

FOR CHARACTERS LEVELS 7-9

**A5 SECRETS OF PORT
TELVAN
A6 THE SIEGE OF GORN**



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A6 THE SIEGE OF GORN

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Open Gaming Content throughout this book. OGL included on pages 65 – 67

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HEROES

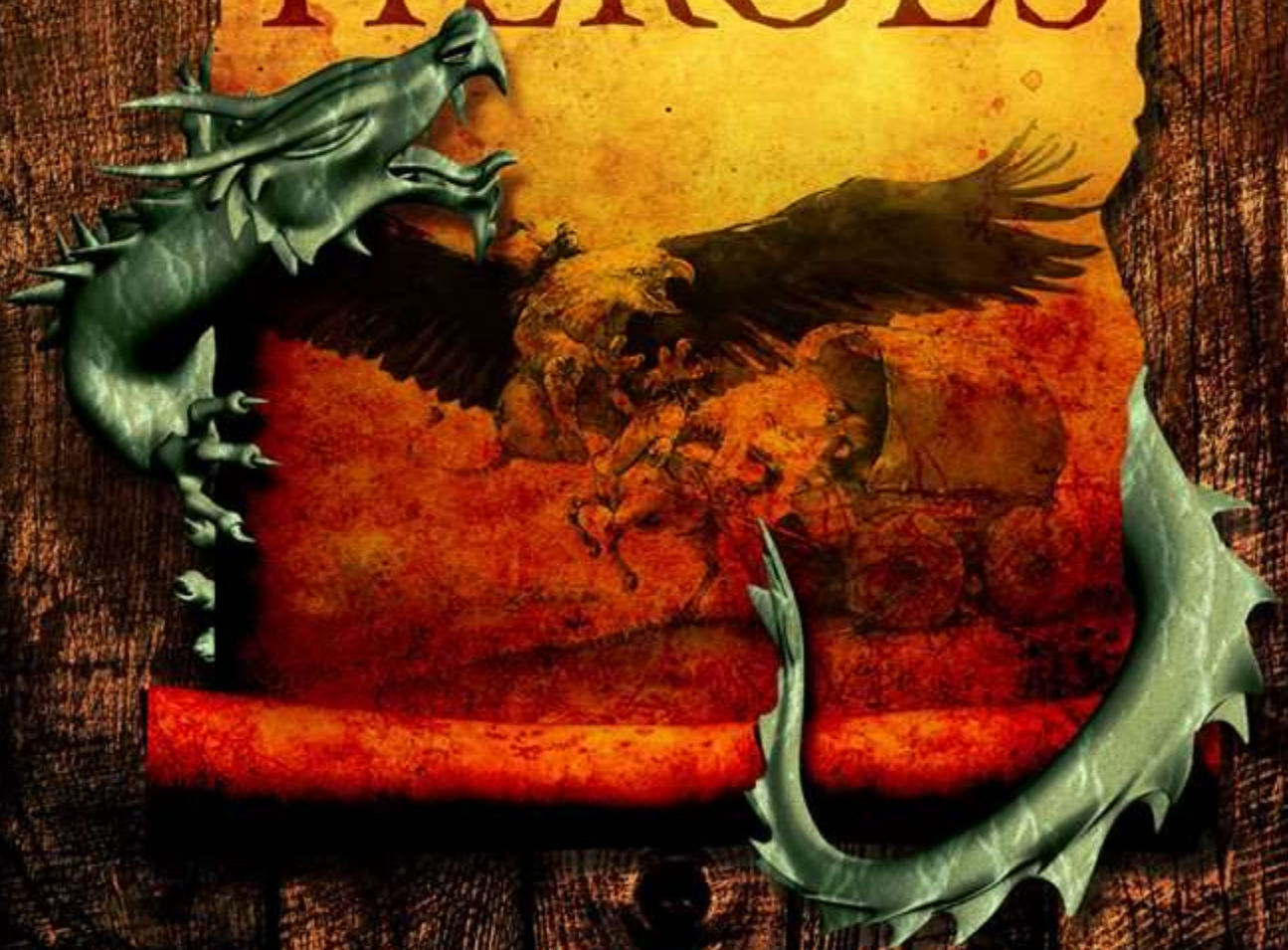
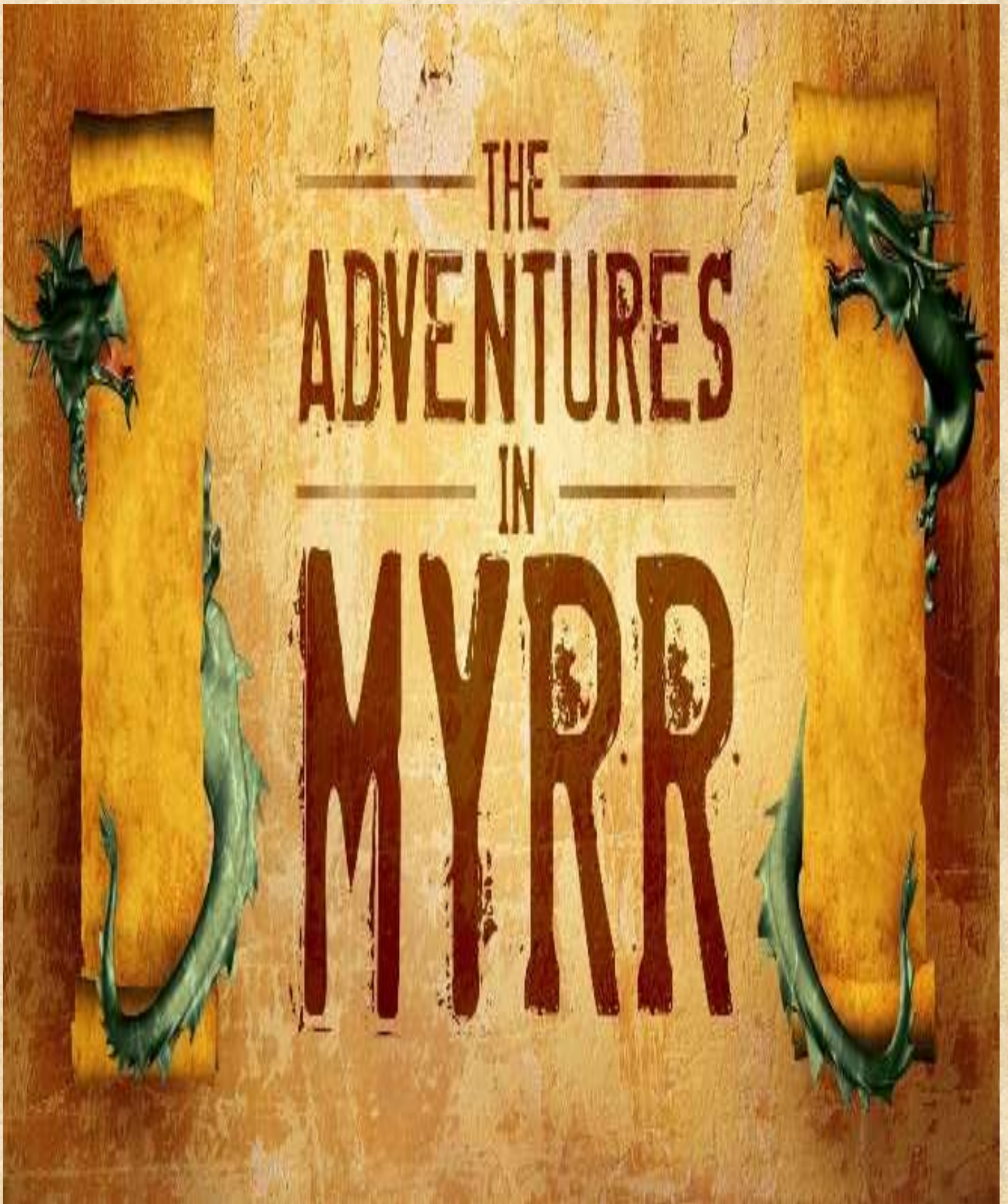


TABLE OF CONTENTS

The City of Wyld/Port Telvan	5
Map of Western Myrr.....	8
A5 Secrets of Port Telvan.....	10
A6 The Siege of Gorn	24
NPC Section	31
Encounters	32
New Monsters	38
Inns and Taverns	45
Map of Bloodtooth Island	50
Maps of Bloodtooth Manor	51
Maps of Port Telvan	53
Map of the Village of Gorn	59
Maps of Myre Manor	60
Map of the Continent of Myrr	62
Myrrian Calendar.....	63
Pre-Generated Characters.....	64



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 a separate wall surrounds Castle Wyld. Two large gates can be found on the east and north of the large community. Wyld Guard soldiers collect a small toll from anyone who enters the city. The Wyld Guard are led by their captain, Cronem Berg. Another heavily guarded gate leads directly into the Castle Wyld compound. 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. The Bane royalty have ruled since 489² 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 usually 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 a number of large mansions in this neighbourhood. 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**, lawful evil)

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**¹), 400 horses, 3 warships, 4 longships

Fortifications: A massive stone wall surrounds the city

Prison: There is 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 Alliance

Headquarters: The cities of Bladen and Damos

Leader: Lord Balthazar Damos (male **vampire**, LE)

Allies: Captain Kale's Pirates, the Wyld Gang

Rivals: Humanity

Members: **vampires**, **devils**, a halfling gang (the Wyld Gang), **pirates**, **hobgoblins**

Mounts: Many

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 the Bladen and Damos and meeting with the top vampires. The gang's main hideout is in the Catacombs of Wyld under the city of Wyld. The members are mostly rogues, but there are a few fighters and wizards in the gang.

¹See New Monsters section

² MY – Myrrian years

PORT TELVAN

• Port Telvan is a peaceful, civilized port. Everyone in western Myrr has heard of this safe haven. The town is ruled by a friendly, well-liked duke and has a sparkling reputation. Duke William Highcliff's knights are a formidable force and protect a large area surrounding the town. They can be seen patrolling the western part of the Mystwood and the farms on the peninsula. The knights are known as the Telvan Knights and they are well regarded throughout western Myrr. Lord Heath Cromwell is the knight commander who leads the knighthood. The seaside town is busy and usually quite orderly. The liveliest tavern is the Seven Sails, found near the eastern city gate. The rowdiest tavern is the Full Halfling. There is also a sizeable halfling community in Port Telvan. Halflings have lived here for years and are well integrated into society. The Duke is a good friend of the Kellan family who live nearby in the village of Gorn. The city's leader is also well known for having an eye for a pretty face. He actually has three wives; Krista Ordon, Constance Vespa and Christina Fleming. Christina lives in Fleming in the Mystwood and runs her own tavern. The other two young women live in Port Telvan with the duke. This has caused a lot of controversy in the town, especially with the knighthood.

• The Low Quarter (the Halfling Quarter). On the southern side of the town is a very poor area and the home of the halfling community. A number of the halfling families moved south to Wyld over the years but many still remain. The nasty Vultures bounty hunter gang make their home in the poorest part of the neighbourhood.

• Highcliff Compound. The Duke lives in a small castle in the town. A tall central tower rises out of the bulky stone complex. The Port Guard and Telvan Knights don't let anyone pass into the Highcliff Compound without giving up their weapons. Once someone has finished visiting the compound their weapons are returned. Many loud banquets and celebrations are held within the compound. Some

nobles from Wyld make the journey simply for the lavish dinners and festivities hosted by the duke. Although he already has three wives, the town's ruler is still interested in marrying again.

• Fields Market. Located in the Low Quarter is a large market selling many kinds of goods. It is also known simply as the Market, where one can find fish, food, and furs.

• The Castle Market. Not far from the Highcliff compound is the Castle Market. General goods, equipment, high quality foods, and hirelings can be found in this market. The Port Guard watch over this area closely as pickpockets from the Low Quarter will often frequent Castle Market.

Population: 3000 (2500 humans, 400 halflings, a few others)

Government: Absolute monarchy. The duke rules the town

Leader: Duke William Highcliff (human male, **7th level fighter**, CG)

Coat of Arms: a stylized white letter 'T' on a blue background

Resources: cloth, fish, foodstuffs, furs, hirelings, platinum, rare woods

Guard: 400 Port Guard (**guards**), 100 Telvan Knights (**knights**), 200 horses, galley, 2 longships

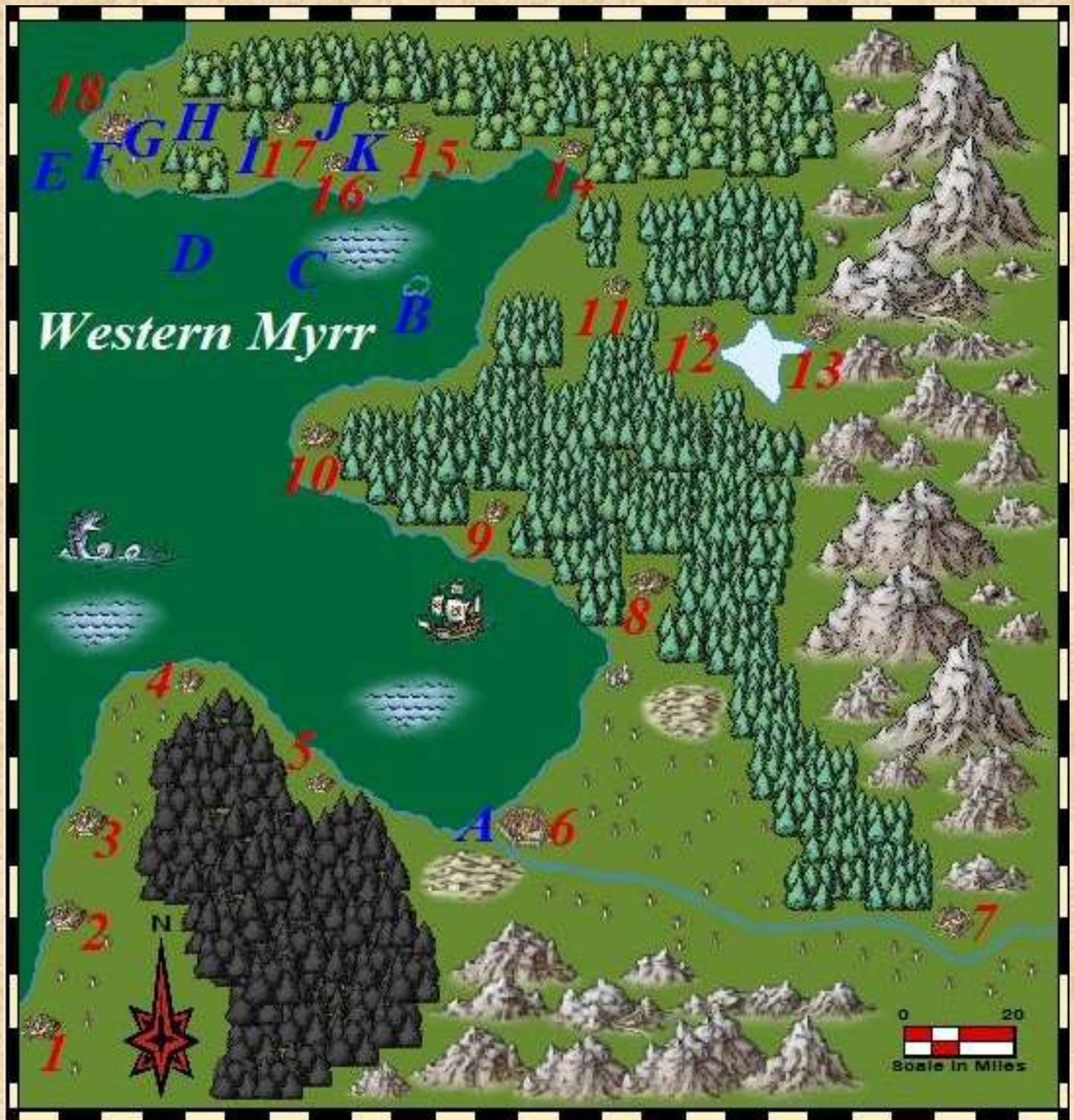
Fortifications: a stone wall surrounds the town. Many guard towers are spread out around the settlement

Prison: an old jail is deep in the dungeons of Telvan Castle

Factions: the Telvan Knights, the Vultures

Temples: Amara, Nizath, Rogan, the Sea Goddesses, Xavian

MAP OF WESTERN MYRR



Settlements in Western Myrr for map on page 8

1	Darlem	Diverse population with halflings, gnomes, hill dwarves, and humans
2	Lund	Has some of the best fishing on the continent
3	Myrr	A rather ominous ghost town, currently overrun by sahuagin
4	Fynbos	Located near a Wyld Guard island garrison is this quiet village
5	Falk	A small community on Pendrell Bay near the creepy Old Wood
6	Wyld	See pages 5 and 6 for info
7	Calder	A town on the Alanen River between Wyld and Bane. 100 Wyld Guard here
8	Fleming	Farmers make up most of population. 50 Wyld Guard here
9	Rudd	Almost nobody lives here. Little hamlet is a mystery to most people
10	Saran	Located on a high cliff, strangely it has no wall for protection
11	Atwood	Small community of hunters and rangers. Very peaceful
12	Bend	Village is the starting point for the annual Wyldwood Race
13	Tallen	This beautiful town sits on the eastern shore of Lake Cydros
14	Grimhollow	A wild seaport of ill repute. Pirates and thugs are everywhere
15	Lyra	A tiny hamlet in one of the very swampy areas of the Mystwood
16	Gorn	Small village on the edge of the Mystwood. Well-known duke is the leader
17	Dryden	A village found deep in the Mystwood near the Three Hills Cavern
18	Port Telvan	See page 7 for info



A5 THE SECRETS OF PORT TELVAN

This module is set in the World of Myrr campaign setting. See Cawood Publishing's website: www.worldofmyrr.com

The Adventure

This adventure takes place in the city of Wyld, on Bloodtooth Island, and in the town of Port Telvan. Wyld is one of the biggest settlements on the continent of Myrr. It is the center of power in the western part of Myrr. Our intrepid band of adventurers are in the city for the Sea Festival. PCs can explore the city and more encounter tables and lore are provided. However, this adventure has the party being captured early on.

Notes for the Game Master

This module begins with a long role-playing section, followed by the PCs getting kidnapped, then it kicks into high gear. The evil 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. Unknown to most, Captain Kale and his pirate band have also joined the Alliance. This module introduces the pirates, Bloodtooth Island, and then the town of Port Telvan. It all begins with a festival and a chance for the characters to meet some NPCs and learn more lore about the continent of Myrr and the city of Wyld. The Game Master can also alter the stats of the monsters included to suit his or her needs.

THE SEA FESTIVAL

Your party have arrived in the city of Wyld for the annual three day Sea Festival. It is a warm Bloomtime (Spring) day.

The PCs should be prepared for some rest and relaxation. Western Myrr map location A page 8.

These notices are posted all over the city:

The Sea Festival. A royal welcome to all visitors to the annual event. Every Bloomtime we celebrate our

oceans and the Sea Goddesses. They are the three goddesses who bless the sacred waters that surround the continent of Myrr. Enjoy all the food, drink, and dancing. – Queen Danara Bane



1. Opening the Festival

A huge crowd has gathered at the open air public worship area on the west side of the city. The queen herself is there with her steward and a large number of Queensguard in their red cloaks. "I, Danara Bane, Queen of Wyld, declare the Sea Festival of the year 566 open!" The crowd cheers and some even begin chanting. "Long live the queen! Long live the queen!"

The queen then departs with her steward Morten Buckley and about thirty Queensguard. The deadly greatswords strapped to the backs of the queen's elite guard are visible as they leave. Danara Bane enjoys the opportunity to have attention showered on her and loves to distract the population with all manner of entertainment. She is actually a **vampire** queen, and the evil Alliance have control over the city. Two of the Von Bladen vampire nobles, Sirius and Roch, are in the city to aid Danara. The queen's new mission is to replace the all of the Wyld Guard with her own Queensguard and increase trade with Stonehelm in the East.

2. Meeting the Locals

As your party leaves the temple area, the festival gets underway. Tables have been set up in the streets, vendors sell food and drink. Many people are beginning to dance. Then you notice a number of familiar and fascinating people. These include three people who were just rescued from the clutches of an evil necromancer. The beautiful Maria Robbins and Candyce Ashmore are talking with the famous dwarf, Baldin. Chase Lord, a handsome member of the wealthy Lord family is also nearby. He is talking with a group of young women.

The NPCs include:

Maria Robbins, thanks the party for rescuing her from Landis Kyzan (see adventure A4).

Candyce is also grateful and is happy to be home in Wyld. She's thinking of going to the Wizard College at the Citadel of Aramoor, far from Wyld.

Chase believes he would have escaped from Kyzan without anyone's help. He's eager to meet people at the festival. The young rogue is also trying find an adventuring party to travel with.

Baldin the dwarf is enjoying his mead too much and chats up visitors coming for the Sea Festival.

Brother Bean, the head cleric of Rogan in the city. **9th level cleric**, 26 years old, LG. A serious and solemn young man.

Eloise Penn, the head cleric of Amara. **8th level cleric**, 25 years old, NG. Officiates all the unions (marriages) in the city.

Phandar Nillion, the Nerathian ambassador is here to relax and enjoy herself.

See the NPC section on p.30 for more information.

3. Merriment Ensues

As the three day-long event continues, the PCs have an opportunity to engage in some merriment.

Carousing Table (d20)
1. You lose all your wealth gambling on a sailing race down at the docks
2. You end up on the other side of the city the next morning and have no idea what happened
3. You fall into the bay and have to be rescued by the Wyld Guard
4. You lose <i>10gp</i> playing chess with a stranger
5. You upset the Queensguard, who bar you from ever entering Castle Wyld or the wealthy High District
6. You wake up the following morning with a new tattoo
7. You join in union (get married) with a complete stranger
8. You end up arrested by the Wyld Guard. It costs <i>20gp</i> to bail you out
9. You let a secret slip about another PC
10. You run onto one of the festival stages and perform a bizarre dance
11. You drink all the mead at a festival tent and upset a number of locals
12. You make a new friend
13. You wander up to Castle Wyld and are told to leave
14. You visit several taverns during one wild evening
15. You take off your armor and then lose it
16. You find <i>5pp</i> in the street
17. You win a dance contest and receive <i>25gp</i>
18. You get into a fist fight down by the docks
19. You make a new enemy
20. You have too much to drink and end up at a farm outside the city

4. Gathering Information

This is a good time for the characters to learn more about the city and western Myrr. As they interact with NPCs they will hear a number of rumors.

Rumors Table (d12)
1. The sea goddesses are to appear at the festival at some point (false)
2. Wyld has signed a new trade agreement with the eastern city of Stonehelm (true)
3. The well-known Von Bladen noble family are vampires (true)
4. A group of evil halflings have a gang called the Wyld Gang. Brave adventurers found one of their hideouts and killed a number of the rogues (true)
5. The Thieves' Guild have begun to operate in the city (false)
6. Most of the food sold in the city comes from the nearby Fields of Wyld (true)
7. The Kellan family, now living in a small village in the Mystwood, used to rule Wyld (true)
8. The Von Bladen family used to rule the city (true)
9. Morten Buckley, the city steward, is a really nice fellow (false)

10. Getting an audience with the queen is easy (false)
11. A lich lives in the Wyldwood, the forest north of the city (true)
12. Dragons secretly rule the city (false)

5. Romance

There is also the opportunity for romance to bloom during the festival. NPC candidates for romantic relationships include; Chase Lord, Maria Robbins, Candyce Ashmore, and Phandar Nillion. (see NPC section for more details)

Romance Table (d10)
1. You enjoy a long romantic stroll along the bay with Chase Lord or Maria Robbins
2. A barkeep or barmaid takes shine to you and gives you a deal on your mead
3. Candyce Ashmore or Chase dances with you for hours at one of the many street dances
4. Candyce or Chase takes you for a romantic stroll around the wealthy High District
5. Maria or Chase enjoy a quite evening with you in a local tavern
6. Chase or Maria enter a dance contest with you
7. Candyce or Chase go with you to a market to buy some jewelry
8. Phandar Nillion or Chase invites you to their family's residence for dinner
9. Chase or Phandar engage you in a long philosophical discussion
10. Candyce or Chase introduce you to their friends and watch the festivities together



KIDNAPPED!

On the third and final night of the festival, while the characters sleep in their beds, they are drugged and kidnapped. The pirates, with help from Maria Robbins, easily locate the adventurers. They are acting on orders from the Von Bladens and the evil Alliance. Then they use a powerful knockout gas (no save) and bundle up the PCs in large sacks. The heroes are then taken in a rowboat to a ship waiting in Pendrell Bay. From there the pirate ship sails to Bloodtooth Island in Vyson Bay. All the PCs gear is taken and they are dressed in rags, manacled, blindfolded, and gagged. There is no escape!

However, the characters do have a chance to grab something during the transfer to the island and hide it on their person. Here are some possibilities:

a) A sharp stone
b) A knife
c) A broken seashell
d) A <i>potion of healing</i>
e) Twenty caltrops
f) Three <i>copper coins</i>

Bloodtooth Manor

Myrr West map location B on page 8. Manor maps on pages 50-52.

This is an old manor on a small island in Vyson Bay. The pirates took over the abandoned house and have used it a base of operations. Their headquarters is in Echo Cavern at the far eastern end of Vyson Bay.

A. Dungeon Cell #1

You regain consciousness in a cell with a stone floor. The party slowly get to their feet and find they are locked inside the chamber. A small barred window in a wooden door shows a couple of men outside wearing black studded leather and armed with scimitars.

A DC15 Strength check is needed to break through the door. From here the PCs can listen in on the

pirates' conversations. The characters are able to gather some valuable information.

Overheard Conversation Table (d8)
1. The pirates have kidnapped the party and taken them to Bloodtooth Island
2. The leader of the pirates is Captain Kale. Smedley is in charge at the manor as the other leaders are away
3. The evil Alliance are in league with the pirates
4. Some of the pirates aren't too happy about associating with vampires
5. The pirates have a second, hidden headquarters
6. The pirates are part of a plot to assassinate Duke William Highcliff of Port Telvan!
7. The minotaurs can speak Common
8. The pirates have a presence in the Catacombs of Wyld under the city

Escape

There are a number of ways the characters could escape from the dungeon cell. Here are some examples:

1. Break down the old cell door (DC15 Strength check)
2. Trick the pirates (make a deal, etc.)
3. Find a way to cast spells
4. Use the found items

B. Dungeon Cell #2

You find another locked dungeon cell. Through the small window you see a young man lying on the floor, clad only in rags. He is tied up and gagged.

A young member of the Wyld Guard (**guard**) was also taken when the characters were kidnapped. He is weak (only 1 hit point) and needs food badly. He will help the party once he regains his strength. If the

party find a way to get off the island he will join them and head back to Wyld eventually.

C. Dungeon Cell #3

The door to this small cell is wide open. A human skeleton lies in this chamber. It appears to have a number of broken bones. It smells of saltwater.

The remains of a poor victim who was captured by the pirates. There is nothing of value is in the cell.

D. Dungeon

This open area is has a stone floor and stone walls like the rest of the dungeon. Four large braziers light the entire area. Ten wooden barrels, old benches, and a couple of chairs are found here. It is rather cool and the air is very stale. To the east, is a large storage room.

The room on the far eastern side is full of barrels and five chests. Inside the closest four wooden chests are 8 scimitars, 10 longbows, 8 suits of leather armor, 6 backpacks, 80 arrows, 40 caltrops, four 50 ft. ropes. **The farthest chest contains all of the characters' gear.** The barrels are full of flour, water, and salt. Torches light all the other dungeon areas. Five more barrels are found to the east. Three are full of potatoes and apples. The other two are empty.

E. Dungeon Kitchen

This simple room acts as the kitchen for the pirates working in the dungeon. Two tables are covered with fresh produce and two loaves of bread. A middle-aged woman is cutting up pieces of dried meat on the closest table.

The cook is Bertha, she works for the pirate band. She is a **commoner** and used to be a cook on one of the pirate ships. When she had a chance to work on land again she jumped at the opportunity. However, she's not so pleased about ending up in a dungeon. Her relationship with the band of pirates has soured. She will help the characters any way she can. The cook has a good knowledge of the entire house and also knows there are no pirate ships docked at the island at the moment.

F. Guard Room

The door is ajar. Looking inside you see two pirates and two minotaurs playing cards at a table.

These are not ordinary **minotaurs** that have joined the pirates, they are reasonably intelligent (INT 10) and speak Common. The two **pirates**¹ are armed with scimitars and the two minotaurs have greataxes. If a fight goes badly the two pirates will attempt to flee up the ladder in area G and call for help. This stone chamber is quite empty.

G. Dungeon Exit

You discover a space with two chairs, two barrels, and a ladder. A number of weapons hang on a rack on the wall. The ladder leads up to a large trapdoor in the ceiling.

The barrels are full of water. To access the rest of the house the party must use this ladder. The trapdoor is unlocked but creaks when it's used.

H. Dungeon Quarters

Inside this bedchamber are three bed and two tables. The furniture is quite rotten and could collapse at any moment. An empty tankard sits on one table.

This room is used as sleeping quarters by the pirates who are stationed in the dungeon. The men have hidden some of their personal items under the beds. A DC13 Intelligence (Investigation) check will locate two sacks with a total of *20gp*, a deck of playing cards, and two *potions of healing*.

I. Storeroom and Hidden Entrance

A pirate is guarding this area with his back to you. You see a scimitar is sheathed on his right hip. This small space contains two old barrels. Multiple cobwebs cover the edges of the chamber. It reeks of stale mead.

The characters will be able to surprise this **pirate**¹ if they haven't made too much noise in the dungeon. This room is used to store mead and water. One of the barrels is filled with water. The other barrel is full of Queen's Ale Mead. A DC12 Intelligence (Investigation) check will reveal a hidden trapdoor that leads to the dungeon.

J. Crew Dining Area

Two rickety tables are found in this large room. The disgusting smell of stale mead permeates through the chamber. Various old broken benches line the walls.

This simple chamber is used as a dining area for the regular crew. There's nothing of value here.

K. Storeroom

This locked chamber is obviously a storeroom for the pirates. It is filled with five aging wooden chests.

The chests contain some of the band of pirates' booty. Here are the contents:

Chest #1	<i>800cp, 500sp, 300gp, 10pp</i>
Chest #2	Trapped/Unless the trap is discovered, poisonous gas will be released. The gas will spread through the room. Anyone inside must make a DC14 Constitution save or take 5d6 poison damage. <i>100gp</i> and a <i>bronze crown (250gp)</i> lie inside.
Chest #3	Trapped/A blade trap will do 3d6 slashing damage. No save. <i>600gp</i> and a <i>golden bird cage (250gp)</i> are inside.
Chest #4	<i>400gp, four pieces of coral (100gp each), eight moonstones (50gp each)</i>
Chest #5	<i>500gp, five amethysts (100gp each)</i>

If the characters take this treasure, Captain Kale will be livid. His band of pirates will make a point of hunting down the party.

L. Tower Entrance

The door is partially open. When the party enters you are greeted by a staircase heading up the top of the tower.

This is the entrance to the tower, the dungeon level was never completed. See Location X.

M. Pirate Hall

This spacious area is filled with a several tables, bookshelves, and chairs. A number of the pirates are here. The ceiling goes all the way to the top of manor. A railing above lets anyone look down from the second floor.

The ceiling is 20 ft. above the hall. Five **pirates**¹ and four **minotaurs** are relaxing and enjoying some time away from their ship. The pirates are armed with scimitars and the minotaurs have greataxes. On one bookshelf there is *Quaal's feather token* lying amongst ruined books.

N. Crew Quarters

Each of these simple rooms contain a bed and a small dresser. The floors are rather dirty and smell awful.

These rooms are for the crew. If the party searches they can find *15gp* in each of the dressers.

O. Guard Post

Two pirates are standing here with their scimitars out. They are adorned in colorful leather outfits.

These two **pirates**¹ are guarding the manor entrance and the nearby staircase to the upper floor. One will run to get more of pirates from the hall if intruders arrive. They are both armed with *+1 scimitars*.

P. Captain's Office

You unlock this door and come face-to-face with a huge minotaur. He snarls and then swings his heavy greataxe.

The minotaur stands guard in the entry room in front of the captain's office. It attacks **recklessly**.

This room has a beautifully carved wooden table and a sturdy-looking chest.

When Captain Kale visits the manor he uses this room as his office. The chest is locked and contains three bottles of ink, 20 pages of parchment, 3 quills, 20pp, two *potions of speed*, and a *ring of warmth*.

Q. Kitchen

Two cooks are hard at work in this room preparing food. Whatever they're making, smells wonderful. There is also a door to the west.

This is the manor's main kitchen. Behind the door is the kitchen storage area. Inside the pantry are five barrels and three sacks. Three barrels are full of flour, two barrels are empty. Two sacks are full of salt and one is full of 30 delicious apples. The cooks are **commoners**, they will flee if fighting breaks out.

R. Officers' Dining Room

This chamber is filled with several fine chairs and two tables. A delicious aroma fills the air.

This chamber is used for the high ranking pirates. Captain Kale, his first mate, and other leaders use this comfortable space. There is nothing of value in here.

S. Elevator to Cove

Outside the Bloodtooth Manor there is a small wooden shed guarded by two more pirates. Inside is a small winch that lowers or raises a 10 ft. by 10 ft. wooden platform.

This chamber is the easiest way to access the cove below. Otherwise a steep climb is required and a much longer journey around the island. It takes two rounds to raise or lower the simple elevator.

T. Guard Post

This area is watched by two pirates. They will be seating at the table if they don't hear any noise.

These two sentinels are **pirates**¹ armed with scimitars.

U. Guest Quarters I

This simple bedchamber contains a bed and an open chest.

Nothing of value is found here. The chest is empty.

V. First Mate's Quarters

After unlocking this door you are greeted by a comfortable bed, two highly polished chairs, and an iron chest. A portly man is dressing quickly and caught off guard.

This chamber is normally used by Captain Kale's First Mate when he stays on the island. However, Smedley a **7th level fighter** (see NPC section) is here at the moment. A bumbling, fool of a man but a good fighter. He is another pirate and will try to make a deal if the fight goes poorly. The locked iron chest contains; 50gp and four +2 *crossbow bolts*.

W. Crew Quarters

This door is ajar and you soon see nine beds jammed into a bedchamber.

A number of the crew are usually quartered here. Under the beds the PCs can find the following; 40cp, and six daggers.

X. Tower

You enter the top of the mansion's tower. From here you can see all around the small island through open windows. You notice there is a small sailing ship in the cove below.

This position gives the best view of the island. The ship below is actually a ship carrying half a dozen knights from Port Telvan. If the PCs have a spyglass they can see the Port Telvan crest on the main sail.

Propped up on the side of a wall is a +2 *longbow* and a quiver with two dozen +1 *arrows*.

Y. Captain's Quarters

A locked door leads you to a large parlour with an adjacent bedroom. Someone must have dragged all the nicest furniture in the manor into these rooms. The elegant hardwood furniture looks in fine condition. A large bed, chest, and some potted plants are found in the bedchamber.

This area contains three very different rooms. A parlor, a bedchamber, and a hidden room. A few stunning *paintings* of ships line the walls in the parlor (*worth 100gp each*).

As you enter the beautiful bedchamber you see a strange sight. A tall, handsome man wearing a black cloak is leading Maria Robbins through an ornate full-length mirror. The nobleman looks back and glares at you. "I'll deal with you later," hisses the man as the two disappear.

The mirror is made of dark wood with a brass frame, clawed feet sit at the bottom. This is a *mirror of traveling*. However, it must be activated with an *amulet of traveling*. Therefore the party cannot follow Roch Von Bladen. A DC14 Intelligence (Investigation) check will find a hidden compartment at the base of the stylish mirror. Inside the compartment are *10pp*, a +1 *dagger* (black and red with a stylized 'D' crest on the handle, it's a dagger from the infamous Damos family), and two packets of the *dust of disappearance*.

Roch Von Bladen is just leaving the manor with Maria Robbins after hearing the commotion downstairs. She made a deal with the pirates in Wyld to help capture the PCs. In return the young bard is joining the Alliance and about to visit the head of the Von Bladen family in Bladen. In the bedroom the chest contains; an old bronze key (opens the secret room) and a +1 *longsword*.

A DC16 Intelligence (Investigation) check will discover the secret room. A keyhole is hidden behind a small painting of a pirate. Inside the small alcove is an iron chest. It is also locked and trapped. A DC17 Intelligence (Investigation) check will locate the trap. A blade trap will do 6d10 slashing damage to anyone who opens it. The container holds the following; *300gp*, a +2 *light crossbow*, and a *bag of devouring*.

Z. Guest Quarters II

Inside this unlocked chamber is a large bed and a table and chairs.

There is nothing of value in here.

The Cove

As you arrive in a small cove you see a tall knight standing in front of you. He is heavily armed and has a stylized letter 'T' on his shield. Behind him are five more knights and at least a dozen dead pirates. "The Telvan Knights greet you in the name of Rogan," says the leader, "we just arrived and dealt with these poor souls". A small sailing ship with the same symbol from the knights' shields sits alone in the cove. Its sail blows in the wind and you notice its name, *'the Windrunner'*.

The six **knights** wear plate mail and carry shields and longswords. If the characters tell the knights about the assassination plot they assure the PCs the Duke is well protected. If the PCs want to head back to the city of Wyld, the knights say they aren't heading in that direction. If the characters want to head back to Wyld from Port Telvan that's their prerogative and this will alter the adventure. None of the pirates' weapons or armor are usable. They carry *2cp* each, the knights never searched them. These honorable warriors proudly worship the god of justice and the sun, Rogan!

SAILING NORTH

The trip on the Telvan Knights' ship, called *'the Windrunner'* takes a day and a half. Bloodtooth Island is about 75 miles from Port Telvan.

The Windrunner, Sailing ship, Speed 2mph, can have 20 passengers and carry 100 tons, AC 15, 300 HP. The accommodations are hammocks jammed in close together on the deck below. The sailing ship has twenty sailors on board and supplies for a week. The five rowboats can carry all the people on board if necessary. One ballista is set up on the bow of the vessel.

The first day the trip is quite relaxing and gives the characters a chance to take a long rest. They see sea lions and giant crabs in the waves as they travel across Vyson Bay.

Vyson Bay

Myrr West map locations C-E on page 8

For extra encounters see the Encounters section

C. A Merchant Vessel

A small, battered ship comes slowly towards you. It is sailing the flag of the city of Wyld.

This ship is carrying merchants who did business in Port Telvan. They are sailing home with no cargo.

D. A Whale of a Time

Something smashes into the bottom of the sailing ship. One of the sailors calls out, "Whale below!" Then a gigantic dark shadow moves out to the left of the vessel.

This is indeed a **whale**¹. If it is left alone it will bump into the ship numerous times. However, the ship is very sturdy and the whale isn't attempting to destroy it. The mammal is simply curious and rubbing against the wooden vessel. If the party attack the sea creature it will attempt to destroy the ship and bite anyone who ends up in the water.

E. The Hydra Attack

Port Telvan is in sight, the coast is not that far away. Suddenly, a massive green beast rises through a wave and heads towards the ship. Then all five of its heads thrust out of the water. It's a hydra! The sailors try to turn the vessel sharply to the right. However, the monster is too quick and one of its five heads bites into the ship!

This will be a difficult fight against the **hydra**. However, the half dozen Telvan Knights will be of great assistance to the party. They wear plate armor, carry shields and fight with longswords.



PORT TELVAN

Myrr West map location F on page 8.

Port Telvan map on page 53.

1. Outside Telvan Castle

The party stands outside of Telvan Castle in Port Telvan. They join the knights from the ship and warn the duke and the knight commander about the assassination plot. Surprisingly, the two leaders laugh it off. The duke and knight commander tell the party that nobody is as well guarded as the duke. They don't believe there is any credible threat.

The knights who came with you on the ship suggest a group of suspects who could be involved in the plot. They are worried but say it's up to your party to investigate.

DUKE HIGHCLIFF



The Suspects

- i) Jane Horn. The angry ex-wife of Duke Highcliff
Found at location #3
- ii) Father Freeman. An outraged priest of Xavian (The culprit!)
Found at location #5
- iii) Seamus (SHAE-MUS) Wigglesworth.
The jealous ex-husband of Krista Ordon
Found at location #4
- iv) Mogar, the lone dragonborn seen wandering around town
Found at location #7
- v) Some suspicious men at a nearby warehouse
Found at location #2
- vi) Halfling thugs causing trouble
Found at location #6
- vii) Colin Graves. Frustrated store owner
Found at location #8

2. Warehouse

A group of men are moving wagons up to the doors of a large warehouse. They are looking around nervously.

The suspicious men are a number of Captain Kale's **pirates**¹ hiding (marked with 'P' on map) in the building. See map on page 55. Each one has a heavy crossbow and a scimitar. They will fight to the death and will not give any information about the assassination plot. They've also been attempting to set up a smuggling operation out of Port Telvan.

3. The Old Hag

You come to a small house in a crowded part of the town. The building is well built but not unlike many others in the neighborhood.

A hideously ugly middle-aged woman will answer the door and tell any visitors to get lost. Jane Horn used to be married to Duke Highcliff. The PCs might

wonder what the handsome duke saw in her. She's angry he ended their relationship and took three young women as his wives. Jane is also a **sea hag** and had the duke under a spell.

This hag also has the drone ability: Once a day she can attempt to drone on and on and put any creatures within 20 ft. to sleep. The sage rolls 4d8 and the creatures in the area are affected in ascending order of their current hit points (ignoring unconscious creatures). Undead and creatures immune to being charmed aren't affected. Jane will talk on and on about her former marriage but swears she doesn't intend the duke any harm. See map on page 56.

4. Wigglesworth Manor

In the north part of the town your party finds the well-known Wigglesworth Manor. It is a stately home in a wealthy part of the settlement.

The ex-husband of Krista Ordon is the flamboyant and arrogant Seamus Wigglesworth. He is angry at the duke for 'stealing' the love of his life. In truth he actually found Krista quite selfish but was taken in by her beauty. The old noble will be open and honest with the characters. He says he has no interest in doing the duke any harm.

5. Temple of Xavian

The temple of the god of knowledge is in the temple district. The front door is open. Looking inside you see a priest quietly praying.

Father Freeman will end his prayer and greet anyone who enters. He will explain why he's so upset with the duke. The priest believes it sets a terrible example for the leader of the town to have three wives. "It's not right," says Father Freeman, "I'm surprised the Telvan Knights allow it. They are a fine order of knights and this is just intolerable". However, he says he would never harm the duke and is a peaceful man of the cloth.

6. Fields Market

As you arrive in the market, merchants begin to close up their stalls. Then a number of halflings in brown leather armor poke their heads up. They are armed with light crossbows and immediately open fire.

These eight **bandit captains** are members of a gang called 'Half Empty'. They have been warned to stop any illegal activities by the Port Guard. When the characters arrive they assume the group have been sent to arrest them by the duke. There are no signs connecting these halflings to the duke's assassination. If the party talk with the town guard, the Port Guard, they will find that the halflings had no direct quarrel with the duke. See map on page 58.

7. Dragonborn's Shack

You find a shabby little hut crammed up against a small house. Sitting on a chair outside is a large dragonborn.

Mogar is a loner and has been through a lot to finally make a home. He fled from the far eastern continent of Ma Zaan. His race are enslaved there by the cruel tieflings. Mogar is harmless and has been greeted with a great deal of racism since he arrived. He's a **6th level ranger**, NG, and will defend himself if necessary. If the party searches his home they will find nothing of value and nothing incriminating.

8. Slings and Arrows

This large store has a lineup outside. A number of humans and halflings are eagerly awaiting as two of the staff open the front doors.

The characters will be able purchase any kind of adventuring equipment, armor, or weapon they choose in this expansive store. All the staff are friendly, gregarious halflings. If the PCs talk with Colin Graves, he will explain that he is upset about a recent tax hike by the duke. He's not a fan of any of the nobles having actually worked all his life. However, he insists he'd never hurt Duke Highcliff.

The Mystery

There is little chance the characters will figure out the priest is the key player in the assassination plot. They will find out a ceremony involving the duke is to be held a day after they investigate the last suspect. It's the first time he'll be out of the castle since the characters arrived in town. The most prudent measure would be to attend the ceremony. It just so happens, this is also the place the assassination attempt will occur!

The Ceremony

The Temple District

See map on page 57. The ceremony is at the statue.

Five temples make up this orderly part of Port Telvan. Duke Highcliff arrives with only two knights. Father Freeman is there outside his temple to begin the ceremony.

The duke is being honored for building a new library in the town. A small group of locals turn out to watch the ceremony. Some worshippers of Xavian are there as well. All these people are **commoners**.

Father Freeman then steps forth with a gorgeous carved wooden box. Suddenly, the wooden box breaks apart and a large blue-coloured monster grows to its actual size. Then the creature slashes at the duke with its claws. Father Freeman pulls out a mace and arrows fill the air, coming from every direction. It is on! The attempt on Duke Highcliff's life has begun.

The monster is a **blue slaad** and the arrows are being fired by ten **pirates**¹. They have surrounded the area, each indicated by a 'P' on the map on page 58. The duke's two knights will be the first targets of the pirates while the slaad concentrates on the duke. Father Freeman will also attempt to kill the duke with his mace.

If the evil Alliance succeed in killing the duke, they will flee to a small ship at the docks to the north. The cleric is wearing a *cloak of the manta ray* and will use it to help in his escape. If the characters prevail, they will be hailed as heroes and given a key to the town. Duke Highcliff tells the party that they are always welcome in his town and can stay at Telvan Castle. He also gives the party members *200gp* each as a reward. That night a large party is held in the heroes' honor on one of the duke's ships.

¹See New Monsters section



A6 THE SIEGE OF GORN

The Adventure

This adventure continues the Adventures in Myrr. After saving Duke Highcliff's life, the party will be asked to help his friend Duke Marcus Kellan. This other duke rules Gorn, a village further to the east in the Mystwood. The party will travel by horse down the main forest trail and head to the small settlement. After arriving they will meet Duke Kellan's daughter and help her fight her way back into the village. Once there they will see the inhabitants are faring very poorly against a force of orcs and a dragon! The PCs will need to find a way to deal with the attackers.

Notes for the Game Master

This adventure showcases the forest of Mystwood, the areas around the village of Gorn, and the old Myre Manor. Extra encounters for the journey through the Mystwood can be found in the Encounters section. Meeting Kiera is a chance to add another interesting NPC to the adventuring party, however she's not a great warrior. Once in the village the party can decide what to do about the orcs. One option is presented, but there are many more.

GORN CALLS FOR AID

You have learned that village of Gorn has called for aid. Duke Highcliff tells you his good friend, Duke Marcus Kellan, is in need of assistance. The journey to the eastern settlement is a short one.

The duke supplies the party with **riding horses** for their journey to Gorn. Port Telvan's leader lets you know he'd like to send his knights but he has to keep his men near the town for now. It seems the attempt on his life has changed his outlook on how safe he is. He wishes you luck and says you're always welcome to return and stay in his castle. His three young wives also wish you luck as your party departs the town.

The Mystwood

The Mystwood stretches out to the north and east. The air smells fresh and the nearby farms paint a peaceful picture. Your new mounts are restless and ready to hit the trail.

The Mystwood is a dense forest filled with bogs and ravines throughout the northwestern corner of Myrr. The forest is named for the fog that seems to stay year round. Therefore the visibility in this forest is never very good. Thick cedar trees dominate these northern woods. It is difficult to move through these woods, especially in the marshy areas in the south. Elk, owls, hawks, and giant wolf spiders are seen in most of the forest. Giant frogs, and lizardfolk live in the swampy regions. Some say the lizardfolk might even worship a dragon. The Myst River also winds its way through the central part of this forest.

Locations for Western Myrr map on page 8.

1. Telvan Knights Bid Farewell

As you leave Port Telvan behind you ride past more farms and head towards the Mystwood. The forest stretches out as far as the eye can see. Just then a dozen Telvan Knights ride up. "We want to thank you for helping save the duke," says one knight, "and be careful traveling through the forest".

The twelve **knights** are on patrol just outside of Port Telvan. Their white horses are in incredible shape. They warn the party to stay on the main trail and tell them there are some dangerous monsters around.

2. Giant Toad Attack

The trail ahead is flooded and it will be slow going for about a hundred feet.

This terrain is **difficult terrain**. As the party moves through the water (it extends into the woods for a mile on each side) four **giant toads** leave the cover of the woods and attack.

3. The Troll Bridge

About thirty feet ahead is an old stone bridge. The fast-moving Myst River rushes past. Then over the sounds of the river, you hear the cries from a young child underneath the bridge.

If the party dismount and investigate, read the following:

Lying in the grass under the stone bridge is a strange-looking doll. The crying sounds are coming from the doll.

One **troll** is waiting on the near side of the bridge in the dense foliage. A second **troll** is waiting in the water. The doll is magical and will continue to cry until squeezed. The trolls have left the doll under the bridge and will attack once travelers leave the trail to look for the sound. The troll by the trees will throw rocks into the river. Then the second troll will rise out of the water, smashing the bridge to pieces.

4. Baby Brown Bear

Sitting in the middle of the trail is a baby brown bear. Just then you see another brown bear, a much larger bear coming up behind the baby. Both animals notice your party.

These are two **brown bears** and this encounter could go a number of ways. If the party approaches the baby, the mother will attack. If the party waits for the mother to lead the baby away, it will be a peaceful encounter.



5. The Siege of Gorn

A walled village is under attack by a number of orcs. Smoke is visible rising from the village and the wooden wall is damaged. You also see a human woman just in front of you. She's hiding behind a large log, wearing green leather armor and holding a red longbow. She has green leaves in her hair and is currently pinned down by orc archers. A group of the evil humanoids are hiding behind a cluster of rocks to her left. It's clear the young woman is trying to get back into the walled village. However, she is outnumbered and has no safe route into the settlement.

This is Kiera Kellan (see NPC section), her father is the ruler of the village, Duke Marcus Kellan. The party can help her fight off the orcs and make her way back into the village. Eight **orcs** with longbows and greataxes stand in the way. Once the orcs are killed, a heavy rain begins to fall and gives the PCs cover to get into the village.

KIERA KELLAN



The Village of Gorn

This small village has been a peaceful place for many years. Suddenly a sizeable group of orcs have attacked it. Forty villagers and guards have already died. Duke Marcus Kellan has sent word to Port Telvan that help is needed. A siege is in effect now and nobody can safely get in and out of the village. Most of the orcs seem to be on the northeastern side of the area. The wooden wall surrounding the village is 20 ft. tall. Refer to the map on page 59.

1. Meeting the Locals

After you make your way into the small village you see the damage is worse than on the outside. Wounded guards and peasants lay everywhere. The dead have been covered by old blankets. Many buildings are damaged and the tension is palpable. Keira leads you around and introduces your party to the locals.

The local inhabitants include:

A tavern owner. Christy Nevermind (see NPC section). She is very friendly and eager for some company. The eighteen year-old owns the Thirsty Knight tavern (see Inns and Taverns section)

The blacksmith. Sturm Stonebear, a barbarian from the northern city of Svaldon. He's used to war and doesn't seem bothered by the siege.

A merchant. Tally Monroe, a middle-aged woman who runs the general goods store.

Another merchant. Melvin Weeks, an elderly man who runs the weapons and armor store. He's very nervous, pacing back and forth constantly.

The young village messenger. Zara Zall, a teenage girl who delivers messages around the village. Zara is fierce and brave and begs to be put on the front line. She's only a year younger than Christy, but looks a lot younger.

Eventually Kiera leads you away and takes you to her family's compound on the far side of the village.

2. Talk with Duke Kellan

You enter into a large compound surrounded by a stone wall. Many young men are guarding the entrance as Kiera leads you inside. Standing in the garden is a grey-haired old man. "Kiera!" shouts the elderly leader. "Father I'm fine, stop worrying about me all the time," replies his daughter, "Father let me introduce these adventurers to you!" "Kiera I have dreadful news about your mother."

Duke Marcus Kellan (see NPC section) is very upset because his wife Janis died in the siege. He greets the party of adventurers in sombre mood. Kiera asks you to help fight off the orcs and break the siege. The young ranger is sure the evil humanoids are using an old manor as their base, just to the northeast of the village. The duke suggests the PCs use a little-known tunnel that runs from the compound, under the river, and into the forest. From there they could head north and take on the orcs at the old Myre Manor.

3. The Dragon Attack

Suddenly the blast of a horn catches everyone's attention. "An attack!" shouts Duke Kellan. "Dragon!" shouts a man outside of the compound.

A **young black dragon** named Vothikar has been working with the orcs. It will do a couple of runs back and forth and breathe acid on the villagers. It will then fly off quickly over the forest to the north.

4. The Secret Tunnel

In the basement of the Kellan Compound is a dusty, iron trapdoor. Once opened you see a ladder leading down into the darkness.

The narrow earthen tunnel runs east under the Myst River and comes out in a small hut in the woods.

5. The Forest Exit

You have to push hard on another trapdoor to exit into a small hut in the forest. An old bed and table are still inside. However, the place looks like nobody has been there for years. Outside the hut you hear the sounds of songbirds and wind in the trees.

The orcs aren't aware of the secret tunnel.

6. The Standing Stones

In a clearing up ahead you see something rather strange. Six tall gray stones stick straight out of the ground in a circle. A low, flat rock sits at the center.

Any characters who aren't of good alignment can't enter the circle. If a character touches the central stone, they gain 1d8 hit points.

7. Pit Traps

The earth beneath your feet gives way and you fall. The pit below is lined with several large spikes.

Several pit traps dot this area of the woods. PCs can make a DC15 Dexterity save to grab the edge of the pit. These 10 ft. deep pit traps cause 1d6 bludgeoning damage from the fall and 1d8 piercing damage from the spikes.

8. Net Traps

As you move through the woods you trip over a wire. Suddenly nets drop from the branches above.

The characters can make DC15 Dexterity saves to avoid getting caught in the nets. If they don't avoid the nets they become **restrained**. Breaking free requires a DC14 Strength check.



9. Worg Riders

Three orcs riding snarling worgs ride towards your party. They're armed with bloody greataxes. The lead orc yells at you in Orcish, "The Mystwood is ours!!!"

These vicious **orcs** are supposed to be guarding this area and preventing anyone from reaching the orc headquarters at Myre Manor. Their **worgs** will continue the fight if the rider is killed.

10. Dragon Attack

Wind suddenly picks up all around you. Leaves and other debris are lifted into the air. The trees part and a large black dragon flies down. It lands directly in front of you!

This is the **young black dragon** named Vothikar, son of Mothik. Both dragons have teamed up with the orcs for the assault on the village of Gorn. Vothikar will use his deadly acid breath before using his bite and claw attacks. The dragon's father has let his son do most of the damage around Gorn. Mothik plans on flying in later. After this encounter the party might want to rest before heading onwards towards the manor. If the party survive the battle it's a good idea for them to rest before facing the orc forces.

11. Orc Sentries

Standing in front of a large wooden manor are two heavily armed orcs. You can see the building has a second level. The blue-skinned humanoids grip their trusty greataxes. Loud noises come from the aging manor.

These two **orcs** guard the main doors to the manor.

12. Orc Sentries

Three orcs pace back and forth with wooden longbows. Their blue-skinned bodies are covered in sweat.

This trio of **orcs** are expecting an attack from the village and face west.

13. Worg Posts

Four orcs are seated on worgs. The savage beasts paw at the ground, eager to spill more blood.

Four **orcs** and four **worgs** are at each of these posts.

14. Myre Manor

As you get a closer look, you realize this old manor has seen better days. The wooden roof looks like it could fail at any moment. Ravens are perched at its highest point.

Maps on pages 60-61. The orc scouting party arrived a week ago and plan to overrun Gorn. They have just pulled back to prepare for the last attack. More of Orvak's orc tribe are preparing to move south in a few weeks.

A. Manor Entrance

The entrance has a couple of tables and several chairs. A wooden door is directly across from you. A large orc wearing leaves in his tattered hair glares at you.

An **orc shaman**¹ is waiting here. If he hears any commotion outside he'll join the fight.

B. Living Area

Seven old tables and fourteen barrels fill this large room. Three orc archers pop up in the back of the chamber.

To stop any intruders a trio of **orcs** with longbows are stationed here. The barrels are full of salt, potatoes, various herbs, and flour.

C. Main Kitchen

This is obviously the kitchen. A few pieces of moldy cheese, bread, and dried meat are lying on the tables. However, dried blood also covers the dirty floor. The furniture includes three tables and four barrels.

The large barrels hold disgusting Krull Mead and the two smaller barrels contain water. The scraps of food aren't even enough for one day's worth of rations.

D. Guest Room #1

Opening the door you see three small beds. A large amount of cobwebs cover the floor. A drinking horn lies on one of the beds. Sitting in the corner is a wooden chest with a goat's skull carved into it.

The trapped chest contains; *75sp*, eight small stones, two greataxes, and four slings. A DC14 Investigation check will find a blade trap (1d10 slashing damage).

E. Guest Room #2

Two small beds and a chest make up the furnishings in this bedchamber. Cobwebs cover the dusty floor.

The room is not used as much as the other rooms. The chest is empty and there is nothing of value in here.

F. Hall

A small orc is guarding the hallway with a black greataxe. His furs are far too big for him.

This **orc** has a complex about his size. He tries to make up for his size by carrying this dangerous *+1 greataxe*. He's been on the front lines at the village and wants to go back as soon as possible.

G. Guest Room #3

This chamber is filled with three beds. Large animal furs have been piled on all the beds. It smells strongly of pipe smoke. Water damage has left ugly stains on the ceiling.

Hidden under the bed are *30gp* and a *ring of feather falling*. They were stolen from the village during the siege.

H. Guest Room #4

This massive bedroom has a surprising amount of space. A beautiful old bed has aged well and an iron chest rests on the dusty floor. Cobwebs cover the floor.

The bed is reasonably valuable and could be sold for *10gp*. However, it is incredibly heavy. The chest is empty but a DC17 Intelligence (Investigation) check will discover a hidden compartment in the bottom of the bed. Inside is a *potion of hill giant strength*.

I. Guest Room #5

You find two small beds and a wooden chest in this bedchamber. An old painting of a bear graces the far wall. A putrid smell is in the air.

The locked chest has a curse on it! Anyone trying to open the chest will end up inside! A DC16 Strength check can break open the chest. The victim will suffocate if not freed.

J. Archers Position I

You arrive in a large open area with barricades greeting you. Rotten furniture has been turned on its side and a couple of orc archers pop their heads up.

Two **orc** archers are crouching here and ready to let loose with their arrows. They are using longbows and greataxes.

K. Archers Position II

Standing behind more overturned benches are four more orcs. Three appear to be archers and the other is armed with a wand?!

These four **orcs** will attack whoever comes up the stairs. Three are regular orcs, and the one with the magical item is an **orc shaman**¹. They have the same weapons as area J, except for the shaman. The other humanoids call him 'Spider Orc' because he uses a *wand of web*.

L. Upstairs Kitchen

This is a second kitchen. Although the tables and barrels are covered in weapons! You see six great axes, five longbows, and fifty arrows.

The room is not used as a kitchen by the orcs. They are using it as an armory and repair area.

M. Small Bedroom I

This bedroom has three small beds crammed into it.

There is a **swarm of bats** hanging from the rafters. If a PC makes a DC13 Wisdom (Perception) check they notice the creatures. If not, the tiny beasts will swoop down and attack any intruders. A former guest stashed a longsword inside the far bed.

N. Small Bedroom II

This chamber is much like the room next door. Three old beds have been squeezed inside.

A few of the low-ranking orcs have made use of this small chamber. There is nothing of value in here.

O. Small Bedroom III

Four dilapidated beds have been shoved into this space. Mold is everywhere. A ruined painting of a merchant and his wagon is barely recognizable.

The orcs avoid this room as one died mysteriously. The old iron chest in the bedchamber is actually a **mimic**.

P. Master Bedroom

This is a sizeable bedchamber. A very large bed a finely crafted table take up half of the room.

Balrok the **orc chief**¹ and an **orc shaman**¹ are meeting here. If the manor is attacked they will leave the chamber quickly and join the fight. Concealed under the floorboards next to the bed are the following: 250gp, 20pp, and two *potions of greater healing*. A PC making a DC14 Intelligence (Investigation) check can discover the loose floorboards. These orcs both have a tattoo of a white goat's skull on their faces.

¹ See New Monsters section



NPC SECTION

Important NPCs

Baldin, dwarf male, **10th 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, 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 1st level fighter.**

Maria Robbins, human female, **7th level bard**, NE. Maria is very attractive, charming, 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 in the city and is extremely charming. A number of the merchants and nobles want her hand in marriage.

Duke William Highcliff, human male, **7th level fighter**, CG. William is a handsome and charming noble. He is very relaxed and enjoys his wealthy, extravagant lifestyle. The duke rules the peaceful town of Port Telvan. He has caused some controversy by taking three young wives.

Duke Marcus Kellan, human male, **7th level fighter**, LG. Marcus is an honest, trustworthy old gentleman. Grieving his wife's death he hopes his village will survive. He is good friends with Duke Highcliff of Port Telvan.

Keira Kellan, human female, **8th level ranger**, LG. Kiera is of noble birth but is more interested in living in the wild than being at court. She has medium length brown hair and blue eyes. Kiera's fighting skills are challenged, therefore she attacks with **disadvantage**.

Tully 'the disaster' McFaster, halfling male, **7th level fighter**, LG. Trouble seems to find him wherever he goes. Tully is short with dark brown hair. This halfling is a loyal, brave warrior. However, he can be rather reckless.

Candyce Ashmore, human female, **7th level sorcerer**, LG. A tall, beautiful woman with long 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.

Phandar Nillion, high elf female, **5th level ranger**, CG. Phandar is the Nerathian ambassador to the city of Wyld. She is thoughtful and diplomatic. Has a contingent of high elves (Nerathian soldiers) guarding her at the embassy. She relishes her role in the city of Wyld.

Christy Nevermind, human female, **3rd level rogue**, CG. Christy is tall, pretty, and looks older than her eighteen years. She has long blonde hair and blue eyes. She is the barkeep at the Thirsty Knight tavern in the village of Gorn. Christy is bold, extroverted, and confident.

Chase Lord, male rogue, **4th level rogue**, CG. A handsome, trickster character. Chase is a bit of a scoundrel and attempts to charm most people he meets. However, when the going gets rough he always comes down on the side of good.

Father Nigel Freeman, human male, **8th level cleric**, NE. Father Freeman is an angry, righteous individual. He is a worshipper of Xavian, the god of knowledge.

Smedley, human male, **7th level fighter**, NE. One of Captan Kale's pirates. Not the smartest of warriors, but a great swordsman.

ENCOUNTERS

Encounter Table: City of Wyld

D100 Encounter

01-02 Urchin Gang
03-04 Doppelganger
05-06 Shadow
07-08 Guard Patrol
09-10 Commoner
11-12 Sage
13-14 Noble
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 Urchin
55-56 Guard
57-58 Swarm of Rats
59-60 Tavern Brawler
61-62 Commoner
63-64 Slaver
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 Slavers
85-86 Elite Guard
87-88 Wererat
89-90 Commoner
91-92 Entertainers
93-94 Thugs
95-96 Cult Fanatic
97-98 Doppelganger
99-00 Priest

Encounter Table: Vyson Bay

D100 Encounter

01-02 Hydra
03-04 Giant Octopus
05-06 Whale
07-08 Giant Crab
09-10 Pirate Band
11-12 Commoners
13-14 Sea Lion
15-16 Merchants
17-18 Seal
19-20 Dolphin
21-22 Commoners
23-24 Pirate Band
25-26 Giant Crab
27-28 Knights Patrol
29-30 Giant Octopus
31-32 Commoners
33-34 Seal
35-36 Octopus
37-38 Merchants
39-40 Giant Crab
41-42 Sea Lion
43-44 Dolphin
45-46 Seal
47-48 Pirate Band
49-50 Crab

D100 Encounter

51-52 Crab
53-54 Seal
55-56 Octopus
57-58 Merchants
59-60 Dolphin
61-62 Giant Crab
63-64 Commoners
65-66 Seal
67-68 Giant Octopus
69-70 Sea Lion
71-72 Merchants
73-74 Knights Patrol
75-76 Seal
77-78 Commoners
79-80 Pirate Band
81-82 Giant Octopus
83-84 Merchants
85-86 Sea Lion
87-88 Whale
89-90 Dolphin
91-92 Seal
93-94 Knights Patrol
95-96 Pirate Band
97-98 Whale
99-00 Sea Hag

Encounter Table: Port Telvan

D100 Encounter

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

D100 Encounter

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

Encounter Table: Mystwood

D100 Encounter

01-02	Troll
03-04	Green Hag
05-06	Shambling Mound
07-08	Ogre
09-10	Lizardfolk Raiders
11-12	Dire Wolf
13-14	Orc Patrol
15-16	Druid
17-18	Owl
19-20	Giant Frog
21-22	Lizardfolk Raiders
23-24	Deer
25-26	Knights Patrol
27-28	Elk
29-30	Orc Patrol
31-32	Lizardfolk
33-34	Bugbear
35-36	Giant Spider
37-38	Dire Wolf
39-40	Commoner
41-42	Boar
43-44	Giant Toad
45-46	Merchants
47-48	Deer
49-50	Commoner

D100 Encounter

51-52	Giant Toad
53-54	Commoner
55-56	Merchants
57-58	Deer
59-60	Orc
61-62	Lizardfolk
63-64	Commoner
65-66	Giant Spider
67-68	Knights Patrol
69-70	Lizardfolk Raiders
71-72	Elk
73-74	Boar
75-76	Dire Wolf
77-78	Orc Patrol
79-80	Deer
81-82	Bugbear
83-84	Giant Boar
85-86	Lizardfolk Raiders
87-88	Elk
89-90	Druid
91-92	Berserker
93-94	Ogre
95-96	Will-O'-Wisp
97-98	Shambling Mound
99-00	Young Black Dragon

Monster List: City of Wyld

Monsters	CR
Cat, Commoner ¹ , Rat	0
Cultist, Entertainer ² , Giant Rat, Guard, Mastiff, Merchant ² , Noble, Slaver ²	1/8
Acolyte, Sage ² , Swarm of Rats, Urchin ²	¼
Apprentice ² , Shadow, Thug	½
Spy, Tavern Brawler ²	1
Bounty Hunter ² , Cult Fanatic, Entertainers ² , Guard Patrol ² , Merchants ² , Priest, Slavers ² , Wererat	2
Doppelganger, Thugs ²	3
Urchin Gang ²	4

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

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

Monster List: Vyson Bay

Monsters	CR
Commoners, Crab, Dolphin ² , Octopus, Seal ²	0
Giant Crab, Sea Lion ²	1/8
Giant Octopus	1
Merchants ² , Sailor Crew ² , Sea Hag	2
Pirate Band ²	3
Whale ²	5
Giant Turtle ²	6
Hydra	8
Knights Patrol ²	9

¹Commoners; Fisherfolk, Peasant, Pilgrims

²Dolphin, Giant Turtle, Knights Patrol, Merchants, Seal, Sea Lion, Whale (see New Monsters section)

Monster List: Port Telvan

Monsters	CR
Commoner ¹	0
Cultist, Entertainer ² , Giant Rat, Guard, Mastiff, Merchant ² , Noble	1/8
Acolyte, Sage ² , Swarm of Rats, Urchin ²	1/4
Apprentice ² , Thug	1/2
Spy, Tavern Brawler ²	1
Bounty Hunter ² , Cult Fanatic, Entertainers ² , Guard Patrol ² , Merchants ² , Priest, Slavers ² , Wererat	2
Doppelganger, Thugs ²	3
Urchin Gang ²	4
Knights Patrol ²	9

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

²Apprentice, Bounty Hunter, Cultists, Elite Guard, Entertainer, Entertainers, Guard Patrol, Knights Patrol, Merchant, Merchants, Sage, Slavers, Tavern Brawler, Thugs, Urchin, Urchin Gang (see New Monsters section)

Monster List: Mystwood

Monsters	CR
Commoner ¹ , Deer, Owl	0
Boar, Giant Frog, Swarm of Rats	1/4
Lizardfolk, Orc, Shadow, Worg	1/2
Brown Bear, Bugbear, Dire Wolf, Giant Spider, Giant Toad	1
Berserker, Bounty Hunter ² , Druid, Giant Boar, Merchants ² , Ogre, Slavers ² , Will-O'-Wisp	2
Lizardfolk Raiders ²	4
Orc Patrol ² , Shambling Mound, Troll	5
Young Black Dragon	7
Knights Patrol ²	9

¹Commoner; Cart Driver, Fisherfolk, Hunter, Messenger, Peasant, Pilgrim

²Bounty Hunter, Knights Patrol, Lizardfolk Raiders, Merchants, Orc Patrol, Slavers (see New Monsters section)

NEW MONSTERS

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.

Dolphin

Dolphins are generally peaceful mammals that live in all types of oceans.

Medium beast, unaligned

AC14 (natural armor) Hit Points 1d8 + 4

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	12 (+1)	14 (+2)	12 (+1)

Skills/Perception +3

Sense/passive Perception 13

Languages: -

CHALLENGE RATING 0 (10 XP)

Hold Breath. The dolphin can hold its breath for five minutes.

Actions

Slam. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: (1d6) bludgeoning 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 1/4 (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.

Giant Turtle

Giant turtles can be found throughout the oceans. They have a ferocious bite.

Huge beast, unaligned

AC15 (natural armor)	Hit Points 12d12 + 36				
Speed 10 ft., swim 40 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+03)	4 (-3)	15 (+2)	4 (-3)
Skills/Perception +5					
Senses/passive Perception 15					
Languages -					

CHALLENGE RATING 6 (2300)

Amphibious. The giant turtle can breathe air and water.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d12 + 4) piercing damage.

Knight Commander

Knight Commanders lead large groups of knights. They usually have high quality weapons and armor.

Medium humanoid (any race), lawful alignment

AC19 (plate mail)	Hit Points 12d8 + 32				
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	15 (+2)	15 (+2)	18 (+4)

Saving Throws/ Con +5, Wis +4
Senses passive/Perception 12
Languages/Common and one other

CHALLENGE RATING 5 (1,800 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight commander can make two melee weapon attacks or one ranged weapon attack.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d6 + 4) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +7 to hit, range ft., one target. Hit: (1d10 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight commander can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight commander. A creature can benefit from only one Leadership die at a time. This effect ends if the knight commander is incapacitated.

Reactions

Parry. The knight commander adds 2 to its AC against one melee attack that would hit it. To do so, the knight commander must see the attacker and be wielding a melee weapon.

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.

Orc Chief

Orc chiefs lead large numbers of orcs.

Medium humanoid (orc), chaotic evil

AC18 (plate) Hit Points 13d8 + 45 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

Skills/Intimidation +5

Senses/darkvision 60 ft., passive Perception 15

Languages/Common, Orc

CHALLENGE RATING 6 (2300 XP)

Aggressive. An orc chief can take the Disengage or Hide action as a bonus action on each of its turns.

Fury. The orc chief deals an extra 1d10 damage when it hits with a weapon attack (included in the weapon attacks)

Actions

Multiattack. The orc chief makes three melee attacks or two ranged attacks

Spear. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: (1d6 + 4 + 1d10) piercing damage, or (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Orc Shaman

Orc shaman are the spiritual leaders and healers of their people.

Medium humanoid (orc), chaotic evil

AC18 (chain mail, shield) Hit Points 13d8 + 15

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (-2)	16 (+3)	12 (+1)

Skills/Intimidation +3, Religion +5

Senses/darkvision 60 ft., passive Perception 13

Languages/Common, Orc

CHALLENGE RATING 4 (1100 XP)

Aggressive. An orc shaman can take the Disengage or Hide action as a bonus action on each of its turns.

Fury. The orc shaman deals an extra 1d8 damage when it hits with a weapon attack (included in the weapon attacks)

Spellcasting. The orc shaman is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The orc shaman has the following cleric spells prepared:

Cantrips (at will): guidance, resistance, sacred flame, thaumaturgy

1st level (4 slots): command, cure wounds, detect good, inflict wounds

2nd level (3 slots): blindness/deafness, continual flame, hold person

3rd level (2 slots): bestow curse, mass healing word

Actions

Multiattack. The orc shaman makes two melee attacks or one ranged attack

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: (1d6 + 3 + 1d8) piercing damage, or (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Pirate

Pirates operate on the sea or other large bodies of water. Most pirates in Myrr are human.

Medium humanoid (any race), evil alignment

AC14 (studded leather armor) Hit Points 4d8 + 4

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Skills/Perception +2

Senses/passive Perception 14

Languages/Common

CHALLENGE RATING ¼ (50 XP)

Actions

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

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

Reactions

Parry. The pirate adds 1 to its AC against one melee attack that would hit it. To do so, the pirate must see the attacker and be wielding a melee weapon.

Pirate Captain

Pirate captains are very powerful leaders of pirate bands. They are fierce warriors that are known throughout the

land.

Medium humanoid (any race), evil alignment

AC15 (studded leather armor) Hit Points 16d8 + 46
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	16 (+3)	16 (+1)	17 (+2)	17 (+2)	18 (+4)

Skills/Deception +6, Intimidation +6, Perception +6, Persuasion +6
Senses/passive Perception 16

Languages/Common and two others

CHALLENGE RATING 8 (3900 XP)

Actions

Multiattack. The pirate captain makes three melee attacks or two ranged attacks.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d6 + 3) slashing damage.

Longbow. Ranged Weapon Attack: +7 to hit, one target. Hit: (1d8 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the pirate captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the pirate captain. A creature can benefit from only one Leadership die at a time. This effect ends if the pirate captain is incapacitated.

Reactions

Parry. The pirate captain adds 2 to its AC against one melee attack that would hit it. To do so, the pirate captain must see the attacker and be wielding a melee weapon.

Sage

Sages are wise, intelligent scholars who excel at research and debate.

Medium humanoid (any race), any alignment

AC12 (leather armor) Hit Points 3d8
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	14 (+2)	14 (+2)	10 (+0)

Skills/Arcana +4, History +4, Investigation +4

Senses/passive Perception 12

Languages/Common and three others

CHALLENGE RATING 1/4 (50 XP)

Research. If a sage is hired to help with research the cost is cut in half and any Arcana, History, or

Investigation checks may add the sage's bonuses.

Actions

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

Drone. Once a day the sage can attempt to drone on and on and put any creatures within 20 ft. to sleep. The sage rolls 4d8 and the creatures in the area are affected in ascending order of their current hit points (ignoring unconscious creatures). Undead and creatures immune to being charmed aren't affected by this feature.

Seal

Seals are playful sea creatures found in all kinds of oceans.

Small beast, unaligned

AC13 (natural armor) Hit Points 1d6
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	6 (-2)

Skills/Perception +3

Senses/passive Perception 13

Languages -

CHALLENGE RATING 0 (10 XP)

Hold Breath. The seal can hold its breath for 30 minutes.

Actions

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

Sea Lion

Sea lions are peaceful sea creatures often found sunning themselves on rocks.

Medium beast, unaligned

AC12 (natural armor) Hit Points 1d8
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	2 (-4)	11 (+0)	1 (-5)

Skills/Perception +2

Senses/passive Perception 12

Languages -

CHALLENGE RATING 1/8 (25 XP)

Hold Breath. The sea lion can hold its breath for 20 minutes.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* (1d4 - 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.

Whale

Whales are massive mammals found in all kinds of oceans. Some whales can hold their breath for up to two hours.

Gargantuan beast, unaligned

AC10 (natural armor)	Hit Points 10d20				
Speed 0 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	11 (+0)	17 (+3)	3 (-4)

Skills/Perception +6
Senses/blindsight 120 ft., passive Perception 16
Languages -

CHALLENGE RATING 5 (1800 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for one hour.

Keen Hearing: The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: (3d10 + 5) 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.

Pirate Band

Pirate bands are groups of six pirates.

Medium humanoids (any race) evil alignment

AC 14 (studded leather armor)	Hit Points 4d8 + 4	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Skills/Perception +2
Senses/passive Perception 14
Languages/Common

CHALLENGE RATING 3 (600 XP)

Actions

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

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

Reactions

Parry. The pirate adds 1 to its AC against one melee attack that would hit it. To do so, the pirate must see the attacker and be wielding a melee weapon.

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	Number	Challenge Rating	Experience Points
Cultists	6 Cultists	CR 2	300 XP
Guard Patrol	8 Guards	CR 2	500 XP
Knights Patrol	3 Knights 6 Guards	CR 9	4500 XP
Lizardfolk Raiders	6 Lizardfolk	CR 4	1200 XP
Orc Patrol	8 Orcs	CR 5	2000 XP
Thugs	4 Thugs	CR 3	800 XP



INNS AND TAVERNS

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Wyld	Tavern	The Purple Rabbit	None	Poor	Osduran human male, 35 3rd level fighter CG	6	bark soup, chicken stew	Krull Mead
Wyld	Tavern	The Fiendish Friend	None	Modest	Yandle human male, 38 CN	12	apple pie, chicken stew, roast pig, squash soup, wild boar	Myrr Mead, Queen's Ale, Raven Mead, Wyld Mead
Wyld	Tavern	The Hammer	None	Comfortable	Quarrel halfling male, 87 3rd level fighter LG	12	cherry pie, pike, turkey soup, venison, wild boar chop	Aern Wine, Queen's Ale, Roan Mead, Wyld Mead
Wyld	Tavern	Kate's Tavern	None	Comfortable	Kate human female, 37 LN	10	apple crumble, baked goat, mutton, pike	Aern Wine, Roan Mead, Wyld Mead
Wyld	Tavern	The Lazy Goddess	None	Wealthy	Ewan human male, 29 CN	15	fruitcake, mutton, potato soup, pike, venison	Moon Wine, Road Mead, Wyld Wine
Wyld	Tavern	The Bayside Tavern	None	Aristocratic	Marnie human female, 56 CG	20	apple crumble, mutton, pike, quail	Moon Wine, Queen's Ale, Raven Mead, Wyld Mead
Wyld	Tavern	The Horseshoe	None	Modest	Nathan human male, 27 N	14	baked goat, fish soup, mutton, pheasant	Myrr Mead, Road Mead, 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 human male, 54 LG	9	fish soup, onion soup, wild boar	Krull Mead, Myrr Mead
Wyld	Tavern	Dukes and Daisies	None	Poor	Tharb mountain dwarf male, 137 LG	12	cabbage soup, chicken stew, fish soup, meat pie	Aern Wine, Krull Mead, Myrr Mead, Rock Mead
Wyld	Tavern	The Fat Goblin	None	Modest	Jakar tiefling male, 26 N	15	pike, potato soup, pumpkin pie, wild boar chop	Krull Mead, Roan Mead, Wyld Mead
Wyld	Tavern	Eels	None	Squalid	Tessier human male, 52 5th level fighter N	14	bark soup, chicken soup, meat pie, tomato soup	Krull Mead, Myrr Mead, Rock Mead, Wyld Mead
Wyld	Tavern	Jen's	None	Poor	Megg human female, 24 CG	12	bark soup, onion soup, wild boar chop	Aern Wine, Krull Mead, Myrr Mead, Rock Mead
Wyld	Tavern	The Jumping Fish Tavern	None	Poor	Oliver human male, 26 LG	14	baked goat, mushroom soup, pike	Myrr Mead, Wyld Mead
Wyld	Tavern	The Clever Miller	None	Poor	Sam human male, 23 LN	12	fish soup, meat pie, mushroom soup	Krull Mead, Myrr Mead, Rock Mead

Inns and Taverns of Wyld continued

*includes a tavern inside

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

Inns and Taverns of Port Telvan

*includes a tavern inside

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Port Telvan	Tavern	The Full Halfling	None	Modest	Yabbi halfling male, 74 CG	9	baked goat, mushroom soup, venison	Queen's Ale, Rock Bear Mead, Two Hammers Mead
Port Telvan	Tavern	Seven Sails	None	Comfortable	Elesstra half-elf female, 64 LG	12	cherry pie, mutton, roast stag	Queen's Ale, Rock Bear Mead, Wyld Mead
Port Telvan	Tavern	The Four Horses	None	Poor	Barton human male, 49 N	8	mushroom soup, onion soup, roast chicken	Krull Mead, Myrr Mead, Roan Mead, Rock Bear Mead
Port Telvan	Tavern	The Minotaur	None	Poor	Raif human male, 24 3rd level fighter LG	7	bark soup, chicken soup, meat pie, tomato soup	Krull Mead, Myrr Mead
Port Telvan	Inn	The Ghost Ship	1sp	Poor	Mulva human female, 26 LG	6	None	None
Port Telvan	Inn	The Green Troll	5sp	Modest	Samuel human male, 28 2nd level rogue NE	8	None	None
Port Telvan	Inn*	The Wandering Whale	8sp	Comfortable	Raesha half-elf female, 23 3rd level fighter CG	7	bark soup, potato soup, wild turkey	Krull Mead, Two Hammers Mead, Wyld Mead

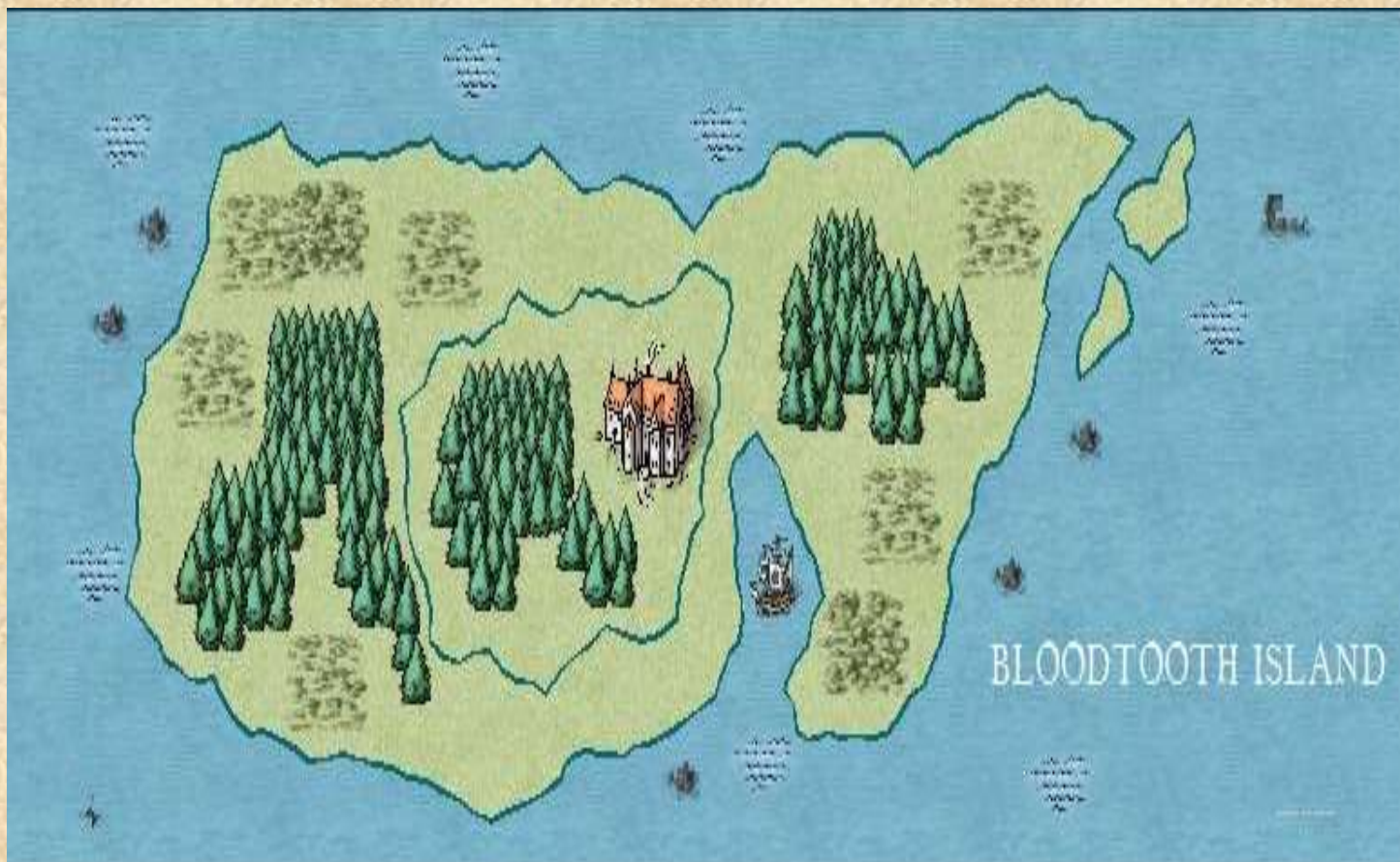
Inns and Taverns of Gorn and the Road

*includes a tavern inside

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Gorn	Tavern	The Thirsty Knight	None	Poor	Christy human female, 18 CG	6	bark soup, potato soup, wild turkey	Krull Mead, Two Hammers Mead, Wyld Mead
Gorn	Inn*	The Friendly Falcon	5sp	Modest	Ethan human female, 25 LG	9	apple pie, meat pie, roast pheasant	Myrr Mead, Queen's Ale, Two Hammers Mead
Gorn	Inn	The Laughing Ghost	1sp	Poor	Thad human male, 48 LG	5	None	None
Road	Tavern	The Old Mage	None	Poor	Nathan human male, 26 LG	5	bark soup, chicken soup, meat pie, tomato soup	Krull Mead, Myrr Mead
Road	Tavern	The Red Orc Tavern	None	Poor	Patterson human male, 35 CG	6	chicken, onion soup	Krull Mead, Wyld Mead
Road	Inn	The Laughing Bear Inn	1sp	Poor	Shonna human female, 23 2nd level fighter NE	6	None	None
Road	Inn*	The Mystwood Inn	1sp	Poor	Maddie human female, 25 3rd level rogue LE	7	bark soup, potato soup, wild turkey	Krull Mead, Two Hammers Mead, Wyld Mead

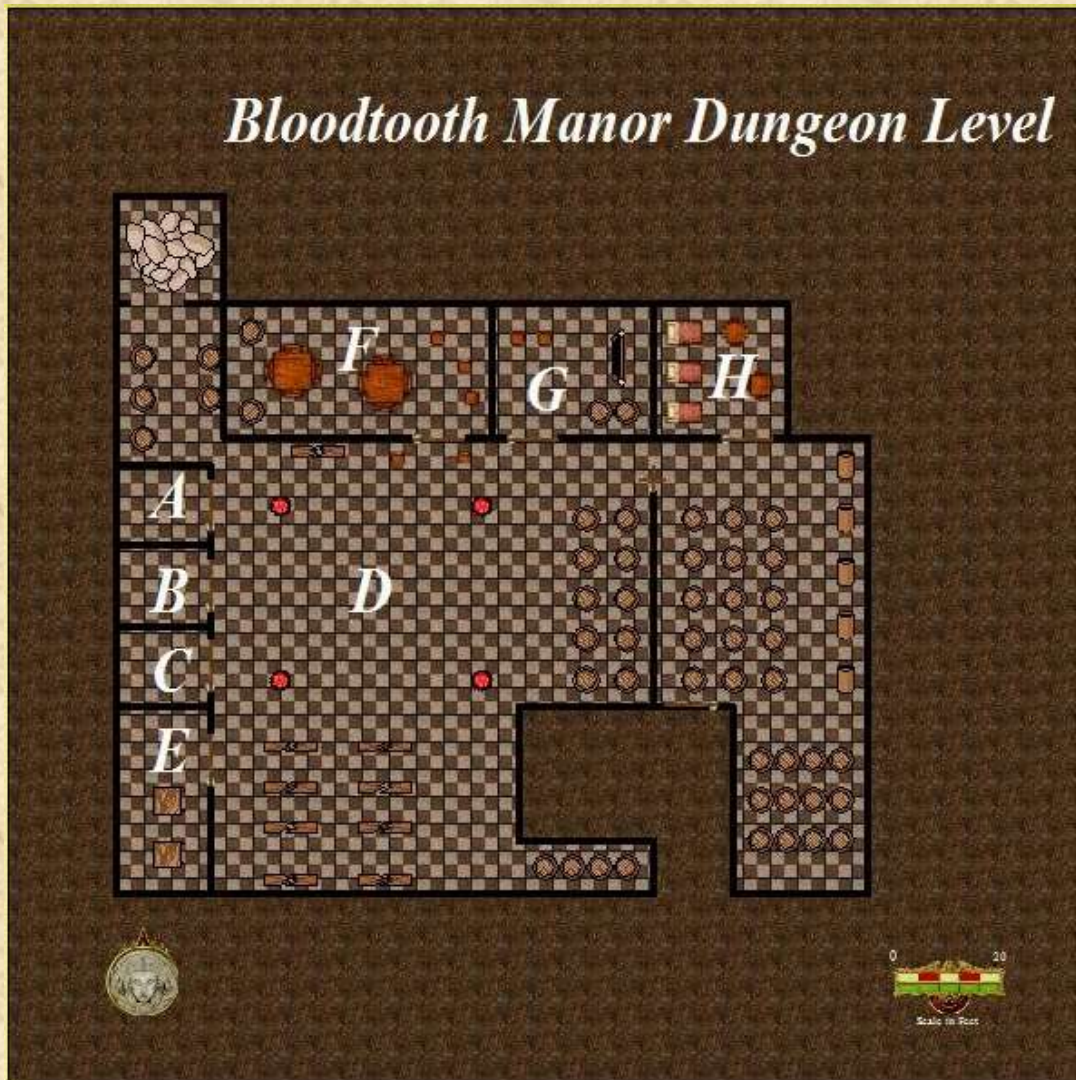
MAP OF BLOODTOOTH ISLAND

Wyld Catacombs I

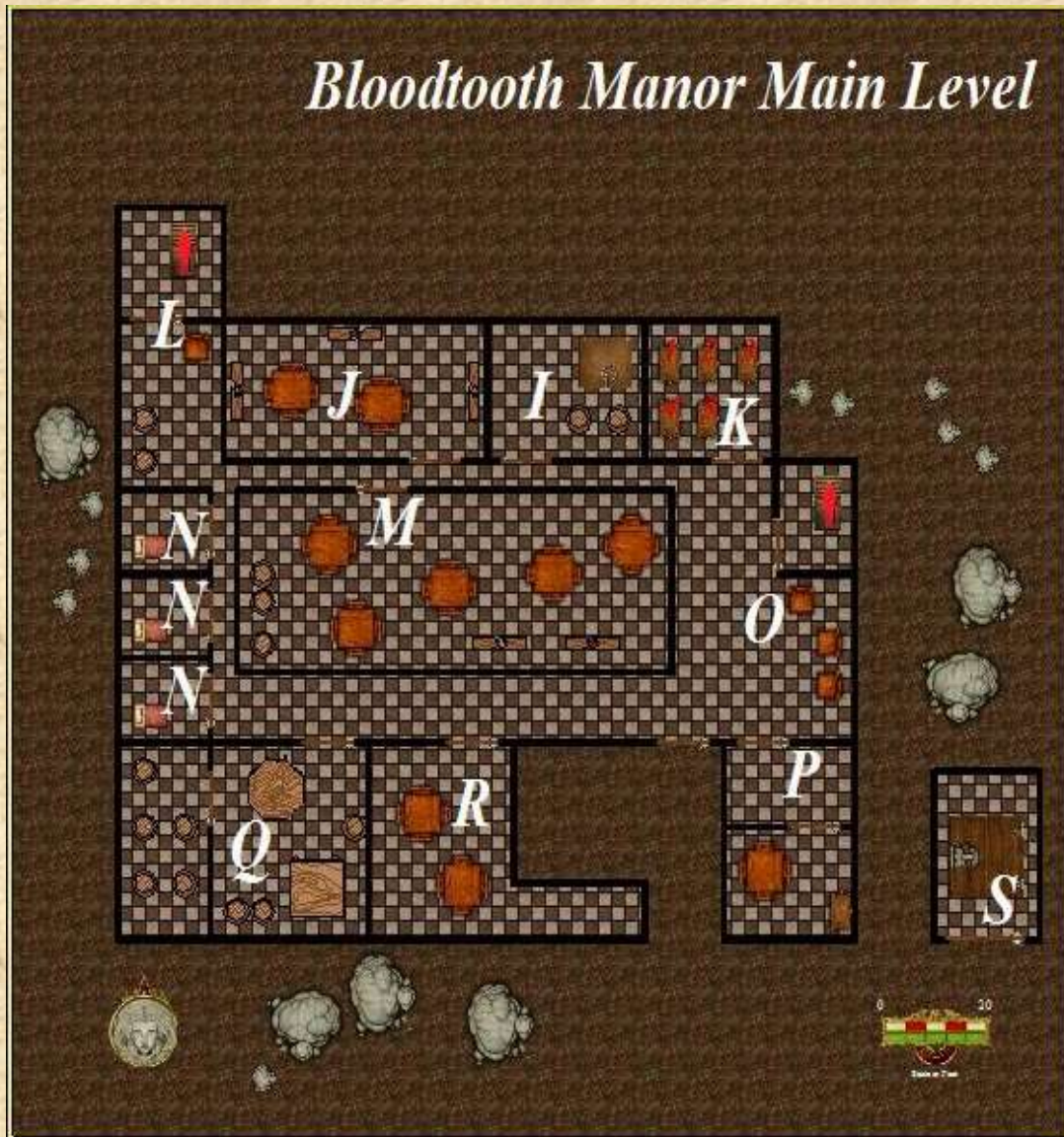


MAPS OF BLOODTOOTH MANOR

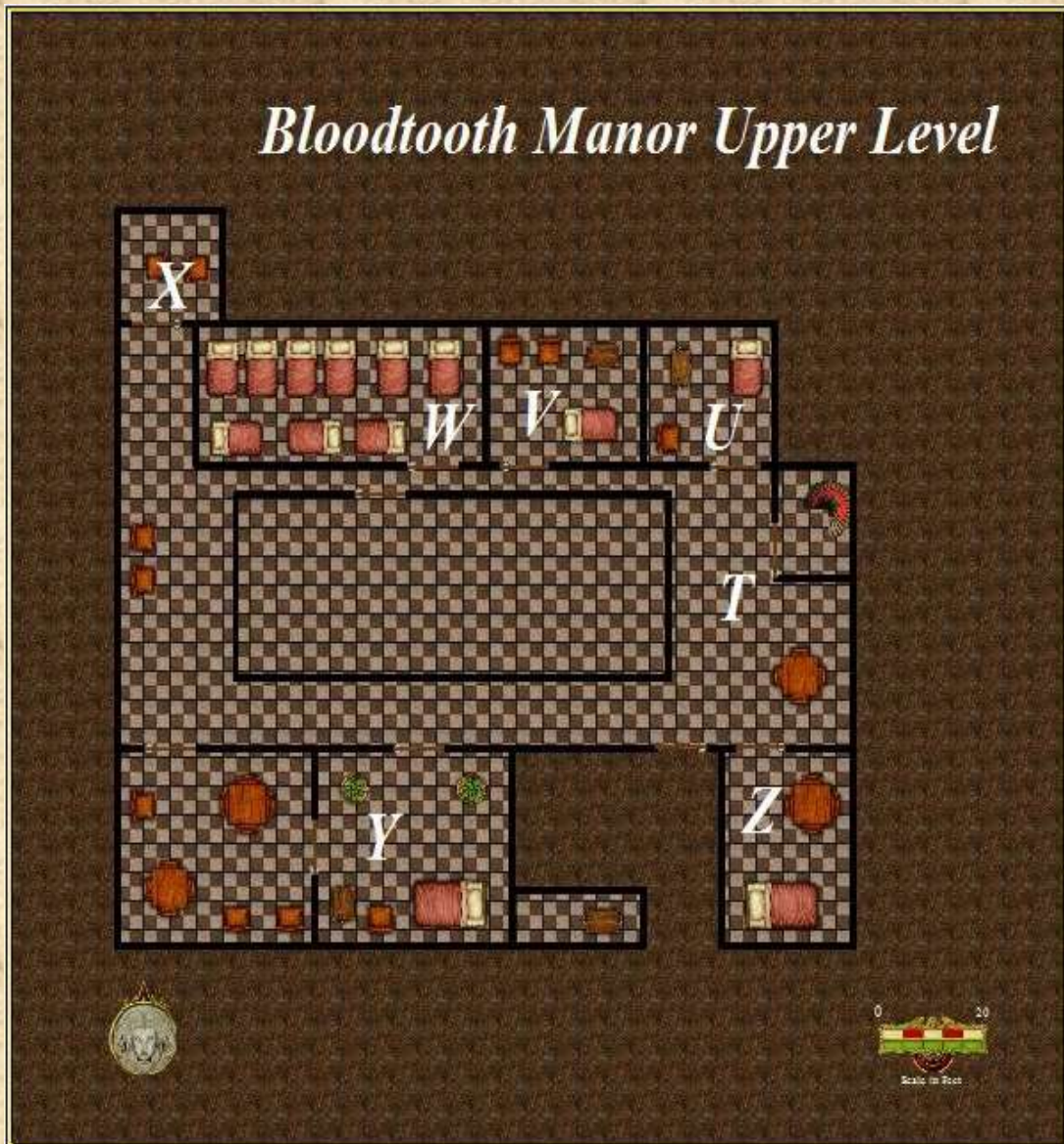
Bloodtooth Manor Dungeon Level



Bloodtooth Manor Main Level



Bloodtooth Manor Upper Level



MAPS OF PORT TELVAN

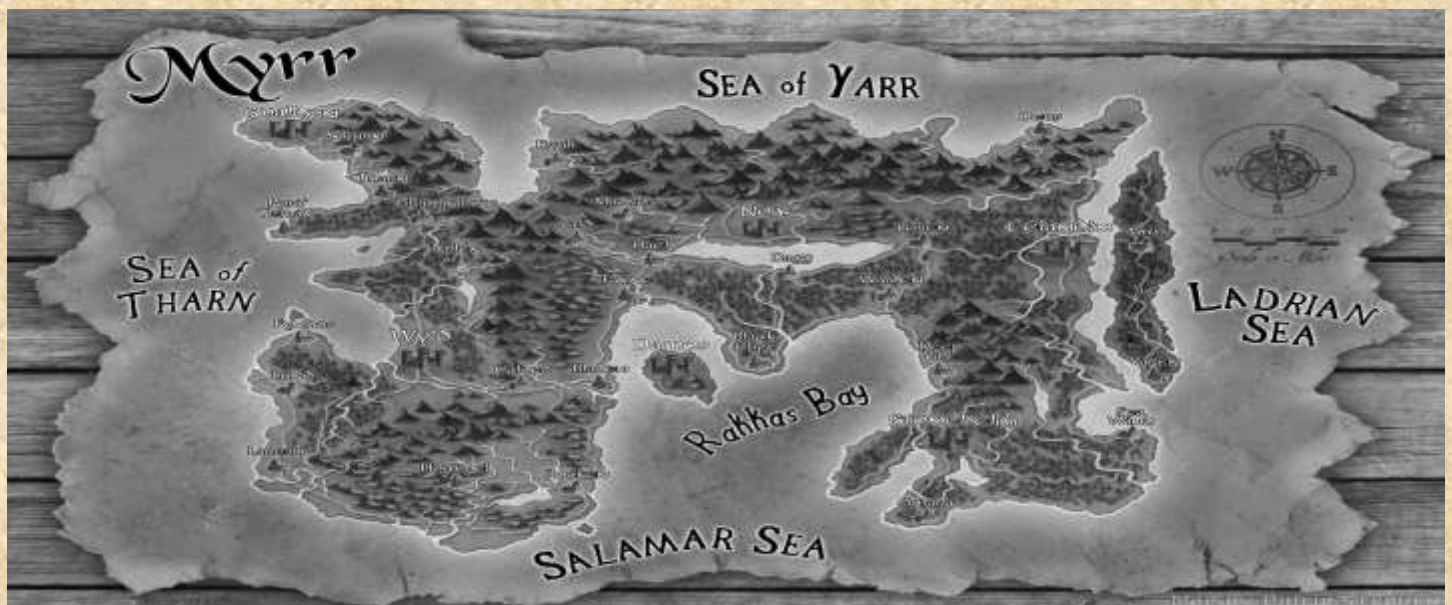
The Town of Port Telvan



Locations A – I are detailed on the following page.

Locations from Port Telvan map on page 53

A	City Gates	Manned by the Port Guard (guards). Includes towers to watch the areas outside the town.
B	Telvan Knight's Keep	The main headquarters for the Telvan Knights (knights). About 50 knights use this as their base. It includes stables for 50 warhorses .
C	Port Guard Garrisons	These buildings are the home of the Port Guard (guards). Many Port Guard are in each garrison.
D	Watch Towers	Manned by the Port Guard (guards). Intended to watch the town and the coastal areas. These watch towers also double as lighthouses.
E	Warehouses	Some of these are owned by private companies and some are owned by Duke William Highcliff.
F	Farms	Just outside the town walls lie many farms. The farmers are very important to the settlement and the Telvan Knights patrol the area on a regular basis. Produce from the farms can be bought at markets in the town.
G	Commercial District	Home to many stores; armor stores, weapon stores, general stores, tailors, tinkers, shipwrights, jewelers, alchemists, magic item stores, art stores, clothes stores, food stores, fishmongers, etc.
H	Low Quarter	Also known as the 'Halfling Quarter'. A poor slum with many humans and halflings. The Fields Market is in this area.
I	Wealthy District	Also known as the 'North District'. Home to several manors and chateaus. Guarded by private armed guards . These men keep the average citizen from straying into the neighborhood. Many of the duke's friends live here.
J	Town Central	A number of taverns and inns are located here. A very busy area patrolled by the Port Guard (guards). Many visitors to the city spend most of their time here.

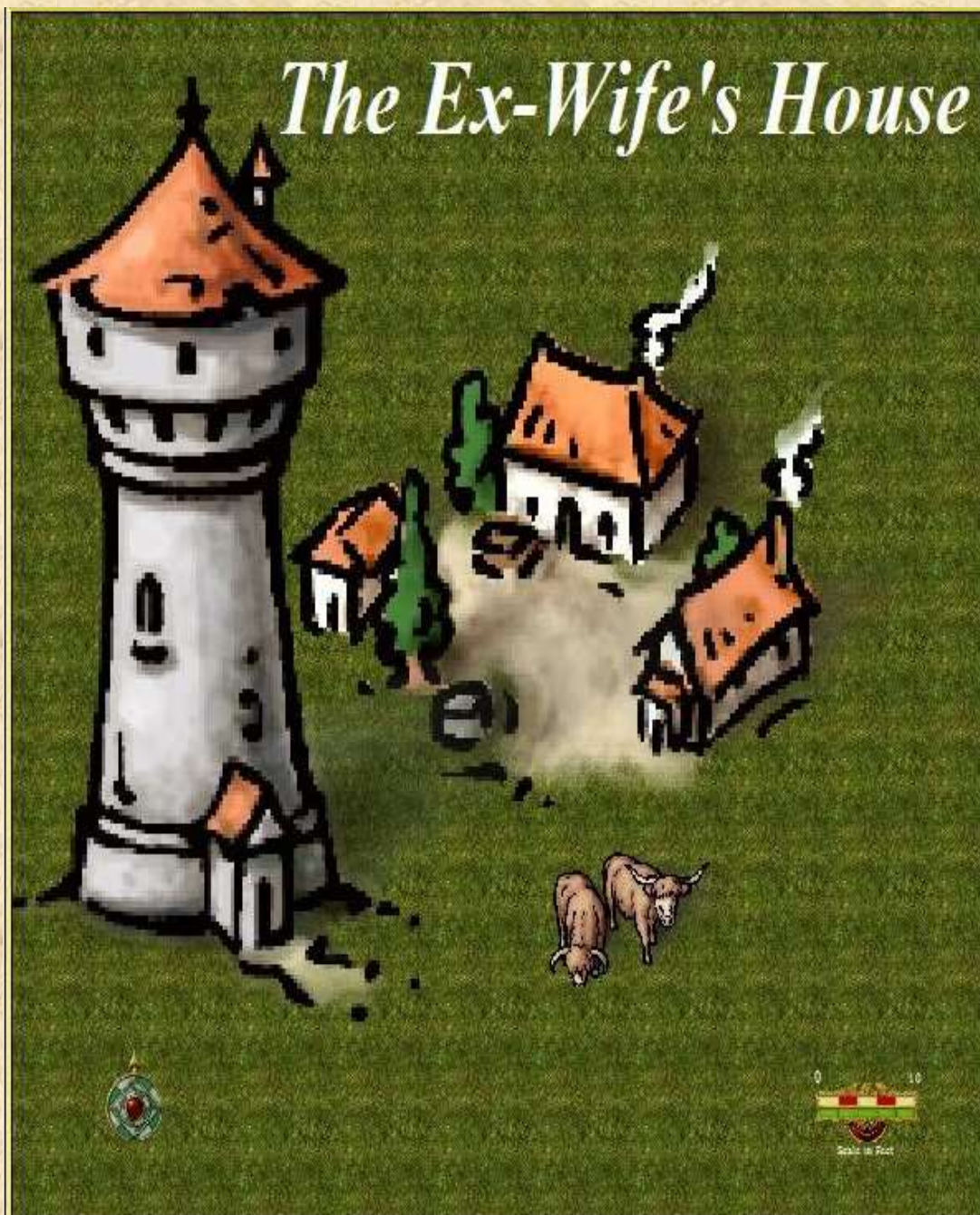


Port Telvan Warehouse

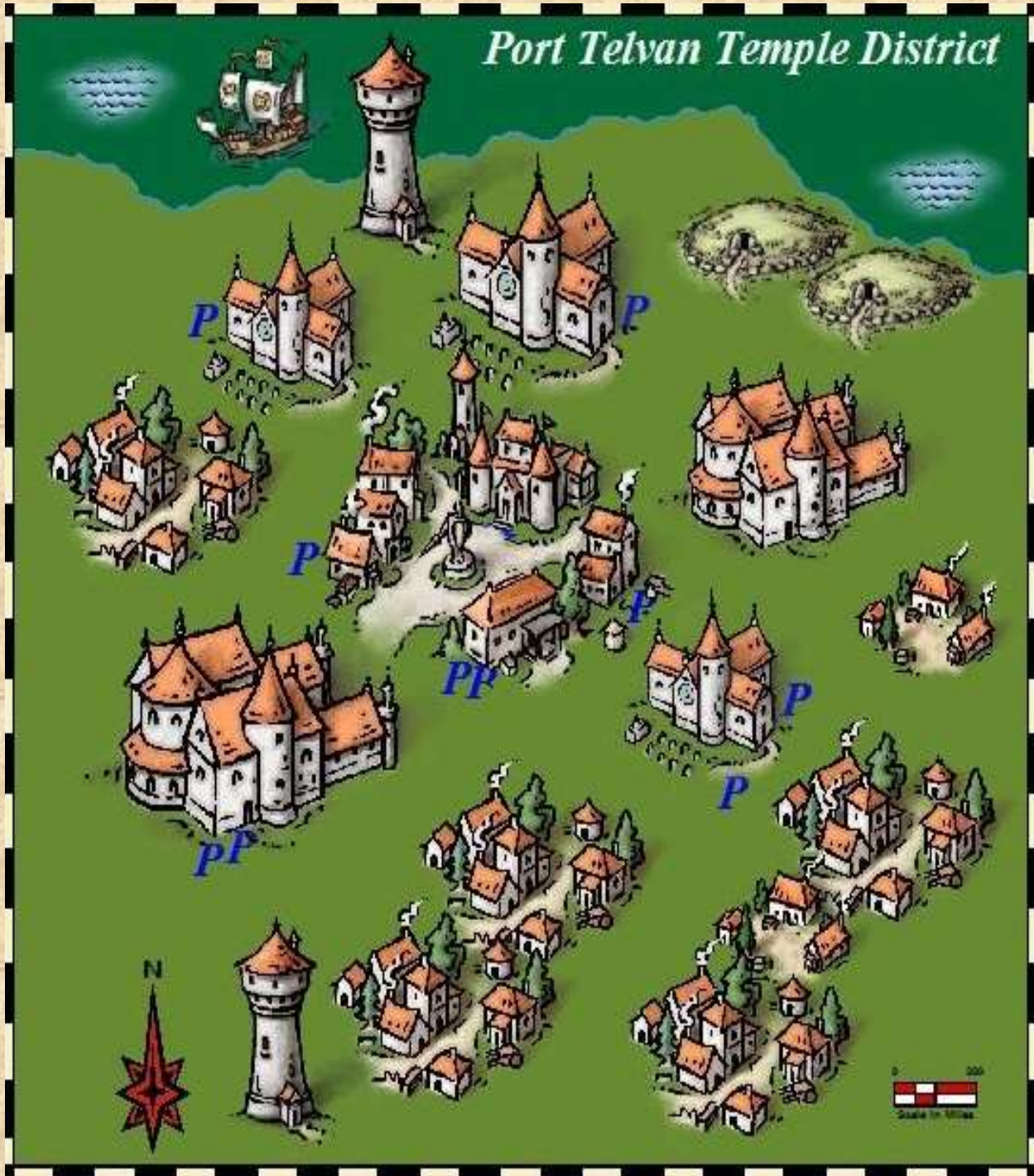
Port Telvan Warehouse



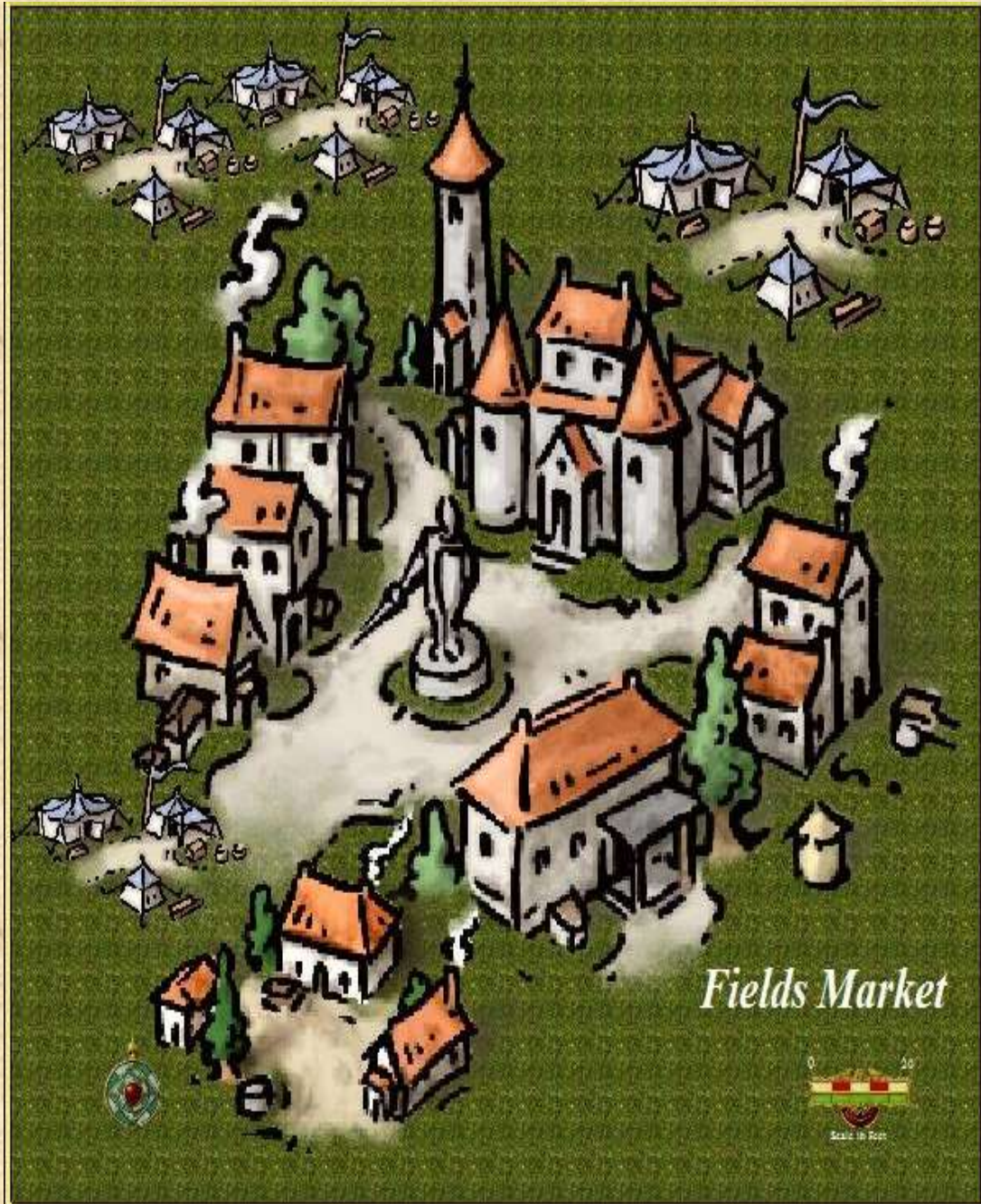
The Ex-Wife's House



Port Telvan Temple District



Fields Market



MAP OF GORN

Village of Gorn



MAPS OF MYRE MANOR

Myre Manor Main Floor



Myre Manor Upper Level



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

PRE-GENERATED CHARACTERS

The Legion of Myrr

The original characters from the Adventures in Myrr Campaign

Sorsha	High Elf	Fighter	CN	Str 17 Dex 18 Con 15 Int 14 Wis 8 Cha 10
Sorsha is an Eldritch Knight from the high elf lands, the Nerathian Kingdom, in eastern Myrr. She is rather haughty and impatient. At times she acts without thinking.				
Varis	High Elf	Sorcerer	CN	Str 8 Dex 16 Con 12 Int 11 Wis 10 Cha 15
Varis is a wild magic sorcerer and completely unpredictable. He will simply toss a coin to make many of his decisions. This sorcerer is in fact, a pyromancer and completely obsessed with fire.				
Snaps	Gnome	Paladin	LG	Str 18 Dex 9 Con 14 Int 11 Wis 12 Cha 16
Snaps is a devout follower of the deity Rogan. This big-hearted gnome is friendly, trustworthy, and noble. A small warrior in stature he makes up for with incredible bravery and skills.				
Thumps	Halfling	Bard	CG	Str 12 Dex 16 Con 9 Int 15 Wis 13 Cha 14
Thumps is a moody, brooding halfling. He lost the love of his life to an evil dragon and has dedicated his life to defeating evil. The bard was a popular drummer in a group of halflings before joining the adventuring party. It was his idea to name the group the Legion of Myrr. He imagines the party gathering a small army to fight evil across the continent of Myrr.				

Thanks to Sarah Bagshaw (Sorsha), Joshua Pardy (Varis), Jeff Porter (Snaps), and Pavel Margolin (Thumps) for letting me include their characters. They were the original World of Myrr players.

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