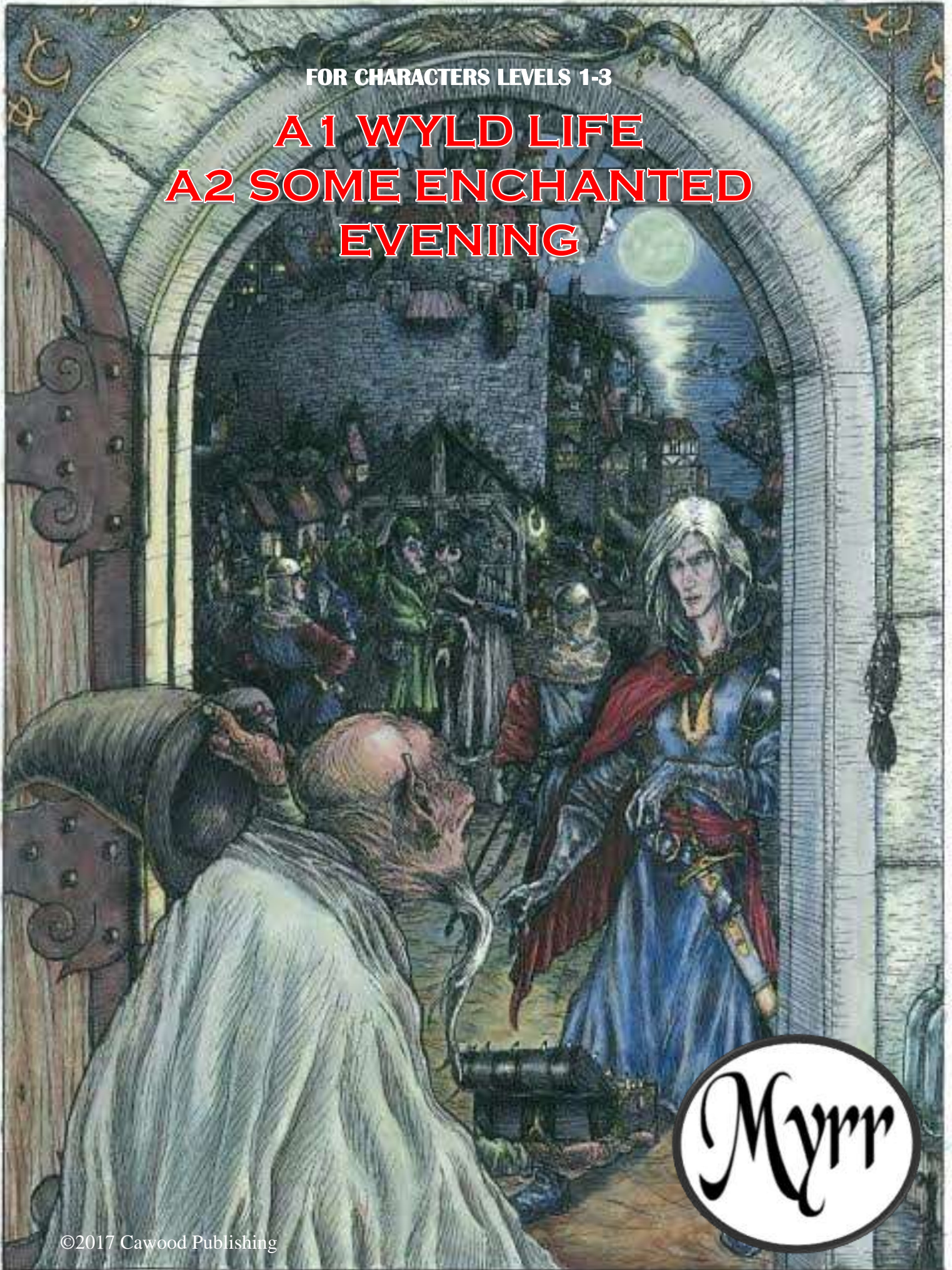


FOR CHARACTERS LEVELS 1-3

**A1 WYLD LIFE**  
**A2 SOME ENCHANTED**  
**EVENING**





**A1 WYLD LIFE**  
**A2 SOME ENCHANTED**  
**EVENING**

**WRITTEN BY ANDREW CAWOOD**

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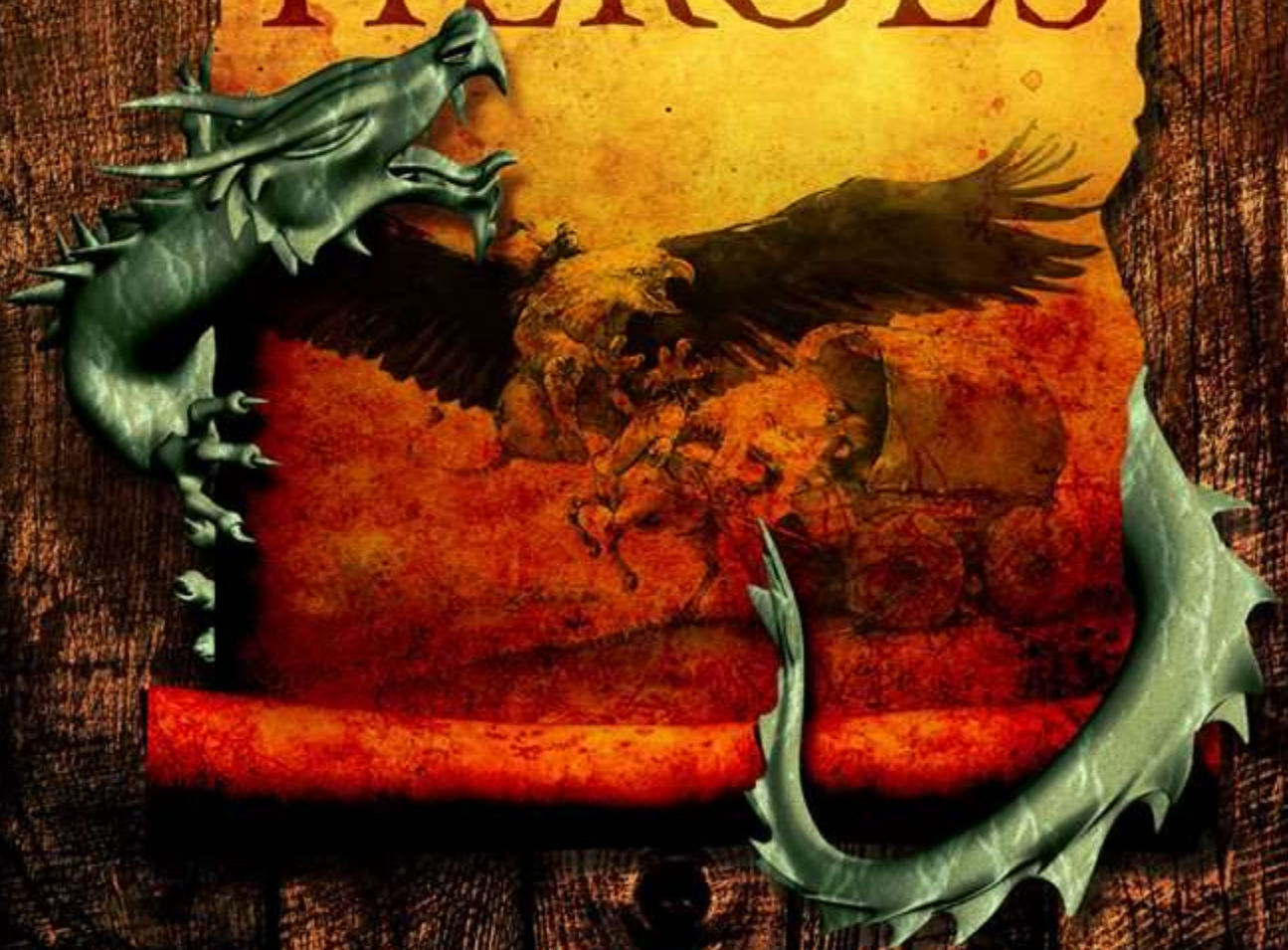
**GRAPHIC DESIGN BY JEFF PORTER**



Open Gaming Content throughout this book. OGL included on pages 45 – 47



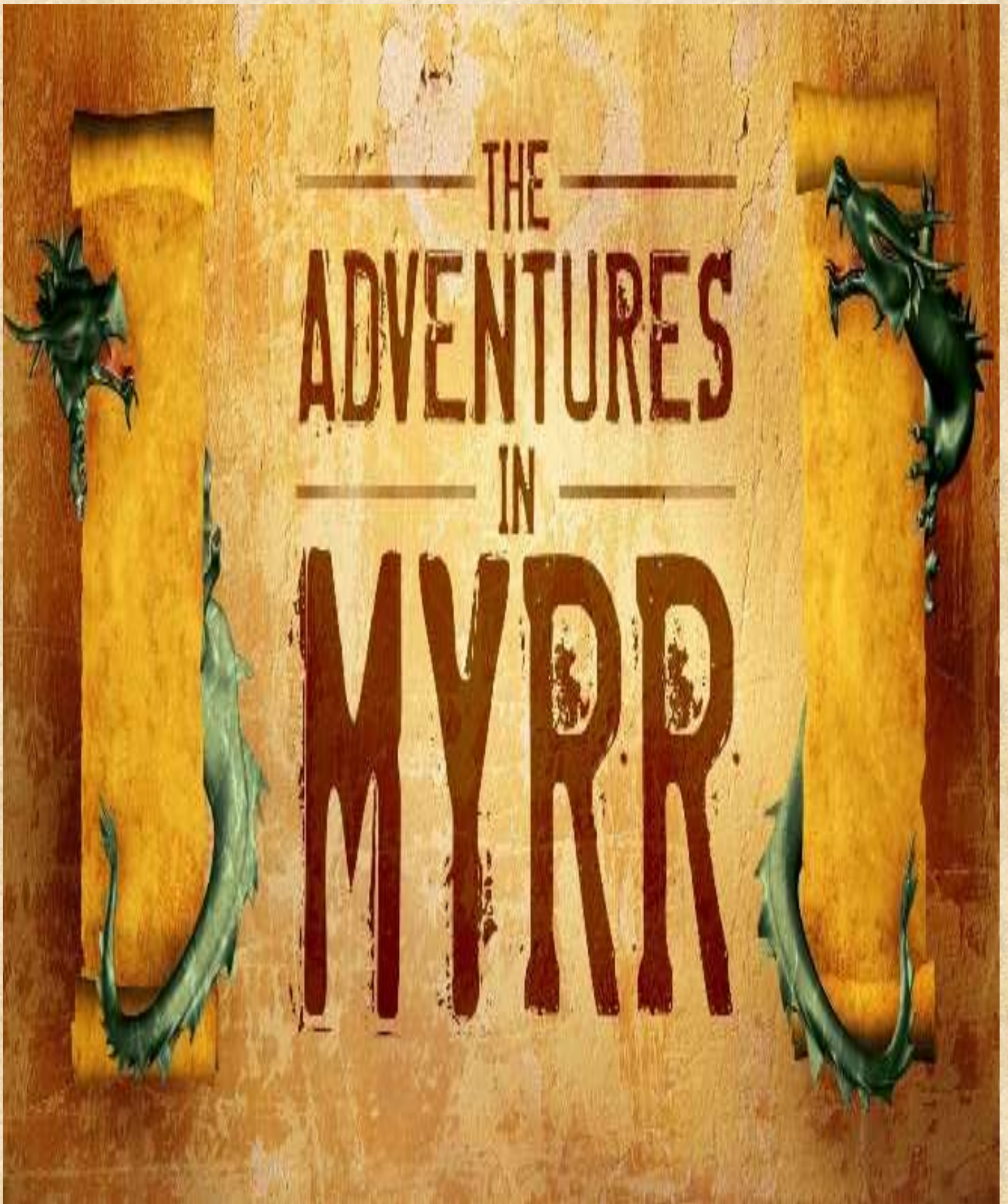
WE CAN  
— BE —  
HEROES





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# THE CITY OF WYLD

The city of Wyld is the center of power and commerce in western Myrr (MEER). This bustling city sits on Pendrell Bay just south of the Mystwood. A stone wall surrounds the whole city and Castle Wyld can be seen for miles around. Large gates can be found on the east and north ends of the community. Wyld Guard soldiers collect a small toll from anyone who enters the city. The Wyld Guard are led by their solemn captain, Cronem Berg. The Castle Wyld compound is heavily guarded. The neighbouring Fields of Wyld are home to all the farms that provide food and other resources for the city. Poverty is rampant in Wyld and becoming more of a problem each day. The poorest of all are the peasants who can't even afford to live in the city. Some can't even pay the toll to visit Wyld. Many live in shacks and small cottages on the nearby Fields of Wyld.

Young Queen Danara Bane rules the large city. However, she hides her true nature beneath her nobility. The Bane royalty have ruled since 489 MY. Many noble families make their home in Wyld and own most of the wealth is in their hands. The majority of these nobles live in the High District near the docks. How the nobles have become so wealthy is abundantly clear. One can see many wagons hauling away timber and other natural resources at all hours of the day. Ships bound for Port Telvan and Stonehelm are usually laden with timber and other goods. The port is very large and a number of tall sailing ships are usually moored there. Two massive stone bridges, Pendrell Bridge and West Bridge, connect the port to the rest of Wyld.

The city is also famous for being the home of the statues of the Twelve. A dozen twenty foot tall stone statues of the Myrrian heroes stand near the main docks. Folk come from all corners of the continent to look upon these stunning works of art. Many artists, bards, and writers make their home in the city. It is also known for its exuberant and loud heralds. The criers will make their way into one of the large outdoor markets and shout out the daily news. Even a few of the jaded nobles will gather and listen to the talented heralds. Several elements of the evil Alliance faction operate in secret in the city. The Von Bladens use the cover of darkness and aren't usually

seen in daylight. The evil nobles are the owners of the elegant Evenglow Manor in the High District.

If one was looking for a rowdy, friendly tavern the best bet would be The Fiendish Friend. It is owned by the wealthy Stokes family. On the other end of the scale is the Lonely Unicorn. The Greenwood noble family own this peaceful establishment located near the eastern gate. Protecting the city to the west is a fortress at the entrance to Pendrell Bay. Kellan Fortress is quite old and dominates Vigil Island. A couple hundred Wyld Guard are also stationed there with two longships. The most pressing issue in the city are recent explosions that went off in the Central Market. Magical fireballs exploded near the market and a few innocent bystanders were killed. Unfortunately the nearby Temple of Rogan was also badly damaged. The Wyld Guard are said to be investigating these attacks.

- Castle Wyld compound. The area is on a hill and looks down to the docks in the west and looms over the Lost District to the south and the rest of the city in the north. A stunning tower rises far out of the center of the main structure. The huge castle is the home of the queen and is one of the most heavily guarded places in all of Myrr. The elite Queensguard are responsible for the defence of the compound. These heavily armed soldiers also keep their stables near the Castle Wyld compound.
- The High District. On the far northwestern side of the city one can find the home of the nobles. A high stone wall separates this area from the main city. It is adjacent to the docks area. There are several large mansions in this district. The Wyld Guard rarely enter this neighborhood as the Queensguard have taken their place.
- The Lost District. The Lost District is a very large slum and home to most of the residents in the city. It is located on the far southern part of the city, behind the Castle Wyld compound. The streets are filthy and the buildings are in a dilapidated state. The Wyld Guard patrol this area on a regular basis. Brawls are constantly broken up by the soldiers, usually after the combatants have tired themselves out a bit. Eels Tavern is known as the wildest tavern in the entire city. It is also known for producing some of the most



talented bards in all of Myrr. If a performer can flourish in this challenging environment, they are sure to be successful. Many of these bards study at the Nightingale College in Nox before finding work in Wyld.

- **Central Market.** The largest market sits in the very center of Wyld. People know they can find almost anything in this sprawling market. However, the prices are not cheap. One does not come to the Central Market to find a good deal.

- **The Wyld Market.** Just inside the eastern gate is one of the busiest markets in Wyld. A wide range of products can be found here. Food, jewels, metals, and weapons and armor are some of what is available.

- **Docks Market.** Located on the west side of the Pendrell and West bridges is the Docks Market. Some locals say that the fresh fish and other seafood found here is the best in Myrr.

- **The North Market.** Much of the food grown in the Fields of Wyld ends up in this sprawling street market. There are also many skilled hirelings for hire.

- **The Great Square Market** is near Castle Wyld and one can purchase hirelings and jewelry

- **Central Market** is an enormous market right in the middle of the city. One can purchase potion ingredients, spell components, clothes, fresh fish, baked goods, weapons and armor.

**Population:** 18 000 (16 000 humans, 1000 halflings, 500 hill dwarves, a few others, includes 800 slaves)

**Government:** Absolute monarchy. The Queen of Wyld rules this city

**Leader:** Queen Danara Bane (female **vampire**, LE)

**Coat of Arms:** a shield with the top half red and the bottom half blue. A stylized golden letter 'W' sits at the center

**Resources:** armor, electrum, fish, foodstuffs, gems, hirelings, potion ingredients, silver, timber, weapons

**Guard:** 900 Wyld Guard (**guards**), 100 Queensguard (**elite guards**<sup>1</sup>), 400 horses, 3 warships, 4 longships

**Fortifications:** a massive stone wall surrounds the city

**Prison:** Small prison in Castle Wyld. There is also a large dungeon prison in Kellan Fortress on Vigil Island. The island is on the far western side of Pendrell Bay

**Factions:** the Alliance, the Wyld Gang, Captain Kale's Pirates, the Broken Circle, the Enders, the Greenwood Traders

**Temples:** Amara, Balthor, Habbasham, Morthos, Rogan, the Sea Goddesses, Sienna, Xavian

## The Wyld Gang

**Headquarters:** The Wyld Catacombs under the city of Wyld

**Leader:** Milo Hilltopple (halfling male, **4th level rogue**, LE)

**Allies:** Captain Kale's Pirates, the Alliance

**Rivals:** the Wyld Guard

**Members:** 20 halflings (mostly **rogues**), 20 **thugs**

**Mounts:** 12 large **mastiffs**

**Symbol:** the letters 'WG' written in red

One of the most notorious groups in all of Myrr is the Wyld Gang. For many years they weren't taken seriously and they took advantage of that. Milo and his gang are vicious killers and would do anything for fame and fortune. Their leader is quite impressed that they are part of the Alliance and he enjoys visiting Bladen and Damos and meeting with the vampire nobles. The gang's main hideout is in the Catacombs of Wyld underneath the city. The members are mostly rogues, but there are a few fighters and wizards in the gang.

<sup>1</sup>See New Monsters section



# MAP OF CITY OF WYLD NORTHWEST AREA

Areas 1-9 are part of the main adventure. The other areas (all marked with a 'W') can be used to add more encounters to the main adventure.





| Location | Name                                    | Details   |
|----------|---|---|
| W1       | Pendrell Stables                        | Stabling costs 5sp/day. Stabling for a dozen horses   |
| W2       | The Fiendish Friend/Tavern <sup>1</sup> | Barkeep: Yandle/Modest quality tavern   |
| W3       | The Fat Goblin/Tavern <sup>1</sup>      | Barkeep: Jakar/Modest quality tavern  |
| W4       | High District Stables                   | Stabling costs 1gp/day. Stabling for 20 horses. 4 <b>guards</b>   |
| W5       | Lord Manor                              | Home of the Lord family. 4 <b>elite guards</b> , 4 <b>mastiffs</b>  |
| W6       | Greenwood Mansion                       | Home of the Greenwood family. One <b>guard</b>  |
| W7       | Nagg Manor                              | Home of the Nagg family. Three <b>guards</b>  |
| W8       | Ashmore Manor                           | Home of the Ashmore family. Four <b>guards</b> , one <b>mastiff</b>   |
| W9       | Pendrell Manor                          | Home of the Woodgrove family. Two <b>guards</b>   |
| W10      | Statues of the Twelve                   | Twelve 20 ft. tall stone statues of the legendary twelve adventurers who saved Myrr in the Dark Times   |
| W11      | Temple of Amara                         | The goddess of love is worshipped here<br><b>Clerics</b> (2 <sup>nd</sup> , 3 <sup>rd</sup> , and 4 <sup>th</sup> level)                                      |
| W12      | Temple of Balthor                       | The god of wisdom is worshipped here.<br><b>Clerics</b> (1 <sup>st</sup> , 2 <sup>nd</sup> , and 6 <sup>th</sup> level)                                       |
| W13      | Outdoor Worship Area                    | People from around the city come here to worship  |
| W14      | Temple of Rogan                         | The god of justice and light is worshipped here.<br>Two <b>clerics</b> (3 <sup>rd</sup> and 6 <sup>th</sup> level) One <b>paladin</b> (2 <sup>nd</sup> level) |
| W15      | Temple of Habbasham                     | The god of trade is worshipped here. <b>cleric</b> (4 <sup>th</sup> level)  |
| W16      | The Axemen/Store                        | Owner: Valrik/Weapons and armor. Five <b>guards</b>   |
| W17      | The Lonely Unicorn/Inn <sup>1</sup>     | Rooms cost: 2gp/Wealthy accommodation   |
| W18      | West Goods/Store                        | Owner: Tasha/General goods. One <b>guard</b>  |
| W19      | The Dead Orc Inn <sup>1</sup>           | Rooms cost: 1sp/Poor accommodation  |
| W20      | Arcana Arcana/Store                     | Owner: Emeric Riddle /Magic items and potions   |
| W21      | The Jumping Fish/Tavern <sup>1</sup>    | Barkeep: Oliver/Poor quality tavern   |
| W22      | The Blue Fairy/Inn <sup>1</sup>         | Rooms cost: 1sp/Poor accommodation  |
| W23      | The Sun and the Moon/Inn <sup>1</sup>   | Rooms cost: 5sp/Modest accommodation  |
| W24      | The Horseshoe/Tavern <sup>1</sup>       | Live music, Two <b>guards</b>   |

<sup>1</sup>More info on these establishments can be found in the Inns and Taverns section



# A1 WYLD LIFE

This module is set in the World of Myrr campaign setting. See Cawood Publishing's website: [www.worldofmyrr.com](http://www.worldofmyrr.com) However, it could be located anywhere and the adventure could easily work for other fantasy RPG systems.

## The Adventure

This adventure takes place in the city of Wyld. The bustling settlement is one of the biggest on the small continent of Myrr. Wyld is the center of power in the western part of Myrr. Our intrepid band of adventurers will need to respond to a request from a tavern owner. This adventure helps the PCs learn about the Wyld Gang's connection to the evil Alliance. The story involves a couple of taverns and part of the catacombs under the city.

## Notes for the Game Master

This module is intended to introduce the evil Alliance to players in the World of Myrr. The Alliance are led by vampire noble families and several devils. A nasty gang of halflings called the Wyld Gang do some of the dirty work for the powerful Alliance. This module showcases this evil halfling gang's headquarters. In order to set up the next module A2, the stories of Maria Robbins and Candyce Ashmore (see the NPC Section) can be highlighted. The story can lead to more adventures involving the Alliance. If wanted the module can be expanded to involve more of the city and other factions. The Game Master can also alter the stats of the monsters included to suit his/her needs.

## ADVENTURERS HIRED!

You're hired! Your band of adventurers have responded to a notice you found in one of the markets in the bustling city of Wyld.

The party could make the city their home, or arrive on the scene as newcomers.

Here is the notice:

*Wanted: Brave adventurers to help catch a thief. The Wyld Guard haven't been of much use. My tavern has been robbed several times. Meet me at the North Market on Fieldday, the 56<sup>th</sup> day of Bloomtime. I'll be the old dwarf with a greataxe strapped to my back.*

(see the Wyld Northwest map, page 7/#1 is the location of the North Market)



## Encounters

### 1. Meeting the Dwarf in the North Market

The **North Market** is quite busy when your party arrives. The numerous carts and stalls are doing a thriving business. Fresh produce from the Fields of Wyld makes up the bulk of the sales in the market. There are a few other items on sale as well. Almost everyone is human so it's easy to spot the old dwarf. You also notice a very attractive young woman talking to a tall, dashing nobleman. The young brunette is clad in long leather boots and brown leather armor and she carries a shortsword. The noble wears the same red, blue, and gold colours as the Wyld Guard. His long white hair is striking. He seems completely focused on the young woman.

Their client is Baldin, a drunken dwarf. He offers the party 50gp to help him out. The dwarf wants to catch a thief that has robbed his tavern on more than one occasion. He explains he's not fast enough to catch



the rogue. Baldin is actually one of the legendary Twelve, famous Myrrian heroes (see the NPC section for more info). The dwarf takes the party to his nearby tavern.

One of the Von Bladen nobles, Sirius Von Bladen (see NPC section) chats with a young bard named Maria Robbins (see NPC section). The dwarf tells the party the Von Bladens are wealthy nobles and live in the High District. Baldin says there are rumors that the Von Bladens are vampires. He also mentions that Maria is a popular singer in the slum known as the Lost District.

## 2. The Purple Rabbit

A wall of sound greets the party as you enter the **Purple Rabbit**. Some local entertainers are playing a lively song. A couple of young men jump up and dance on one of the tables. In the background, a handsome half-elf male is pouring drinks at the bar.

The tavern is busy and full of locals. The handsome barkeep is very friendly. The Purple Rabbit tavern is made of wood and the ceiling is 10 ft. high.

### 2a. The Thief Attempts to Escape

All of sudden, a small hooded figure runs out from a nearby door. "That's him! He's got my axe!" shouts Baldin. The leather-clad halfling smashes through a window out onto the street. "Get him!" yells the dwarf.

The PCs pursue this halfling by using the Rooftops Chase Table on page 30.

### 2b. On the Rooftops of Wyld

The halfling climbs up the side of a nearby building and takes off across the rooftops. As you begin pursuit, the halfling turns and shouts, "You're not taking me alive!"

The slate roofs are uneven and most buildings are so close together it's fairly easy to leap across. The larger gaps require a DC12 Dexterity (Acrobatics) check. If the players fall, they drop 10 ft. to the ground. If the PCs catch the rogue he will fight to the death. If he's losing the battle he'll kill himself. He is a **1<sup>st</sup> level rogue** named Merrin Lowhill. The

halfling is CE and is armed with two shortswords. He is carrying a note, 5gp, a *potion of healing*, and Baldin's greataxe is strapped to his back. This is the note:

*Merrin,*

*Bring any stolen goods to the Drunken Bugbear. Make sure nobody sees you using the secret entrance to our headquarters.*

*Meg Hilltopple*

Merrin is trying to make his way to the Drunken Bugbear tavern. Once there, he plans to use the secret entrance and escape to the Wyld Gang's headquarters.

Note: If the party fail to catch the thief, Baldin finds out the culprit ran into the Drunken Bugbear tavern. Apparently a friend of the dwarf, named Tanis, spotted the halfling.

## 3. The Drunken Bugbear

This tavern is even busier than the Purple Rabbit. Attracting a lot of attention is a young blonde-haired woman who is selling several sets of fine clothes. Four elderly merchants are talking to her at the moment. A painting of soldiers fighting off hordes of goblins is just visible on the far wall. The warriors are wearing the red, blue, and gold colors of Wyld. Two surly looking men sit on chairs on either side of the painting.

The young woman is Candyce (see NPC section). She works for some merchants in the city and is very popular. The tavern is full of locals; city guards, entertainers, halflings, and nobles. Drinks are being ordered quickly and the staff are rushing around to serve everyone. It's so noisy that Wisdom (Perception) checks are made at -2. The painting is in fact a minor illusion, the nearby pair of **thugs** make sure nobody gets near it. Anyone could just step through and head down a flight of stone steps into the catacombs. However, nobody ever gets close enough. The thugs will attack anyone who tries to get near the painting. They are hired by the Wyld Gang and have been with the halflings for about a year. The thugs know the gang headquarters is through the painting, down in the Catacombs of Wyld. The thugs are CE and armed with shortswords.







# THE CATACOMBS OF WYLD

Maps on pages 39 and 40. See the Encounters section for random encounters in the Catacombs of Wyld.

All the areas are lit by torches and braziers so light is not usually an issue.

The sewer winds its way through the catacombs. Living in the slime and sludge are numerous **quippers**. Players must make a DC11 Dexterity Save if they get too close. On a fail, they slip and fall in.

After walking through the painting you find yourselves at the top of a flight of stone stairs. Torches in sconces on the sides of the passage light the way. These are the Catacombs of Wyld, which run underneath the city. The sewers and other tunnels are made from stone. A disgusting stench reaches your nostrils.

## A. Storeroom

This simple stone room is being used as a storeroom. A number of barrels, crates, and sacks are stowed here. Scuffling sounds can be heard in the back of the room.

This stone chamber is 10 ft. by 10 ft. A **swarm of rats** have made this place their home. The rats will attack anyone who enters the storeroom. The four crates are full of 8 blankets and 12 sets of clothes (common). Two barrels are full of salt and one is full of water. Lying under the empty sacks are 3 gp.

## B. Storeroom

You find another small room used to store supplies. It is made from gray stone like the rest of the dungeon. Several small puddles sit near the door.

This stone chamber is 10 ft. by 10 ft. Three wooden crates are stored here. They are empty as the kitchen staff have just returned them. Nothing of value is found here.

## C. Guard Room

A grimy human skeleton lies outside this room. Two thugs, who patrol the entrance to the dungeon area, are eating and playing cards here. The simple room only contains old wooden chairs and a wooden table.

The space is 20 ft. by 20 ft. The **thugs** are violent and will attack any intruders. Thirty copper pieces are piled up on the table.

## D. Storeroom

This chamber is another storeroom. This dirty stone room is lined with a number of rotten shelves full of bottles.

The shelves contain three dozen empty bottles, ten bottles full of water, and a number of empty sacks. Nothing of value is stored here.

## E. Garbage Room

If the sewers smelled bad, then this will be even more of an assault on the senses. The foulest stench fills this chamber full of garbage and other filth.

This large garbage area is 15 ft. by 40 ft. The Wyld Gang throw their garbage in here and their bugbear later drags it into the sewers in a place where it will be washed away. The place smells disgusting. A couple of **giant rats** are hiding in the mound of trash. A *+1 ring of protection* is also buried at the center of the filth. A human skeleton lies to the south of the chamber entrance.

## F. Storeroom

The door is ajar. Looking inside you see a halfling clad in brown leather armor sorting through a number of darts. The projectiles sit on one of two wooden crates in the chamber.

This stone chamber is 10 ft. by 15 ft. The halfling is Gabs Topfoot, one of the Wyld Gang. Gabs is a **1<sup>st</sup> level rogue**, LE. The halfling wields two shortswords and has a key that unlocks the armories. He is trying to find some darts and has just realized half of them are broken. One crate holds 8 useable darts, a dozen broken darts and 30 arrows. The other



crate has ten days of rations and four travelling cloaks. He will shout for help from the nearby thugs.

## G. Armory

You discover a space with a few wooden crates inside. A number of weapons hang on a rack on the wall. Sets of footprints lead back and forth across the dusty floor.

The door is locked, key is with Gaps Topfoot (Area F). This chamber is 15 ft. by 15 ft. The footprints are made by small humanoids. More armor and weapons are stored in the crates. All together there are four suits of leather armor, four shortbows, two shortswords, four daggers, and twenty arrows stored here. A successful DC12 Intelligence (Investigation) check will find a secret door.

## H. Hidden Room

Inside this secret chamber are four sacks. A horrible bloody stain covers most of one of the walls.

This hidden room contains some of the stolen items from the city above. The halfling gang have stored some of their wealth in this stone room.

The sacks contain:

1. 25gp and two silver rings worth 15gp each
2. 30sp and a *potion of water breathing*
3. 50cp and a small mirror
4. Four sets of fine clothes

## I. Storeroom

This small space contains three old barrels. Multiple cobwebs cover the edges of the chamber. It reeks of stale beer.

This room is used to store mead and water. Two of the barrels are filled with water. The other barrel is full of Krull Mead. This is a really low quality mead known to be sold in the poorest taverns in Myrr.

## J. Small Chamber

This room is pitch black. Something is making scratching sounds in the back of the room.

This bare chamber is occupied by a solitary **crawling claw**. It will scuttle across the dusty floor and attack any intruder.

## K. Living Quarters

This chamber is obviously one of the living quarters for the gang. Many simple beds fill this room. A large orange-skinned humanoid is sweeping the floor and a man snores from one of the beds.

This chamber is full of beds used by the gang. It's one of their sleeping areas. A **bugbear** is cleaning the room. The gang like to use his muscle at times but he is treated poorly by them. The sleeping man is a **thug**. The bugbear is armed with a morningstar and the thug has a shortsword.

## L. Damaged Room

The door is partially open. When the party enters you are greeted by a pile of rubble.

This chamber is damaged after part of the roof caved in. With a DC13 Strength check someone can move enough rubble to get past and find the wooden chest. The wooden chest is trapped. Characters can find the trap if they make a DC12 Intelligence (Investigation) check. The trap releases a small amount of poisonous gas. (1d4 poison damage to whomever opened it) Inside are 9gp and a shiny *+1 dagger*.

## M. Stone Basin

This open area has a large stone basin to the west. There is another wooden door to the north.

This basin has one solitary **quipper** in the water. He is bugbear's pet (Location K).

## N. Guard Room

This room contains a table and chairs, a wooden chest, and two large barrels.

This room is used by two thugs who are patrolling the catacombs. This space is 20 ft. by 25 ft. The barrels and chest are empty.



## O. Old Storeroom

This space appears to be completely empty. Pieces of rotten wood lie scattered around the chamber. Something is scratched on the far wall in very small letters.

This chamber was used as a storeroom until a patch of **green slime** moved in. It is sitting on the ceiling waiting to drop on anyone who enters the room. Players who make a DC 11 Wisdom (Perception) check can see it. The scratches on the opposite wall say 'Watch out for the slime' in Common.

## P. Deserted Chamber

This room is dark and you are unable to see a thing.

Nothing is barring entry as the door is unlocked. The gang don't use this area any more. There is nothing of value in here. A **shadow** lurks inside and will attack anyone who enters.

## Q. Jail

The door is locked. When you open the door you see a man and a woman tied up on the floor.

This is the jail for the Wyld Gang. They plan to sell these two prisoners to the Von Bladens. The two **commoners** are scared and hungry. They are tied up with a 50 ft. long rope. Both worked at the docks before being captured.

## R. Storeroom

This chamber is lined with a number of shelves. Mostly empty bottles fill the shelves. There appear to be a few that aren't empty.

This chamber is 15 ft. by 15 ft. There are two potions and one bottle of poison. They are; *potion of growth*, and a *potion of climbing*, and a *potion of poison*. The gang forgot about these items and assumes there's nothing of value in this storeroom.

## S. Armory

The door to this room is locked. A number of open wooden crates can be seen from the doorway. You can see suits of leather armor, swords, bows, daggers, and arrows inside.

This chamber is 15 ft. by 15 ft. There are four suits of leather armor, four shortbows, six shortswords, ten daggers, and sixty arrows stored here. Gabs Topfoot (Area F) has the key to the door.

## T. Kitchen Area

This area is full of delicious smells and the sounds of pots banging and knives chopping. Many foodstuffs are on the tables and shelves of this kitchen. A large hearth keeps the room very warm. Above the fire is an opening in the ceiling. An overweight human cook and two human slaves are busy at work making a huge pot of stew. The cook has two daggers on his belt. "Out! Out!" yells the portly man when anyone walks in.

This space is 20 ft. by 20ft. A cook (**1<sup>st</sup> level fighter**) and two slaves (**commoners**) are making meals for the Wyld Gang. The cook is armed with two daggers and will fight if the PCs don't leave immediately. The slaves won't fight and will take any opportunity to escape. They have heard other slaves have been turned over to the Von Bladens. Several tables have jars of spices and sacks full of ingredients. A stack of firewood is on the north side of the kitchen.

## U. Training Area

You enter a huge open area lit by several large braziers. The sewer winds through the middle of the area and a number of doors lead off the main chamber.

This area is usually used for training purposes by the Wyld Gang. The halfling gang practice sword fighting and archery in this space. A **swarm of quippers** swims in the nearby sewers.



## V. Large Living Quarters

After opening the door, you see a room full of ordinary beds. Two halflings are asleep here and a couple of mastiffs suddenly sit up. There are nine beds, three tables, and a wooden chest in these quarters.

This chamber is the largest in the complex. Nine of the halfling gang are quartered here. The living quarters are 30 ft. by 30 ft. Two Wyld Gang members, are sleeping here. They are both **1<sup>st</sup> level rogues** armed with two shortswords. Each of the halflings also carries 5sp and two days of rations. They are being guarded by two **mastiffs** as they sleep.

## W. Guardroom

One large wooden table with chairs fills the center of this simple chamber. Three humans in brown leather armor are arguing here.

The guard room is 15 ft. by 15 ft. Three hired **thugs** are in this chamber having a meal. They are armed with shortswords and have been hired by the Wyld Gang. They will attack anyone not in the gang. However, if the party attempts to persuade the thugs to abandon their posts they do so with advantage. The Wyld Gang treat the thugs poorly and pay them even worse.

## X. Meeting Area

Like most of this part of the dungeon, sizeable braziers light this open area. Four stone pillars stretch up to the ceiling. In the far corner of this bare space are four wooden barrels. A large amount of noise emanates from the door to the north.

This chamber is used for meetings when the headquarters area is too crowded. The barrels are full of Krull Mead, the cheapest, foulest mead in all of Myrr.

## Y. Gang Headquarters

Two large mastiffs bark loudly as the party enters the living quarters. A female halfling in black leather armor is shouting at three other halflings. You see another halfling tied up and propped against a wall. A long table and chairs lie in front of a chest and a small bookcase. You also see eight simple beds lined along the stone walls.

This chamber is 60 ft. by 60 ft. The leader of the gang, Milo Hilltopple, is away in the city of Bladen. He is meeting with the Von Bladen vampire nobles in Bladen Castle. In his place, his arrogant sister, Meg Hilltopple (see NPC section) is in charge. She is a **3<sup>rd</sup> level rogue** and is scolding three other gang members, all are **1<sup>st</sup> level rogues**. Each of the gang are armed with two shortswords.

The prisoner is Tully McFaster (see NPC section). He's been reporting the gang's activities to the Wyld Guard. As soon as the party comes in he starts yelling for help. A full barrel of Queen's Ale sits in the far corner of the room. The bookcase is empty.

## Z. The Chest's Hidden Compartment

At the bottom of the empty chest you find a hidden compartment. You see coins, a scroll, a sealed envelope, and a flask with blue liquid inside.

The chest contains 18gp, a *spell scroll – hold person*, and a *potion of healing*.

The envelope contains a letter that outlines the agreement between the Von Bladens and the Wyld Gang. Smuggling weapons to the city to Bladen and extorting businesses are the main activities undertaken by the gang of halflings. The Von Bladens take most of the profits and the gang keep the nobles' hands clean. The nobles have agreed to keep the Wyld Guard away and let the halfling gang operate freely. The leader of the gang, Milo Hilltopple, meets with Sirius and Roch Von Bladen on a regular basis at Evenglow Manor in the High District of Wyld.

The adventure continues in **A2 Some Enchanted Evening**.







# A2 SOME ENCHANTED EVENING

## The Adventure

This second adventure of the Adventures in Myrr is also set in the city of Wyld. In the first module, A1 Wyld Life, the PCs found a letter in the Wyld Gang's headquarters. This letter will lead them to Evenglow Manor in the High District. The manor is owned by the Von Bladen nobles, a cruel and evil family. There are rumors the family are actually vampires, but nobody has proved it.

## Notes for the Game Master

This adventure showcases a manor owned by the Von Bladens, one of the two powerful noble families leading the evil Alliance. The heroes have also learned that the young bard, Maria Robbins (see NPC section), has just been seen going into the manor. The PCs must arrive on the scene at night. At this time the Von Bladen nobles who live there are away. They also learn confronting them face-to-face is suicide at this point. The theme of the module is enchanted items. Almost all of challenges in the manor are animated objects and traps. Some are new monsters found in the New Monsters section of this module. The adventure can be expanded to involve more of the city and other factions. The Game Master can also alter the stats of the monsters included to suit their needs.

## FOLLOWING THE LEAD

You have learned that the Von Bladen noble family are working with the Wyld Gang. There is more and more evidence pointing towards the evil Alliance having a presence in the city of Wyld.

The adventuring party have found a disturbing letter linking the Wyld Gang to the powerful Von Bladen noble family. They need to head to the High District to investigate Evenglow Manor (see the City of Wyld map on page 7). A friend of Baldin the dwarf (see NPC section), named Tanis, has promised to get the party past the gate at the High District. He says that

Maria Robbins was just seen entering Evenglow Manor.

## The High District

The High District is surrounded by a high stone wall and the gate is guarded by four Queensguard. They wear long red cloaks with black chain mail underneath. Strapped to their backs are huge greatswords.

The Von Bladen's residence in Wyld is located in the wealthy High District. A 20 ft. high white stone wall borders this area. The four Queensguard are **elite guards**. They have their greatswords and two are also armed with longbows. If the PCs choose to confront them they will ring a nearby bell that summons a dozen more Queensguard. If the PCs survive the fight, they will be taken to the dungeon in Castle Wyld. If the party is thrown in jail, Baldin will bail them out the next day.

### 4. High District Gate

The gate is flanked by two golden crescent moon statues. The Queensguard question the party as soon as they approach. Baldin's friend gets you past the guards.

The four Queensguard listen calmly to Baldin's friend and accept his story. Tanis explains that the characters are staying at one of the manors. After getting the adventurers inside, Tanis leaves.

### 5. Queensguard Barracks

Two red cloaked Queensguard guard their barracks area. Inside are half a dozen more of the elite force.

If the PCs are caught trespassing, these **elite guards** will throw them out of the district. If the PCs attempt to use force, these elite guards will attempt to overpower them and throw them into the dungeon in Castle Wyld. If the party is thrown in jail, Baldin the dwarf will bail them out the following day.



## 6. The Manors

Beautiful mansions fill this wealthy part of the city of Wyld. The elegant homes are known for their stunning design. Their beauty is highlighted by the moonlight that shines down onto the city.

The High District is quiet at night, other than the occasional pair of Queensguard patrolling the area. The wealthy nobles usually walk to the stables and leave on horseback or carriages. Not many folk actually walk around the area.

## 7. The Gardens

Stunning, orderly gardens sit in the center of the wealthy district. Large bushes and numerous flowers make their home here. Many beautiful colors shine in the dark night.

Few people visit these gardens at night. It is a very peaceful and calm space. Large bushes make it difficult to see who is inside the garden area.

## 8. High District Graveyard

A permanent dark mist seems to hang over the graveyard. Ornate tombstones dot the grassy area. Elaborate stories of the dead are carved on the stone markers.

If the Queensguard catch any intruders in the graveyard they remove them with a warning. The elite guards will escort the trespassers out of the district and tell them never to return. Only the nobles in the High District are allowed to visit the graves. There are graves for all the noble families including the Von Bladens. However, none of the Von Bladen graves are older than 180 MY. If the party stop here the guards at Evenglow Manor will have a hard time noticing them because of the mist.

## 9. Evenglow Manor

A beautiful, gothic style mansion sits on the edge of Pendrell Bay. Like the other manors a sign indicates the name of the manor, 'Evenglow Manor'. A small drawbridge is the only entry point as a high wall surrounds the large building.

The mansion is empty at the moment as the Von Bladens are visiting the queen. The house has

sconces with torches throughout and many candles, light is not an issue.

Two men in brown studded leather armor are guarding the manor. One remains at the drawbridge entrance while the other patrols around the building. They both carry torches and are armed with halberds. The wooden doors of the manor are painted red. The iron doorknobs are carved like a human skulls.

## Hired Guards at the Drawbridge

See maps on pages 41 and 42. Both of these men are hired **guards**. They will question anyone who approaches the manor. If the fight starts to go badly, they will run away. The Von Bladens have not paid the men well and treat them with disdain. The drawbridge can easily be lowered but the front door is locked. Each of the guards has a key. Players can also force the front door open with a DC12 Strength check. The wall surrounding the manor is 20 ft. tall.

### E1. The Foyer

This foyer is all made of marble with two beautifully carved wooden chairs. An eerie silence consumes the area. You also notice a sweet smelling odor which fills the air.

The foyer is beautiful and imposing. The chairs could be sold for about 10gp each. If players follow the smell it will lead them to E10.

### E2. The Sitting Room

You enter into a large sitting room. There are three sets of high quality tables and chairs. The furniture is polished so much it sparkles in the candlelight. Bookshelves border the spacious chamber. On each of the four walls is a stylish longsword. Four pillars rise ten feet to the ceiling. Two carved iron bowls sit on either side of one of the chairs. A massive red pentagram has been inscribed on the floor.

Disturbingly the pentagram has been inscribed with blood...human blood. The four longswords on the walls are **flying swords**. They will animate and attack any intruders. If the PCs look in the bowls,



they find the containers are both filled with human blood. The furniture is worth 50gp.

### E3. The Dining Room

A long wooden table dominates this dining room. An ornate set of dishes and cutlery are set out on an expensive red tablecloth. Stone pillars and large plants are found each corner of this area. Numerous candles on the table light the entire dining room.

This lengthy room is used by the Von Bladens to entertain their guests. The items on the table are in fact a **dinner set of death**<sup>1</sup>. It will animate and attack any intruders. The wooden barrels are filled with the famous and rather tasty Damos Wine.

### E4. The Hallways

Several portraits hang in the hallways. All thirteen of the Von Bladens are depicted. Most of the attractive nobles have long dark hair and wear lavish clothes. A shining suit of armor sits at the south end of the central hallway.

The suit of armor is actually a suit of **animated armor**. It will animate and attack any intruders.

### E5. The Kitchen

A large, orderly kitchen is found here. Several tables and a few barrels are spread around the room. The counters are very clean and everything seems to be put away in containers. A number of herbs line shelves on the walls. Several sacks are piled neatly on the table.

The cook is asleep in the nearby storeroom and the other staff don't live in the manor. The barrels all contain salt. Potatoes, leeks, tomatoes, and carrots some of the foodstuffs found in the sacks. Three knives sit in a pile of pots and pans.

### E6. The Games Room

This space contains two tables with chairs and another door to the east. Chess sets are laid out on each of the tables. The games seem to have been partially completed.

The chess sets are worth about 50 gp. Each table has one **snare chair**<sup>1</sup>. If someone sits in one they will

animate. A **shadow** hides in a dark corner on the ceiling. A character making a DC14 Wisdom (Perception) check will locate the monster. It will attack anyone who is trapped by one of the snare chairs. Guests of the Von Bladens socialize in this area. However, none are staying in the house right now.

### E7. Storeroom

Loud snores come from a skinny man sleeping in a small bed. Several old barrels can be found in this room.

This is a storeroom and the living quarters for the cook, Hansen. He is a **commoner** and will fight any intruder with his dagger. He is aware of the animated objects and traps in the house. However, he won't give away the locations of any of these. He knows nothing about the Von Bladens' activities. One barrel is full of water, the other is full of delicious Damos Wine. Hansen often has a few glasses before bed.

### E8. Downstairs Guest Room

This chamber is found adjacent the Games Room. There is a bed and an iron chest on either side of the door. The furniture is all dark hardwood.

This is the downstairs guest room. Nobody is staying here at the moment. Each chest contains a set of fine clothes.

### E9. Upstairs Storeroom

A number of wooden barrels and seven long mirrors are stored here. There is also a 10 ft. long ladder which can be used to access the roof.

The barrels are full of salt, potatoes, and flour. The Von Bladens asked for the servants to move all the mirrors into this chamber. If someone is adventurous enough to go up on the roof, they will be rewarded. Both with a gorgeous view and a surprise. The Von Bladens have stashed a *lantern of revealing* up there. Roch Von Bladen is quite the romantic and enjoys the stunning views of Pendrell Bay and the city.



## E10. Master Bedroom West

A table sits in a small area filled with potted plants and a few barrels. Sweet smelling pipe smoke fills the air. An open doorway leads into a huge bedroom. The first thing that grabs your eye is Sirius Von Bladen standing before a fireplace on a pentagram. The handsome noble with long white hair and a red cloak has just turned to face you. You see his hand move towards a shining longsword. Everything in this bedroom is red, all the furniture and other items. The bed is a beautifully carved, work of art. A stylish rug sits at the foot of the bed and a stone gargoyle watches over the chamber.

This bedroom is usually used by Sirius Von Bladen. His image is an illusion triggered the fire. Sirius is currently staying in the city of Bladen. The only way the illusion disappears is if the fire is put out. The coffin in the corner is one of his many resting places. The rug is a **rug of smothering** and it and the **gargoyle** will attack any intruders. Inside the chest is a *saddle of the cavalier*, a *chime of opening*, and four bloodstones.

## E11. Small Guest Room #1

Opening the door you see a large bed with black sheets. A small wooden chest sits on the floor to the right.

One of the many guest rooms in Evenglow Manor. A fine traveling cloak and a light crossbow can be found in the chest. However, the light crossbow is **cursed**. Anyone who fires it will be sent flying back 10 ft. and land prone.

## E12. Small Guest Room #2

A bed sits to the right and a table and chairs are found on the left. Paintings of the soldiers fighting goblins can be seen on the walls. A beautiful red mirror is on the wall to the right.

The room is not used as much as the other guest rooms. The Von Bladens have refused to use this chamber until the mirror is moved. In fact, it is a magical **Myrr mirror**<sup>1</sup>.

## E13. Small Guest Room #3

This bedroom has two beds to the left and a table with some chairs on the right. Paintings of a fleet of tall ships arriving in the city of Wyld cover a couple of the walls.

There is a **swarm of bats** hanging from the rafters. If a PC makes a DC11 Wisdom (Perception) check they notice the creatures. The tiny beasts will swoop down and attack any intruders shortly after they enter the bedchamber. A former guest stashed a shortsword inside the far bed.

## E14. Small Guest Room #4

This chamber is filled with three beds. The familiar checkerboard floor stretches out throughout the bedroom. A large painting of a white-haired nobleman hangs on the far wall.

Guests rarely use this room as it has a nasty trap inside. The Von Bladens usually use this room to get rid of enemies. Numerous victims have perished in this trapped room. If any intruder steps on any of the dark squares on the checkerboard pattern, a trap is sprung. A magical flame, in the shape of a dragon, shoots up and does 1d8 fire damage. Characters must make a DC14 Dexterity save or take damage.





## E15. Master Bedroom East

You discover another large bedroom on the top floor of the manor. Everything in this bedroom is painted dark purple. As with the living room downstairs, there is a gruesome red pentagram on the floor. The chamber is furnished with a couple of chests, a very large bed, and a coffin.

PCs will discover the pentagram is harmless, but definitely made of human blood. Roch Von Bladen usually stays in this room and the coffin is one of his resting places. The farthest chest is a **mimic** and two **shadows** hide under the bed. The mimic will animate and attack any intruders who are in range. After it surprises the heroes, the shadows will join the fight. If the characters search the other chest they find the following:

- 50gp
- 5pp
- Three quills
- One bottle of ink
- Half a dozen sheets of parchment
- Three empty vials
- *bracers of archery*
- An elegantly written note:

*Landis Kyzan,*

*We've kidnapped Maria Robbins, Chase Lord, and Candyce Ashmore. They might be candidates and should be useful in your experiments. We'll have them brought to the village of Myrr on the coast.*

*Long Live the Alliance,*

*Roch Von Bladen*

<sup>1</sup> See New Monsters section

<sup>2</sup> MY – Myrrian Year (currently 566 MY)

Here are images of the kidnap victims; Maria, Chase, and Candyce (More info in NPC section)





# NPC SECTION

## Important NPCs

*Baldin*, dwarf male, **10<sup>th</sup> level fighter\***, LG. An old dwarf with black hair and a black beard. He is the owner of the Purple Rabbit tavern. One of the legendary Twelve, the heroes who saved Myrr during the Dark Times. He has become quite disillusioned and is a pathetic drunk. Baldin hides a dark secret about the Twelve. \*He's such a drunk, he is effectively a 1<sup>st</sup> level fighter.

*Maria Robbins*, human female, **3<sup>rd</sup> level bard**, NE. Maria is very attractive and quite athletic. She has medium length brown hair and blue eyes. She is a talented singer and will do anything for fame and fortune. Maria is very popular and is extremely charming. A number of the merchants and nobles want her hand in marriage.

*Tully 'the disaster' McFaster*, halfling male, **1<sup>st</sup> level fighter**, LG. Trouble seems to find him wherever he goes. Tully is short in stature with dark brown hair. This halfling is a loyal, brave warrior. However, he can be rather reckless.

*Candyce Ashmore*, human female, **1<sup>st</sup> level sorcerer**, LG. A tall, beautiful woman with blonde hair. Most striking are her clear blue eyes. She is interested in traveling to other parts of Myrr to sell fine clothing. She is well-known in Wyld because the local tailors have her wear their outfits to galas and balls. Candyce has learned of her family's connection to the sinister Broken Circle slavers. She plans to tell the Wyld Guard everything she knows.

*Meg Hilltopple*, female halfling, **3<sup>rd</sup> level rogue**, LE. The head of the Wyld Gang when her brother, Milo Hilltopple, is out of town. An arrogant, cruel, and calculating halfling.

*Sirus Von Bladen*, **vampire** male, LE. CHA 17. He appears to be a tall, handsome noble with long white hair. Sirus lives some of the time in Evenglow Manor. Most of his family live in the city of Bladen in central Myrr. He is often out all night and usually rests in a coffin in the manor in the daytime. Sirus can be used to toy with the characters but a direct confrontation would be suicide.

## Other City of Wyld NPCs

### Leaders

The Bane family: Queen Danara is the ruler of Wyld and resides in Castle Wyld. Lord Hugo and Lord Hynes live in Bane Mansion in the High District.

- Queen Danara Bane, Ruler of Wyld, **vampire** female, LE

Her speeches are known to enthrall listeners and her eyes seem to hypnotize people. The young queen is always accompanied by two white cats. Her two evil white cats are in fact **wraiths** in disguise.

- Lord Hugo Bane, **vampire** male, LE
- Lord Hynes Bane, **vampire** male, LE

The Von Bladen family: Their residence in Wyld is called Evenglow Manor. This gothic manor is located in the High District next to a graveyard. The manor is protected by many enchantments. Roch has recently moved a *mirror of travelling* to Bloodtooth Island.

- Roch Von Bladen, **vampire** female, LE
- Sirus Von Bladen, description in opposite column

Morton Buckley – Steward of Wyld, human male, 33 years old, **7<sup>th</sup> level rogue**, NE

He wields a wand that can cast fireballs. The steward also wears a cloak that protects him from non-magical weapons.

Captain of the Guard, Cronem Berg, human male, 42 years old, **8<sup>th</sup> level fighter**, LN

He is in charge of the Wyld Guard. Cronem has a manor near Castle Wyld and a farm in the Fields of Wyld.



## Clerics

Cleric of Rogan – Brother Bean, human male, 26 years old, **9<sup>th</sup> level cleric**, LG

Cleric of Amara – Eloise Penn, human female, 25 years old, **8<sup>th</sup> level cleric**, NG. She performs most of the unions (weddings) in Wyld.

Cleric of Balthor – Gorshaw, human male, 38 years old, **8<sup>th</sup> level cleric**, N.

Cleric of Vaux – Alaniz, human female, 28 years old, **8<sup>th</sup> level cleric**, NE

Cleric of Sienna – Behalla, human female, 22 years old, **4<sup>th</sup> level cleric**, N

## Nobles

The Lord Family: they live in the High District, the wealthiest area in the city of Wyld. The Lords have two manors in the area as well as a manor and several stables on the Fields of Wyld outside the city. They also sponsor the annual Wyldwood race every spring. Contestants race carts pulled by horses from Bend to Calder. The Lord family usually offer a sizeable prize for the winners. Some teams have won over a thousand gold pieces in the famous race.

- Malcolm Lord, human male, 47 years old, **9<sup>th</sup> level fighter**, LE. Husband of Meghan Lord

He uses a helm that enables him to teleport. He, his wife, and their youngest daughter are supporters of the Queen of Wyld. The powerful noble is also having an affair with the much younger Genie Greenwood.

- Meghan Lord, human female, 39 years old, **4<sup>th</sup> level warlock**, LG. Wife of Malcolm Lord

- Chase Lord, human male, 21 years old, **4<sup>th</sup> level rogue**, CG. Son

He is caught between two elements of his family, his evil parents and youngest sister and the good older sister. This young man is eager to join an adventuring party and escape the drama of his home.

- Justine Lord (Nya), human female, 25 years old, **9<sup>th</sup> level paladin**, LG. Daughter

She is also Nya, the head of the Knights of the Moon. Although nobody knows about her secret identity. She has had a falling out with her family and

is not welcome at their home in the High District. This young paladin lives in a castle in the Mountains of the Moon. Justine wields a magical longsword and wears plate armor.

- Jordan Lord, human female, 24 years old, **anti-paladin**, LE. Daughter

The Ashmore family: the Ashmores will support the most powerful group around. They live in Ashmore Manor in the High District. At the moment they support the Queen of Wyld. The Ashmores also fund the Broken Circle slaver gang. Their young daughter has very different values than the rest of the family.

- Amber Ashmore, human female, 38 years old, **3<sup>rd</sup> level sorcerer**, NE. Wife of Sterling

She is very interested in Chase Lord, but the young rogue has spurned her advances.

- Sterling Ashmore, human male, 36 years old, NE. Husband to Amber

- Gunnar Ashmore, human male, 22 years old, **4<sup>th</sup> level fighter**, NE. Son

He is an obnoxious, loud young man. Gunnar has fallen in love with the bard Maria Robbins.

- Candyce Ashmore, description on page 22

The Woodgrove family: the Woodgroves own the very popular Bayside Tavern in Wyld. They prefer to stay out of politics and enjoy their lavish lifestyle. The Woodgroves live in Pendrell Manor in the High District.

- Virgil Woodgrove, human male, 38 years old, N. Husband of Vanessa

- Vanessa Woodgrove, human male, 40 years old, N. Wife of Virgil

- Vanity Woodgrove, human female, 22 years old, **1<sup>st</sup> level bard**, NG. Daughter

The Greenwood family: the Greenwoods are not happy with the leadership of the Queen. It is common knowledge that the Von Bladens associate with the queen and this worries the Greenwoods. They own



the peaceful Lonely Unicorn inn. The nobles live in Greenwood Mansion in the expensive High District.

- Roman Greenwood, human male, 60 years old, LG. Husband of Ashlyn
- Ashlyn Greenwood, human female, 41 years old, LG. Wife of Roman
- Genie Greenwood, human female, 21 years old, **4<sup>th</sup> level ranger**, CN. Daughter

A very talented and beautiful ranger. However, she has not been training hard and has been more focused on her affair with Malcolm Lord. She is also very jealous of her older sister, Rachel. Her parents are worried about her and have their suspicions about Malcolm Lord.

- Wesley Greenwood, human male, 21 years old, **3<sup>rd</sup> level fighter**, CN. Son

He travelled north to join the Telvan Knights but was turned away because of his horrible attitude. Wesley is angry and ready to take out his frustrations.

- Rachel Greenwood, human female, 23 years old, **5<sup>th</sup> level ranger**, LG. Daughter

She is a vampire hunter and has a hidden lair in the Wyld Catacombs. There is a secret entrance in her chamber into the catacombs. Her parents adore her and this makes her sister, Genie, even more jealous.

Nagg family: the Nagg family are free spirits. They are rather independent, especially their two daughters. The teenagers are always up to something and get into a lot of trouble. The Nagg family make Nagg Manor in the High District their home.

- Fredrika Nagg, human female, 35 years old, CN. Widow
- Olivia Nagg, human female, 18 years old, **3<sup>rd</sup> level rogue**, NE. Daughter

Olivia will try to get away with anything she can. The young noble will cheat and steal whenever possible.

- Caroline Nagg, human female, 18 years old, **4<sup>th</sup> level rogue**, CN. Daughter

Her heart was broken after the death of her father. She has met Milo Hilltopple and the evil halfling

wants her to join his Wyld Gang. Caroline is also a talented dancer and painter.

The Myre family: their ancestors were the tyrannical rulers of the Mystwood years ago. The current family are the owners of Myre Goods. There are several stores located around north-western Myrr. The stores carry all kinds of equipment including weapons and armor. Like their ancestors the family will use violent means to get what they want. The Myres live in a large mansion in the northwest part of the city.

- Jakkard Myre, human male, 46 years old, **6<sup>th</sup> level fighter**, CE. Husband of Fran

He is the leader of the Myre family.

- Fran Myre, human female, 38 years old, CE. Wife of Jakkard

- Mabban Myre, human female, 61 years old, **7<sup>th</sup> level sorcerer**, CE. Grandmother

- Rickar Myre, human male, 42 years old, **3<sup>rd</sup> level fighter**, CE. Cousin. Husband of Jalice

- Jalice Myre, human female, 37 years old, CE. Cousin. Wife of Rickar

- Gabriel Myre, human male, 28 years old, **5<sup>th</sup> level rogue**, CE. Son of Mabban

- Gavin Myre, human male, 21 years old, **4<sup>th</sup> level fighter**, CE. Son of Mabban

- Mylas Myre, human female, 18 years old, **3<sup>rd</sup> level fighter**, CE. Daughter of Jakkard

- Farley Myre, human male, 18 years old, **1<sup>st</sup> level fighter**, CE. Cousin



Master Zachary Topping, human male, 43 years old, **4<sup>th</sup> level fighter**, NE

He is a wealthy merchant who lives in Eel Cove just north of Wyld. Master Topping owns Eels tavern in the Lost District and the Dukes and Daisies tavern near the docks. He enjoys the company of young women. Like a few other men in Wyld, he has his eye on Maria Robbins.

Jasper Fast, human male, 58 years old, **3<sup>rd</sup> level fighter**, NE

He is an older, wealthy merchant. Jasper lives in the High District with Eden Hawkins. He is good friends with Master Topping and they share similar interests. He owns the Horseshoe tavern and the Edgewater Inn.

Murphy Meyer, human male, 38 years old, CN

He owns the Hammer tavern. Murphy is independent and doesn't support the queen or her enemies.

## Ambassadors

The Nerathian Ambassador

Phandar Nillion, high elf female, 245 years old, **5<sup>th</sup> level ranger**, CG

Phandar is stationed at a beautifully built manor in the northern part of the city. She has a unit of twenty Nerathian Knights stationed with her in Wyld. Phandar enjoys her life in the city but is worried about the recent aggressive stance of the Bane royal family. She is also one of the elves who are wary of the Stonehelm, as they have now signed the Rakkas Bay Treaty with Wyld.

## Others

The Wyld Gang

- Milo Hilltopple, Leader of the Wyld Gang, halfling male, 110 years old, **8<sup>th</sup> level rogue**, NE

Milo wears magical studded leather armour and uses two magical daggers. He also has a set of pipes that can control swarms of rats.

- Red Apple, halfling male, 125 years old, **8<sup>th</sup> level wizard**, NE

- Meg Hilltopple, description on page 22

- Reed Hilltopple, halfling male, 65 years old, **4<sup>th</sup> level sorcerer**, NE

- Berric Thornlow, halfling male, 21 years old, **4<sup>th</sup> level fighter**, NE

- Tinnan Thornlow, halfling male, 20 years old, **3<sup>rd</sup> level rogue**, CE

- Morrin Thornlow, halfling male, 25 years old, **2<sup>nd</sup> level rogue**, NE

- Rinnan Thornlow, halfling male, 21 years old, **1<sup>st</sup> level rogue**, NE

- Gabs Topfoot, halfling male, 23 years old, **1<sup>st</sup> level rogue**, LE

- Naela Hilltopple, halfling female, 31 years old, **3<sup>rd</sup> level rogue**, NE

- Merrin Lowhill, halfling male, 28 years old, **1<sup>st</sup> level rogue**, CE

Baldin, description on page 22

Maria Robbins, description on page 22

Eden Hawkins, human female, 27 years old, **8<sup>th</sup> level bard**, NE

She provides companions for those who can afford it. Eden is very seductive and charming and will do anything for more power and wealth. She currently lives with Jasper Fast in the wealthy High District.



Arah Fair, human female, 26 years old, 7<sup>th</sup> level bard, LG

As times have gotten darker in Wyld, a few individuals have stood against the tide of evil. One of those people is the bard, Arah Fair. Unlike Maria Robbins she is an established singer and well respected. Arah is graduate of the famous Raelen

Bard College. Her large white mastiff Lily is always by her side and offers her protection.

### **Hirelings**

Tully 'the disaster' McFaster, description on page 22





# ENCOUNTERS

## Encounter Table: City of Wyld

### D100 Encounter

01-02 Urchin Gang  
03-04 Noble  
05-06 Shadow  
07-08 Guard Patrol  
09-10 Commoner  
11-12 Shadow  
13-14 Rat  
15-16 Acolyte  
17-18 Mastiff  
19-20 Giant Rat  
21-22 Merchants  
23-24 Entertainer  
25-26 Commoner  
27-28 Spy  
29-30 Apprentice  
31-32 Cult Fanatic  
33-34 Acolyte  
35-36 Swarm of Rats  
37-38 Merchant  
39-40 Rat  
41-42 Tavern Brawler  
43-44 Guard  
45-46 Commoner  
47-48 Cat  
49-50 Giant Rat

### D100 Encounter

51-52 Commoner  
53-54 Cat  
55-56 Guard  
57-58 Swarm of Rats  
59-60 Tavern Brawler  
61-62 Commoner  
63-64 Slavers  
65-66 Noble  
67-68 Apprentice  
69-70 Cultist  
71-72 Guard Patrol  
73-74 Bounty Hunter  
75-76 Commoner  
77-78 Mastiff  
79-80 Swarm of Rats  
81-82 Guard  
83-84 Apprentice  
85-86 Urchin  
87-88 Wererat  
89-90 Commoner  
91-92 Entertainers  
93-94 Thugs  
95-96 Cult Fanatic  
97-98 Doppelganger  
99-00 Priest



## Encounter Table: Catacombs of Wyld

### D100 Encounter

|       |               |
|-------|---------------|
| 01-02 | Ghost         |
| 03-04 | Thugs         |
| 05-06 | Cult Fanatic  |
| 07-08 | Gray Ooze     |
| 09-10 | Cultist       |
| 11-12 | Slaver        |
| 13-14 | Swarm of Rats |
| 15-16 | Thug          |
| 17-18 | Quipper       |
| 19-20 | Giant Rat     |
| 21-22 | Skeleton      |
| 23-24 | Rust Monster  |
| 25-26 | Urchin        |
| 27-28 | Quipper       |
| 29-30 | Giant Rat     |
| 31-32 | Cat           |
| 33-34 | Cultist       |
| 35-36 | Swarm of Rats |
| 37-38 | Urchin        |
| 39-40 | Wererat       |
| 41-42 | Quipper       |
| 43-44 | Gray Ooze     |
| 45-46 | Bat           |
| 47-48 | Rust Monster  |
| 49-50 | Giant Rat     |

### D100 Encounter

|       |                   |
|-------|-------------------|
| 51-52 | Swarm of Rats     |
| 53-54 | Giant Rat         |
| 55-56 | Skeleton          |
| 57-58 | Swarm of Bats     |
| 59-60 | Urchin            |
| 61-62 | Cultist           |
| 63-64 | Slavers           |
| 65-66 | Rat               |
| 67-68 | Gray Ooze         |
| 69-70 | Thug              |
| 71-72 | Cultist           |
| 73-74 | Slaver            |
| 75-76 | Rust Monster      |
| 77-78 | Wererat           |
| 79-80 | Swarm of Rats     |
| 81-82 | Ochre Jelly       |
| 83-84 | Swarm of Quippers |
| 85-86 | Urchin            |
| 87-88 | Giant Rat         |
| 89-90 | Zombie            |
| 91-92 | Slavers           |
| 93-94 | Thugs             |
| 95-96 | Shadow            |
| 97-98 | Black Pudding     |
| 99-00 | Doppelganger      |



## Monster List: City of Wyld

| Monsters   | CR  |
|--|-----|
| Cat, Commoner <sup>1</sup> , Rat   | 0   |
| Cultist, Entertainer <sup>2</sup> , Giant Rat, Guard, Mastiff, Merchant <sup>2</sup> , Noble, Slaver <sup>2</sup>  | 1/8 |
| Acolyte, Swarm of Rats, Urchin <sup>2</sup>  | 1/4 |
| Apprentice <sup>2</sup> , Shadow, Thug   | 1/2 |
| Spy, Tavern Brawler <sup>2</sup>   | 1   |
| Bounty Hunter <sup>2</sup> , Cult Fanatic, Entertainers <sup>2</sup> , Guard Patrol <sup>2</sup> , Merchants <sup>2</sup> , Priest, Slavers <sup>2</sup> , Wererat | 2   |
| Doppelganger, Thugs <sup>2</sup>   | 3   |
| Urchin Gang <sup>2</sup>   | 4   |

<sup>1</sup>Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Harlot, Herald, Hunter, Jeweler, Mason, Messenger, Moneylender, Peasant, Pilgrim, Tailor, Tavern/Inn worker, Undertaker

<sup>2</sup>Apprentice, Bounty Hunter, Cultists, Elite Guard, Entertainer, Entertainers, Guard Patrol, Merchant, Merchants, Slaver, Slavers, Tavern Brawler, Thugs, Urchin, Urchin Gang (see New Monsters section)

## Monster List: Catacombs of Wyld

| Monsters  | CR  |
|---|-----|
| Bat, Cat, Quipper, Rat  | 0   |
| Cultist, Giant Rat, Slaver <sup>1</sup>   | 1/8 |
| Skeleton, Swarm of Bats, Swarm of Rats, Urchin <sup>1</sup> , Zombie              | 1/4 |
| Gray Ooze, Rust Monster, Shadow, Thug   | 1/2 |
| Swarm of Quippers   | 1   |
| Cult Fanatic, Cultists <sup>1</sup> , Ochre Jelly, Slavers <sup>1</sup> , Wererat | 2   |
| Doppelganger, Thugs <sup>1</sup>  | 3   |
| Black Pudding, Ghost  | 4   |

<sup>1</sup>Cultists, Slaver, Slavers, Thugs, Urchin (see New Monsters section)



# ROOFTOPS CHASE TABLE

After each turn roll a d20

## d20      **Complication**

- 1      A companion bumps into you. Make a DC13 Dexterity save or you're knocked off the roof.
- 2      Smoke from a chimney obscures your view. Miss your next turn.
- 3      Your footwear comes loose. Make a DC12 Dexterity save or fall prone.
- 4      Wind blows debris in your face. Next turn you move through difficult terrain.
- 5      Rain or oil on the roof. Make a DC10 Dexterity save or slip and fall prone. 1d4 damage
- 6      A **swarm of rats** rush towards you. Next turn you move through difficult terrain.
- 7      A maze of crates and barrels on roof. Difficult terrain for 30 ft.
- 8      A **swarm of ravens** flies across your path. Make a DC10 Dexterity (Acrobatics) check or difficult terrain for 30 ft.
- 9      A **guard** mistakes you for a wanted criminal. He shoots an arrow at you.
- 10     Your foot gets stuck in a hole in the roof. Make a DC11 Dexterity save or fall prone.
- 11     A beggar (**commoner**) blocks your way. Make a DC12 Dexterity (Acrobatics) or Strength (Athletics) check or difficult terrain for 30 ft.
- 12     You come across a rooftop brawl (two **thugs** are fighting). Difficult terrain for 30 ft.
- 13     Run into a clothing line. You're knocked prone.
- 14–20   No complication



# INNS AND TAVERNS

| Location | Type   | Name                | Rooms | Quality      | Innkeeper/Barkeep  | Staff | Meals  | Drink  |
|----------|--------|---------------------|-------|--------------|--|-------|--|--|
| Wyld     | Tavern | The Purple Rabbit   | None  | Poor         | Osduran<br>human<br>male, 35<br><b>3<sup>rd</sup> level fighter</b><br>CG    | 6     | bark soup,<br>chicken stew   | Krull Mead   |
| Wyld     | Tavern | The Fiendish Friend | None  | Modest       | Yandle<br>human<br>male, 38<br>CN  | 12    | apple pie,<br>chicken stew,<br>roast pig,<br>squash soup,<br>wild boar | Myrr Mead,<br>Queen's Ale,<br>Raven Mead,<br>Wyld Mead |
| Wyld     | Tavern | The Hammer          | None  | Comfortable  | Quarrel<br>halfling<br>male, 87<br><b>3<sup>rd</sup> level fighter</b><br>LG | 12    | cherry pie,<br>pike, turkey<br>soup,<br>venison, wild<br>boar chop     | Aern Wine,<br>Queen's Ale,<br>Roan Mead,<br>Wyld Mead  |
| Wyld     | Tavern | Kate's Tavern       | None  | Comfortable  | Kate<br>human<br>female, 37<br>LN  | 10    | apple<br>crumble,<br>baked goat,<br>mutton, pike                       | Aern Wine,<br>Roan Mead,<br>Wyld Mead                  |
| Wyld     | Tavern | The Lazy Goddess    | None  | Wealthy      | Ewan<br>human<br>male, 29<br>CN  | 15    | fruitcake,<br>mutton,<br>potato soup,<br>pike, venison                 | Moon Wine,<br>Road Mead,<br>Wyld Wine                  |
| Wyld     | Tavern | The Bayside Tavern  | None  | Aristocratic | Marnie<br>human<br>female, 56<br>CG  | 20    | apple<br>crumble,<br>mutton, pike,<br>quail                            | Moon Wine,<br>Queen's Ale,<br>Raven Mead,<br>Wyld Mead |
| Wyld     | Tavern | The Horseshoe       | None  | Modest       | Nathan<br>human<br>male, 27<br>N   | 14    | baked goat,<br>fish soup,<br>mutton,<br>pheasant                       | Myrr Mead,<br>Road Mead,<br>Wyld Mead                  |

## Inns and Taverns of Wyld continued

| Location | Type   | Name                       | Rooms | Quality | Innkeeper/Barkeep  | Staff | Meals   | Drink  |
|----------|--------|----------------------------|-------|---------|--|-------|---|--|
| Wyld     | Tavern | The Last Wave              | None  | Poor    | Henrik<br>human<br>male, 54<br>LG  | 9     | fish soup,<br>onion soup,<br>wild boar                      | Krull Mead,<br>Myrr Mead                             |
| Wyld     | Tavern | Dukes and<br>Daisies       | None  | Poor    | Tharb<br>mountain dwarf<br>male, 137<br>LG                               | 12    | cabbage<br>soup, chicken<br>stew, fish<br>soup, meat<br>pie | Aern Wine,<br>Krull Mead,<br>Myrr Mead,<br>Rock Mead |
| Wyld     | Tavern | The Fat Goblin             | None  | Modest  | Jakar<br>tiefling<br>male, 26<br>N                                       | 15    | pike, potato<br>soup,<br>pumpkin pie,<br>wild boar<br>chop  | Krull Mead,<br>Roan Mead,<br>Wyld Mead               |
| Wyld     | Tavern | Eels                       | None  | Squalid | Tessier<br>human<br>male, 52<br><b>5<sup>th</sup> level fighter</b><br>N | 14    | bark soup,<br>chicken soup,<br>meat pie,<br>tomato soup     | Krull Mead,<br>Myrr Mead,<br>Rock Mead,<br>Wyld Mead |
| Wyld     | Tavern | Jen's                      | None  | Poor    | Megg<br>human<br>female, 24<br>CG  | 12    | bark soup,<br>onion soup,<br>wild boar<br>chop              | Aern Wine,<br>Krull Mead,<br>Myrr Mead,<br>Rock Mead |
| Wyld     | Tavern | The Jumping Fish<br>Tavern | None  | Poor    | Oliver<br>human<br>male, 26<br>LG  | 14    | Baked goat,<br>mushroom<br>soup, pike                       | Myrr Mead,<br>Wyld Mead                              |
| Wyld     | Tavern | The Clever Miller          | None  | Poor    | Sam<br>human<br>male, 23<br>LN   | 12    | fish soup,<br>meat pie,<br>mushroom<br>soup                 | Krull Mead,<br>Myrr Mead,<br>Rock Mead               |



## Inns and Taverns of Wyld continued

\*There's a tavern inside the inn as well. So food and drink are available.

| Location | Type | Name                   | Rooms | Quality | Innkeeper/Barkeep   | Staff | Meals                                      | Drink  |
|----------|------|------------------------|-------|---------|---|-------|--|--|
| Wyld     | Inn  | The Sleeping Dwarf Inn | 2gp   | Wealthy | Danni halfling female, 28<br>CG                                     | 16    | None                                       | None   |
| Wyld     | Inn* | The Blue Fairy         | 1sp   | Poor    | Ophella half-elf female, 59<br>CG                                   | 6     | chicken stew, meat pie, onion soup         | Llynd Mead, Myrr Mead                        |
| Wyld     | Inn  | The Edgewater Inn      | 5sp   | Modest  | Robb human male, 48<br>CN   | 12    | None                                       | None   |
| Wyld     | Inn  | The Lonely Unicorn     | 2gp   | Wealthy | Xavier human male, 27<br><b>4<sup>th</sup> level sorcerer</b><br>CN | 14    | None                                       | None   |
| Wyld     | Inn* | The Sun and the Moon   | 5sp   | Modest  | Grace human female, 29<br>LG  | 15    | cherry pie, mutton, squash soup, venison   | Roan Mead, Wyld Mead                         |
| Wyld     | Inn* | Olaf's Inn             | 5sp   | Modest  | Olaf human male, 46<br>N  | 12    | chicken soup, fish soup, mutton, pike      | Aern Wine, Myrr Mead, Queen's Ale, Wyld Mead |
| Wyld     | Inn* | The Dead Orc Inn       | 1sp   | Poor    | Jasper human male, 27<br><b>1<sup>st</sup> level fighter</b><br>CG  | 10    | boar ribs, chicken stew, pike, potato soup | Krull Mead, Myrr Mead, Wyld Mead             |

# NEW MONSTERS

## Animated Object/The Dinner Set of Death

The Dinner Sets of Death are constructs that appear to be fine plates, goblets, and cutlery. They will animate and attack any intruders in range after being laid out.

### Medium construct, unaligned

| AC15    | Hit Points 5d6 |        |        | Speed 0 ft., fly 20 ft. (hover) |        |  |
|---------|----------------|--------|--------|---------------------------------|--------|--|
| STR     | DEX            | CON    | INT    | WIS                             | CHA    |  |
| 12 (+1) | 15 (+2)        | 11 (0) | 1 (-5) | 5 (-3)                          | 1 (-5) |  |

Saving Throws/Dexterity +4

Damage Immunities/poison, psychic

Condition Immunities/blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses/blindsight 60 ft. (blind beyond this radius), passive Perception 7  
Languages -

### CHALLENGE RATING 1/4 (50 XP)

*Antimagic Susceptibility.* The dinner set is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the dinner set must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

*False Appearance.* While the dinner set remains motionless and isn't flying, it is indistinguishable from a normal dinner set.

*Self-destruction.* If the Dinner Set of Death hit on an attack roll you must roll a d20. If a 5 or less is rolled the construct is destroyed in its attempt to attack. Anyone within 5 ft. of the destruction takes 2 hit points damage.

### Actions

*Slash and Slam.* Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) slashing damage and (1d6) bludgeoning damage.

## Animated Object/Myrr Mirror

These full-length mirrors appear to be ordinary, they are far from that. This construct will cause many to be frightened of the reflection of their own reflection.

### Medium construct, unaligned

| AC12   | Hit Points 5d6 +6 |         |        | Speed 0 ft. |        |  |
|--------|-------------------|---------|--------|-------------|--------|--|
| STR    | DEX               | CON     | INT    | WIS         | CHA    |  |
| 1 (-5) | 3 (-4)            | 13 (+1) | 1 (-5) | 3 (-4)      | 1 (-5) |  |

Damage Immunities/poison, psychic

Condition Immunities/blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses/blindsight 60 ft. (blind beyond this radius), passive Perception 6  
Languages -

### CHALLENGE RATING 1 (200 XP)

*Antimagic Susceptibility.* The mirror is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the mirror must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

*False Appearance.* The mirror is indistinguishable from a normal mirror.

### Actions

*Horrible Reflection.* Each non-undead creature within 30 ft. of the mirror that can see his/her reflection must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns. If a target's saving throw is successful or the effect ends for it, the target is immune to the mirror's Horrible Reflection for the next 24 hours.

## Animated Object/Snare Chair

Snare chairs are animated objects that can squeeze those who sit on them. The chair's arms will animate and wrap around the head and torso of the victim.

### Small construct, unaligned

| AC12    | Hit Points 6d10 |         |        | Speed 5 ft. |        |  |
|---------|-----------------|---------|--------|-------------|--------|--|
| STR     | DEX             | CON     | INT    | WIS         | CHA    |  |
| 17 (+3) | 14 (+2)         | 10 (+0) | 1 (-5) | 3 (-4)      | 1 (-5) |  |

Skills/Athletics +8, Deception +7, Intimidation +7, Persuasion +7

Senses/passive Perception 12

Languages/Common and one other

### CHALLENGE RATING 6 (2300 XP)

*Antimagic Susceptibility.* The chair is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the chair must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

*False Appearance.* While the chair remains motionless and isn't flying, it is indistinguishable from a normal chair.



## Actions

*Squeeze. Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, and at risk of suffocating, and the chair can't squeeze another target. In addition, at the start of each of the target's turns, the target takes (2d6 + 3) bludgeoning damage.

# Apprentice

Apprentices are young spellcasters training to be skilled wizards.

*Medium humanoid (any race), any alignment*

AC12 (15 with mage armor) Hit Points 3d8 Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 12 (+1) | 16 (+3) | 10 (+0) | 14 (+2) |

Skills/Arcana +3

Senses/passive Perception 10

Languages/Common and one other

## CHALLENGE RATING 1/2 (100 XP)

*Spellcasting. The apprentice is a 3rd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The apprentice has the following wizard spells prepared:*

*Cantrips (at will): fire bolt, light, prestidigitation, ray of frost*

*1st level (4 slots): burning hands, detect magic, mage armor, magic missile, shield*

*2nd level (2 slots): hold person, misty step, scorching ray*

## Actions

*Quarterstaff. Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d8 + 2 or 1d10 + 2, versatile) bludgeoning damage.

*Dart. Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* (1d8 + 2) piercing damage.

# Bounty Hunter

The bounty hunter will track down wanted criminals. Evil bounty hunters will find them dead or alive.

*Medium humanoid (any race), any alignment*

AC15 (studded leather armor) Hit Points 9d8 Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 16 (+3) | 14 (+2) | 12 (+1) | 14 (+2) | 14 (+2) |

Skills/Deception +2, Perception +2, Stealth +3

Senses/passive Perception 12

Languages/Common and two others

## CHALLENGE RATING 2 (450 XP)

*Keen Hearing and Sight. The bounty hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.*

## Actions

*Multiattack. The bounty hunter makes two melee attacks or two ranged attacks.*

*Longsword. Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d10 + 3) slashing damage, two-handed.

*Light Crossbow. Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* (1d8 + 3) piercing damage.

# Elite Guard

Elite guards are well trained and tougher than the usual guards.

*Medium humanoid (any race), any alignment*

AC18 (chain mail and shield) Hit Points 5d8 + 4 Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 12 (+1) | 12 (+1) | 12 (+1) | 10 (+0) | 12 (+1) |

Skills/Intimidation +3, Perception +3

Senses/passive Perception 13

Languages/Common

## CHALLENGE RATING ¼ (50 XP)

## Actions

*Longsword. Melee attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 2 or 1d10 + 2, versatile) slashing damage.

*Longbow. Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* (1d8 + 1) piercing damage.

# Entertainer

Entertainers are less skilled than bards and can be actors, storytellers, dancers, singers, musicians or poets.

*Medium humanoid (any race), any alignment*

AC11 (leather armor) Hit Points 1d8 + 2 Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 12 (+1) | 12 (+1) | 14 (+2) |

Skills/Perception +1, Performance +3, Persuasion +3

Senses/passive Perception 12

Languages/Common and two others

## CHALLENGE RATING 1/8 (25 XP)

## Actions

*Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6) piercing damage.*

*Light Crossbow. Ranged Weapon Attack. +3 to hit, range 80/320 ft., one target. Hit: (1d8) piercing damage.*

# Merchant

Merchants sell and trade goods. They can be found in settlements or on the road.

*Medium humanoid (any race), any alignment*

AC13 (studded leather armor) Hit Points 1d8 + 4  
Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 10 (+0) | 12 (+1) | 12 (+1) | 16 (+3) |

Skills/Perception +1, Persuasion +3

Senses/passive Perception 11

Languages/Common and two others

## CHALLENGE RATING 1/8 (25 XP)

## Actions

*Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) piercing damage.*

*Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6 + 1) piercing damage.*

# Slaver

Slavers are engaged in capturing, using, and selling slaves. They often have wealthy sponsors.

*Medium humanoid (any race), evil alignment*

AC14 (leather armor) Hit Points 4d8 Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 15 (+2) | 12 (+1) | 12 (+1) | 12 (+1) | 12 (+1) |

Skills/Intimidation +1, Perception +1

Senses/passive Perception 11

Languages/Common and one other

## CHALLENGE RATING 1/8 (25 XP)

*Pack Tactics. The slaver has advantage on an attack roll against a creature if at least one of the slaver's allies is within 5 ft. of the creature and ally isn't incapacitated.*

## Actions

*Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 + 2 or 1d10 + 2, versatile) slashing damage.*

*Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: (1d8 + 2) piercing damage.*

# Tavern Brawler

The tavern brawler is a thug who is skilled at unarmed combat.

*Medium humanoid (any race), chaotic alignment*

AC15 (no armor) Hit Points 10d8 + 5 Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 16 (+3) | 15 (+2) | 12 (+1) | 12 (+1) | 12 (+1) |

Skills/Perception +1

Senses/passive Perception 11

Languages/Common

## CHALLENGE RATING 1 (200 XP)

## Actions

*Multiattack: The tavern brawler makes two unarmed (melee) attacks.*

*Unarmed. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d4 + 3) bludgeoning damage.*

*Bonus Action: Can use a bonus action to grapple. DC13 Strength escape.*

# Urchin

Urchins are young people who live on the streets of large settlements.

*Medium humanoid (any race), any alignment*

AC13 (leather armor) Hit Points 1d8 Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 10 (+0) | 10 (+0) | 12 (+1) | 12 (+1) |

Skills/Performance +3, Persuasion +3, Stealth +4

Senses/passive Perception 11

Languages/Common

## CHALLENGE RATING 1/4 (50 XP)

*Cunning Action. On each of its turns, the urchin can use a bonus action to take the Dash, Disengage, or Hide action.*

*Pack Tactics: The urchin has advantage on an attack roll against a creature if at least one of the urchin's allies is within 5 feet of the creature and the ally isn't incapacitated.*

## Actions

*Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 + 2) piercing damage.*



*Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: (1d4 + 2) bludgeoning damage.*

## GROUPS OF MONSTERS

### Entertainers

Entertainers are a group of four entertainers. They are less skilled versions of bards.

*Medium humanoids (any race), any alignment*

| AC13 (leather armor) |         | Hit Points 1d8 + 2 |         | Speed 30 ft. |         |
|----------------------|---------|--------------------|---------|--------------|---------|
| STR                  | DEX     | CON                | INT     | WIS          | CHA     |
| 10 (+0)              | 10 (+0) | 10 (+0)            | 12 (+1) | 12 (+1)      | 14 (+2) |

Skills Perception +1, Performance +3, Persuasion +3  
Senses passive Perception 11  
Languages Common and one other

#### CHALLENGE RATING 2 (500 XP)

##### Actions

*Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6) piercing damage.*

*Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6) piercing damage.*

### Merchants

Merchants are a group of three merchants with four guards.

*Medium humanoids (any race), any alignment*

| AC13 (studded leather armor) |         | Hit Points 1d8 + 4 |         | Speed 30 ft. |         |
|------------------------------|---------|--------------------|---------|--------------|---------|
| STR                          | DEX     | CON                | INT     | WIS          | CHA     |
| 10 (+0)                      | 12 (+1) | 10 (+0)            | 12 (+1) | 12 (+1)      | 16 (+3) |

Skills/Perception +1, Persuasion +3  
Senses/passive Perception 11  
Languages/Common and two others

#### CHALLENGE RATING 2 (350 XP)

##### Actions

*Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) piercing damage.*

*Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6 + 1) piercing damage.*

### Slavers

Slavers are a group of eight slavers.

*Medium humanoids (any race), evil alignment*

| AC14 (leather armor) |         | Hit Points 4d8 |         | Speed 30 ft. |         |
|----------------------|---------|----------------|---------|--------------|---------|
| STR                  | DEX     | CON            | INT     | WIS          | CHA     |
| 14 (+2)              | 15 (+2) | 12 (+1)        | 12 (+1) | 12 (+1)      | 12 (+1) |

Skills/Intimidation +1, Perception +1  
Senses/passive Perception 11  
Languages/Common and one other

#### CHALLENGE RATING 2 (500 XP)

*Pack Tactics. The slaver has advantage on an attack roll against a creature if at least one of the slaver's allies is within 5 ft. of the creature and ally isn't incapacitated.*

##### Actions

*Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 + 2 or 1d10 + 2, versatile) slashing damage.*

*Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: (1d8 + 2) piercing damage.*

### Urchin Gang

An urchin gang has eight street urchins in it.

*Medium humanoids (any race), any alignment*

| AC13 (leather armor) |         | Hit Points 1d8 |         | Speed 30 ft. |         |
|----------------------|---------|----------------|---------|--------------|---------|
| STR                  | DEX     | CON            | INT     | WIS          | CHA     |
| 10 (+0)              | 14 (+2) | 10 (+0)        | 10 (+0) | 12 (+1)      | 12 (+1) |

Skills/Performance +3, Persuasion +3, Stealth +4  
Senses/passive Perception 11  
Languages/Common

#### CHALLENGE RATING 4 (1 000 XP)

*Cunning Action. On each of its turns, the urchin can use a bonus action to take the Dash, Disengage, or Hide action.*

*Pack Tactics: The urchin has advantage on an attack roll against a creature if at least one of the urchin's allies is within 5 feet of the creature and the ally isn't incapacitated.*

##### Actions

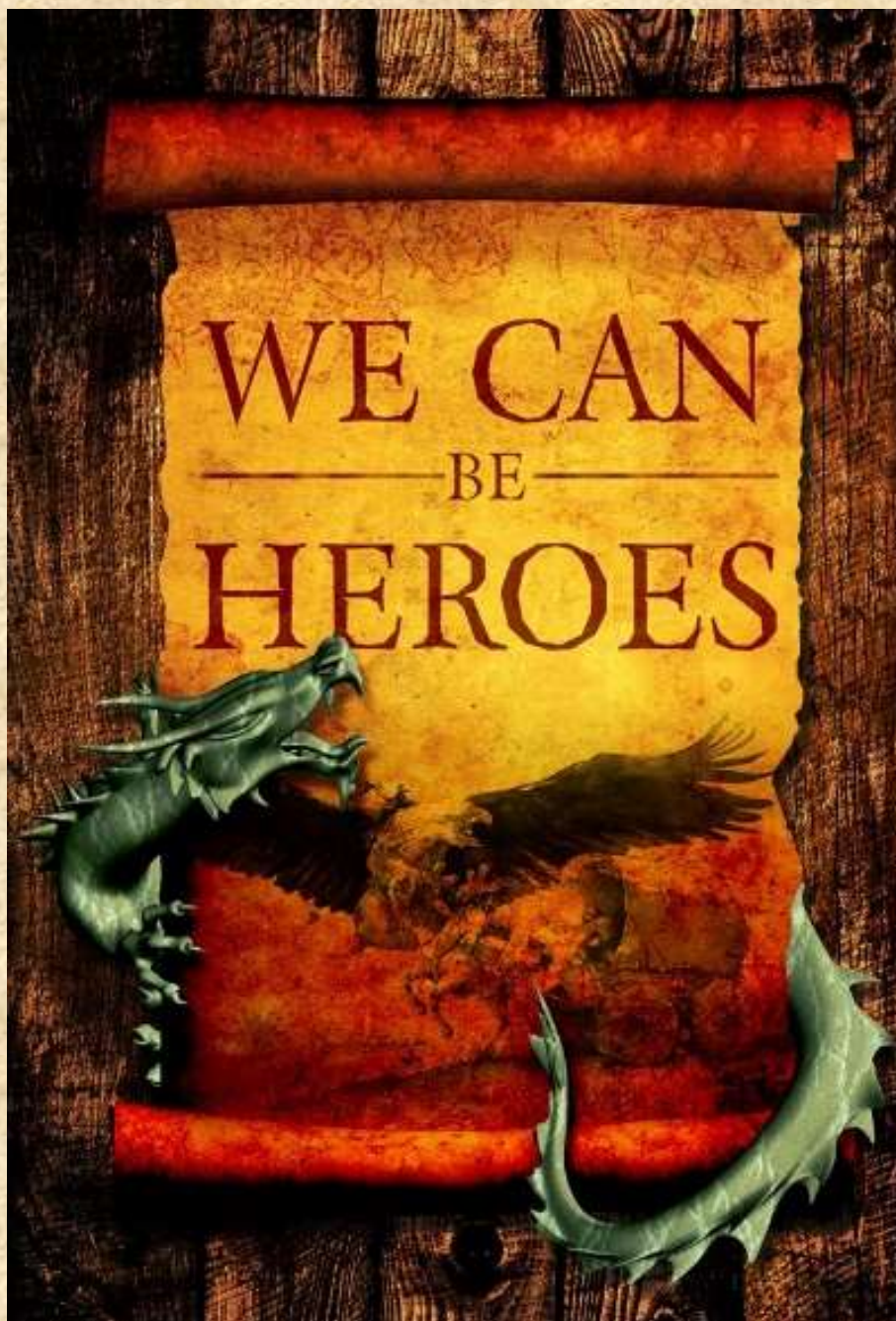
*Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 + 2) piercing damage.*

*Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: (1d4 + 2) bludgeoning damage.*



## OTHER MONSTER GROUPS

| Type of Group | Number     | Challenge Rating | Experience Points |
|---------------|------------|------------------|-------------------|
| Cultists      | 6 Cultists | CR 2             | 300 XP            |
| Guard Patrol  | 8 Guards   | CR 2             | 500 XP            |
| Thugs         | 4 Thugs    | CR 3             | 800 XP            |





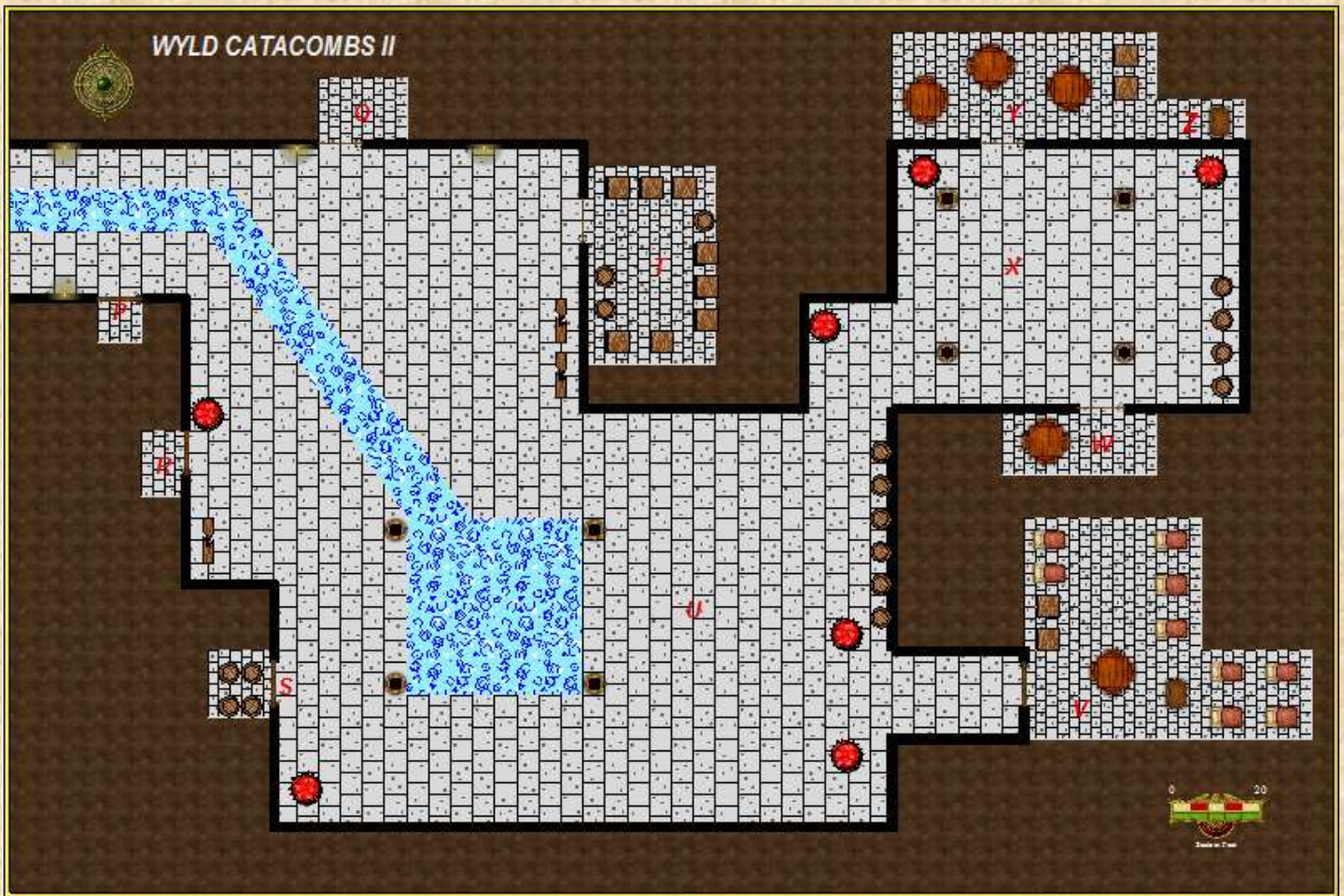
# MAPS OF THE CATACOMBS OF WYLD

## Wyld Catacombs I





# Wyld Catacombs II





# MAPS OF EVENGLOW MANOR

## Evenglow Manor Main Floor



# Evenglow Manor Upper Floor





# MAP OF THE CONTINENT OF MYRR





# THE MYRRIAN CALENDAR

## The Days of the Week and the Sun Quarters

### The Myrrian Week

A Myrrian week is seven days long.

| Day       | Purpose |
|-----------|---------|
| Goodday   | work    |
| Riverday  | work    |
| Hillday   | work    |
| Woodsdays | work    |
| Restday   | rest    |
| Fieldday  | work    |
| Skyday    | worship |



### The Sun Quarters and Their Festivals

A Myrrian year is 364 days long.

Each sun quarter has twelve weeks and then a week-long festival.

| Sun Quarter / Festival | Duration |
|------------------------|----------|
| Bloomtime (Spring)     | 84 days  |
| Festival of Water      | 7 days   |
| Suntime (Summer)       | 84 days  |
| Festival of Fire       | 7 days   |
| Moontime (Fall)        | 84 days  |
| Festival of Earth      | 7 days   |
| Dreamtime (Winter)     | 84 days  |
| Festival of Wind       | 7 days   |



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