assassins in Damara, is negotiating with Harbet Gall, who is about to turn the eastern Great Dale into a stronghold of Tiamat's Church and the Tiamatist faction of the Cult of the Dragon. Gall's destruction by the PCs would be exceedingly inconvenient at this time.

Tiamat-Kargmelchina is indeed finding that her manipulations from the Vaasan no man's land, as she perceived it to be, have drawn far more negative awareness than she had anticipated. The Dragon Queen understands the need for caution. She needs badly to quell the flame she set burning beneath the Cult of the Dragon, or she may find that the opposing factions destroy each other, along with the power base she hopes to win. She also still is puzzling over nature of the power that destroyed seven of her dragon vampires over Rawlinswood in the Year of the Shield (1367 DR). Of the Nentyarch she knows little, and it has not occurred to her that this may have been the deed of a mere mortal enemy.

In addition, the attacks of assassins of the Xvimist church against her followers in the Vilhon Reach has Tiamat alarmed. She is too new in the pantheon and has too few followers to be able to afford to lose them or to retaliate with open force, and yet she knows she must concentrate on this problem now before her losses rise to unacceptable levels. With at least three avatars active in Faerûn, she is extremely vulnerable and knows her own existence may hang in the balance.

Therefore, it was necessary for Kargmelchina-Tiamat to convince Sammaster that his revenge upon Harbet Gall must wait, that it is better now to use Gall as a foundation for a new stronghold of *their* faction of the Dragon Cult and then to destroy Gall later, when he no longer is needed.

With that accomplished, Tiamat – in this segment - begins trying to turn the PCs toward Chessenta, where a team of Xvimist assassins is operating. The PCs' symbols remain but become inactive, and they feel themselves drawn away from the Great Dale toward the South, but only briefly, for the bodiless spirit of the great red dragon Grafvitnir had asserted true control over the PCs and their symbols long ago, and it was he, not Tiamat-Kargmelchina, who had steered them to follow her will – until now. But as of this time, Grafvitnir decides it is time for the PCs to know the will if not the identity of their true master.

With confusion and horror, Tiamat-Kargmelchina watches as the PCs' sigylls came back to life and the group returns on the path to Harbet Gall and – unknown to her – toward her as their next destination after Gall.

This event in and of itself brings a slight sense of panic to the avatar, for she knows in this very instant that another power of some might is dabbling in her doings, and she has no idea exactly who this dabbler might be. But she does have another critical problem to solve; she must keep the PCs from destroying Harbet Gall for the time being. And so it is that bands of draconians guided each time by a dragon vampire will begin in this segment to hunt the PCs.

Grafvitnir

Tiamat may not be aware of the great, red dragon whose body she stole for Sammaster, but Grafvitnir is fully aware who Kargmelchina-Tiamat is, and he does not fear her, for he believes he would be great and mighty enough to be come a draconic power himself, if only he had his body back. To do that, both his spellbinder – Kargmelchina-Tiamat – and his usurper – Sammaster – must be utterly destroyed, and he intends for the PCs to accomplish this task for him. To achieve this goal, Grafvitnir thinks it would be best to reduce Tiamat's power as much as possible, and a logical first step in that direction would be to continue as planned with the elimination of Harbet Gall, so that the lich is not able to enhance her power. After that, Grafvitnir intends to steer the PCs northward to Damara and Vaasa, to destroy both Tiamat's Kargmelchina avatar and Sammaster, freeing him at last! He knows he must hurry, for the ability of the PCs to resist him is growing.

Iyachtu Xvim

(Also see WotC's *Faiths and Avatars,* page 82.) As we already have learned, the Xvimist church under High Tyrannar Fzoul Chembryl in Zhentil Keep has its great goals at the moment too. Iyachtu Xvim has two other gods in the evilest corner of his eye: Tiamat, because he believes she is trying to steal his portfolios, and Cyric, because he wants back the portfolios that Cyric inherited from Xvim's father, the dead god Bane.

To help his god attain his goals, Chembryl has come up with what he considers to be an ingenious plan, one that would, in a manner of speaking, kill two gods with one stone. Fzoul has noticed that Cyric's church is doing little to uphold Cyric's portfolio of murder. Before Xvim can attempt to reclaim one of Bane's greater portfolios, Fzoul is convinced that Xvim must be strengthened and Cyric weakened, and he thinks he can succeed in that by slipping the portfolio of murder away from Cyric before the Dark Sun takes note of it. To this end, he and the Zhentilar have begun training the new assassin monks of Xvim, and Fzoul is now busy setting these assassins upon priests of Cyric in the Heartlands and of Tiamat in the Vilhon Reach, damaging precisely the two gods who are the bad apples of Xvim's eyes.

Cyric

Until now, the Dark Sun (also see WotC's *Faiths and Avatars,* page 51) has had nothing to do with this adventure. His main contribution of late has been self-entertainment through the perversion of Ilmatari clergy to the heretical sect called the *Angels of Ilmater* (see the *Northern Journey Campaign Guide*). As winter drew near, however, Cyric became less entertained and more guarded, for he felt something nipping at him as a mouse nips at cheese, and when he looked to see what was doing this, he found the assassin monks of Xvim.

The Dark Sun thought his best defense would be a strong offense, and he decided to maintain his own, worshipful assassins. The Angels of Ilmater, who unknowingly already were subservient to Cyric and not the Crying God, were the obvious answer.

And so it was that Cyric's divine guidance led the strifeleaders of his church west of the Dragon Reach to secretly do all they could to foster the persecution of the schismatic Angels of Ilmater in Sembia and other areas of the Heartlands, and because the Angels were perpetrating murder in the name of their supposed god Ilmater, they had done little to cover their tracks, making them easy to find, convict and then burn at the stake, hang, draw and quarter or otherwise punish with death, according to custom in the particular land.

Although perseverance is the credo of Ilmater, the remaining Angels also were aware that only the living can persevere, and many came to the conclusion that it was indeed better to flee and preserve their schismatic sect, rather than have it be recorded as only fleeting albeit glorious chapter of martyrdom in the history of Faerûn's churches. And so it came to be that many of Ilmater's Angels, some already being hunted by the deadly and long arm of Sembian justice, booked passage on ships, crossing the Dragon Reach to bring their new creed to the Vast, not aware that their deeds and their flight both were the result of manipulations by the Dark Sun himself.

Cyric had given Robald Hlind (see the *Northern Journey Campaign Guide*), high Strifeleader of the secret but mighty Temple of the Shadowed Sun (unofficial) in Calaunt, divine guidance. After learning the will of his deity, Robald selected particularly cunning and devoted strifeleaders of achievement and gave them the assignment and the necessary magic to pass themselves off as Angels of Ilmater, and these were to welcome the refugee Angels from the West as they entered the harbors of Calaunt, Tantras and Ravens Bluff with open arms and with sacks of gold with which to build temples along the trade routes leading to Impiltur. The gold, they explained, came from the coffers of devout followers of the Angels, most of whom already had left their fortunes to the church after being mercifully guided to Ilmater's City of Joy.

Robald, following Cyric's divine guidance, established the web of his own disguised priests and the true Angels as a counter to the work of Fzoul, unwittingly making them available to the current tools of the Zhentarim, namely the Iron Throne. Cyric is not aware of the Zhentarim plans to manipulate the Throne, and that he actually may be aiding the Zhentarim in their cause by providing the Throne with assassins. And so it is that priests of Cyric claiming to be Angels of Ilmater along with true Angels of Ilmater are trying to establish temples on the major trade routes of the Vast and on the Easting Reach.

Robald, of course, views the true Angels as being somewhat deranged, and so he has had the Cyricist priests in disguise, who generally are of a higher level (their spells prove this) than the true Angels, infiltrate the schismatic order and steer it according to Cyric's will. These higher priests now claim to receive divine guidance with which they lead the other priests to souls in the Vast who have earned release from their sufferings. These suffering souls are, of course, contract victims of the Iron Throne in most cases.

Shortly before the time when the PCs sailed out of Scardale, Robald received news of them through his church, together with their descriptions, saying that the PCs are sailing toward the Vast. The news also reports of the PCs' strange sigylls and of the long meeting the PCs had with Fzoul Chembryl in Zhentil Keep, leading Robald to the conclusion that the PCs are Xvimist priests or agents.

As a result, he has sent word through the ranks of the Angels that Ilmater has offered the higher priests divine guidance explaining that these poor souls are tortured by the magic of the sigylls, which force them to do evil deeds against their will. The Angels will be told that Ilmater takes so much pity on the PCs that he is impatient for their deliverance to the City of Joy, and helping them get there must be the first priority of all Angels.

And so it is that the PCs cross the Dragon Reach and almost immediately become the prey of two different hunters – the draconians of Tiamat and the Angels of Ilmater serving Cyric.

The *Impiltur* adventure begins in the Vast, an area already defined by WotC in the accessory *City of Ravens Bluff* by Ed Greenwood (WotC - 1999), available for free download from WotC's website. More information on the vast is available in the following accessories, available as pay downloads from http://www.rpgnow.com:

- LC1 *Gateway to the Living City* (TSR - 1989)
- LC2 *Inside the Living City* (TSR - 1990)
- LC3 *Night Watch in the Living City* (TSR - 1991)
- LC4 *Port of Ravens Bluff* (TSR - 1991).

The Vast also has been thoroughly fleshed out by the *RPGA®.*

NORTHERN JOURNEY™

Impiltur

REVISED EDITION 4.0

Part 5

Impiltur is a campaign setting expansion that can be used in all campaigns without regard to the *Northern Journey* adventure. For those game masters running *Northern Journey*, Part 5 offers the campaign a gold mine of possibilities for the sigyll bearers to gain knowledge over the accursed symbols upon their arms and to gain the character levels necessary to encounter the liches Harbet Gall and Klingszhrâd in the Great Dale. The entire land of Imphras is documented and mapped in this accessory, and for each area described, adventure hooks are offered. This revised edition eliminates the unofficial central agricultural valley described in earlier versions and substitutes instead the monster-infested Badlands based upon Ed Greenwood's original conceptions for Impiltur, conceptions which were altered by former *Forgotten Realms* publisher TSR in the 1980s.