A detailed illustration of a fantastical world. In the upper left, a large, inverted, teardrop-shaped island floats in the sky. The island is covered in a dense, multi-layered city with yellow and tan buildings, some with blue roofs. The island's surface is textured with grey and white rocks. Numerous birds are flying around the island. In the upper right, a large, pale yellow sun is partially obscured by a smaller, bright yellow sun. A smaller, orange sun is visible in the top right corner. In the lower right, a shepherd wearing a wide-brimmed hat and a dark cloak stands on a sandy dune, holding a staff. Several sheep are grazing on the dune. In the background, there are rolling hills and a body of water under a pale sky.

— THE —
WORLD
— OF —
MYRR
—

Myrr

The 1st of nine continents

in

The World of Myrr

A Campaign Setting for Use with 5th Edition

Written by Andrew Cawood

Illustrated by Alex Walton

Advanced Cartography by Philip Stephen

Logos by Jeff Porter and Riss Wiebe

Layout by Catharine Chen

Open Gaming Content Throughout



Myrr has been a peaceful place...but not anymore...

Various factions have converged on this small continent. When they clash, it will change the world forever. The vampires's alliance with the devils is the biggest threat to peace. Powerful leaders in the cities of Stonehelm and Wyld are making aggressive moves. The bandit lords of the Southern Territories are threatening to move north. The griffon cavalry of the Windriders is becoming bolder. Even the serene, elven Nerathian Kingdom has been infiltrated by dark elf spies. In the Northwest, many are worried about the might of the Barbarian army. The shadowy Thieves' Guild, the Eclipse, and the Zoth brotherhoods are also a cause of concern to many folk. And then there are the orcs, goblins, giants, and dragons!

However, there is some hope for peace. The true knightships stand up to evil, and honor still has its place in the Fighters' Guild. Some wizards on the Wizard Council have their hearts in the right place. The most powerful forces for good, though, might well be the monk brotherhood known as the Inner Sons and the warrior clerics known as the Ro Gard.



Table of Contents

The History of Myrr	5
The Myrrian Timeline	9
The Originals	12
The Twelve	13
The Myrrian Calendar	14
General Information	15
The Races of Myrr	16
The Myrrian Pantheon	19
The Deities of Myrr	21
Geographic Features of Myrr	32
Cities and Towns of Myrr	40
Villages of Myrr	59
Myrrian Factions	74
Notable Characters	90
The Taverns and Inns of Myrr	115
Taverns and Inns Listed by Settlement	116
Tavern Menu Prices	161
Encounter Tables	164
Monsters	208
Monster Lists	209
New Monsters	252
New Monster Groups	263
Other Monster Groups	266
Military Groups	267
Maps of Myrr	269
Adventure Hooks	278
The Magic Items of Myrr	286
Myrrian Phrases	289
Open Game License	290

The History of Myrr

First Humans

Humans first came to Myrr¹ long ago. The first human settlers to reach this small continent were the Originals. They came from a western land called Zogg. Oswald Myrr, a famous wizard, was the leader of this small adventuring party of seven, which, rumor has it, also included a monk, a paladin, two rangers, a bard, and a cleric. They found a peaceful continent, mild in climate and full of beautiful forests, mountains, hills, rivers, and lakes, and they named it after their leader.

Elves lived in the East, dwarves in the North, and some halflings and gnomes in the South, but the western part of Myrr was sparsely populated. There, Oswald Myrr continued the experiments he had not been allowed to finish in Zogg. Then the Originals spread out and explored the continent together...except for one. Zoth the monk disappeared into the Southern Territories.

A decade later, Oswald Myrr negotiated a peace deal with the high elves that was known as the Amakiir Treaty. Both humans and elves agreed that the Nerathian Kingdom in the northern Eastwood would be continue to exist as it always had. The high elves agreed not to move further west. It was agreed humans wouldn't venture east of the town of Loren or north of Lake Galinai.

For many years, several waves of settlers arrived on ships from Zogg. A noble family called the Kellans was the first to rule western Myrr, from the throne in the city of Wyld. Oswald was good friends with this noble family and supported them whenever he could. The well-loved Kellan family ruled peacefully for many years.

The Goblin Wars

After some time, conflicts arose. In 37 MY² the city of Wyld twice came under attack by hordes of goblins from the Mountains of the Moon. After several months the human inhabitants drove the evil humanoids back into the mountains. After this battle, the Wyld Guard was formed to protect the city. In the Second Goblin War, the goblins attacked from the Old Wood and the eastern valley. Later, the town of Calder and the surrounding valley was the scene of an epic battle. Once again the humans of Wyld chased the goblins back into the mountains.

The Legendary Wizard Vanishes

No human has left their mark on Myrr as much as Oswald Myrr. His name is still known by almost every human on the continent. The legendary wizard is responsible for much of what Myrr has become. However, Oswald Myrr disappeared in 66 MY. People assume that the powerful wizard died of old age.

¹ One of the nine continents of the World of Myrr.

² Myrrian Year

War of the Mines

Having built mines deep into the Mountains of the Sky, the dwarves had provided the orcs with the perfect way to enter their underground realm. In 87 MY, the mountain dwarves were attacked by a ferocious orc army through the mine tunnels. This first war between the mountain dwarves and the orcs became known as the War of the Mines. However, the well-organized dwarves regrouped and smashed the evil humanoid army. It took years for the orcs to rebuild their forces, and their will. The mountain dwarves gained in confidence and their underground empire grew in size throughout the central area of the Mountains of the Sky.

The Wizard Council and the Longest Night

The city of Nox and the Citadel of Aramoor were built and controlled by the Wizard Council. Nox soon became known as the 'City of Magic'. Orcs from the Northwest attacked Nox in a surprise nighttime assault, killing hundreds of humans. The Longest Night eventually saw the wizards and their allies fight off the orc attack. The ruling spellcasters moved the Wizard College from the small western village of Myrr to the enormous citadel on Lake Aramoor.

The Wars of the Mountain

The orcs established a more permanent settlement, called Krull, and began raids against a few southern settlements. The mountain dwarves also fought more brutal conflicts against the orcs. These were known as the Wars of the Mountain. After living side by side for hundreds of years conflict once again broke out between the mountain dwarves and the orc tribes. In the Second War of the Mountain the giants joined their orc neighbours to fight against the Uldan Empire. The orcs were better armed and more prepared and eventually they won the war.

Barbarian Settlers Arrive From Saul

Years later, a Barbarian tribe called the Snow Eagles moved into the Northwest and began to challenge the power of the orcs. The settlers arrived from a northern continent called Saul. The evil humanoids did not fare well in their early battles with the heavily armed Barbarians. Another northern clan called the Iron Bears arrived a few years later.

The Eastern Monks

Far to the East, a brotherhood of monks formed around their worship of Rogan. They built three large temples, the Sun Monasteries, in the Mountains of the Sun. The powerful brotherhood pledged to rid the continent of evil, especially the undead. Evil foes soon found out that a single Inner Son monk was incredibly dangerous.

Vampires Leave Their Mark

For hundreds of years western Myrr was ruled by the wealthy Von Bladens. These nobles ruled by using fear and intimidation. The Von Bladens suddenly lost the throne as a dark secret was revealed. The Narciso family had brought vampirism to the continent Myrr from the land of Zogg. They first infected the Damos family in the Southern Territories. Soon their masters, the royal Von Bladens, were also infected. Settlers from Zogg stopped arriving and never returned. Over the years many humans would wonder what happened back in their homeland.

The Mystwood Wars

Meanwhile, the Myre family earned a sinister reputation for their brutal leadership in northwestern Myrr. Many worried a war would break out with the Snow Eagle Barbarians. However, a civil war broke out instead. Beginning in the year 540 MY, the Myre family fought a war against their own people. The Mystwood Wars erupted after the people of the Northwest rose up against the Myres. Eventually the Highcliff nobles in Port Telvan provided Gorn with aid. The Telvan Knights joined with the local people and many forest creatures to win the war. Myre Manor survived the fighting and still stands today. After the devastating war with their own people the Myres were overthrown and the Kellan family took over. The very same Kellan family that had lost the throne in Wyld had bravely shown leadership in a time of need.

The Dark Times

In the year 546 most of Myrr was in peril. The Dark Times began as devils began to come down from the Northeast. The noble vampires from the city of Damos and the town of Bladen were in league with these fiends. The Alliance was formed, a strange ensemble of devils, vampire nobles, and groups of pirates and thieves. A year later there also began to be rumors of dragons in the Mountains of the Sky. From 546 MY to 547 MY, the Alliance struck out against the city of Nox and central Myrr. Devils and vampires led hobgoblins and evil humans in these attacks. The people of Myrr found saviors in the form of the Twelve. These legendary adventurers; four humans, four elves, and four dwarves led the fight against the devils and vampires. Somehow the Twelve drove back the dark forces. The dozen heroes returned from Deus saying the Hell Gate was closed and the attacks would stop. That is what happened, the attacks ceased and the Bladen and Damos forces retreated to their Alliance territory.

A Dark Queen Takes to the Throne

In 559 MY, Queen Danara Bane took to the throne and nobody realized that the Von Bladens were behind it. The Bane royal family began to expand the military and increase the numbers of the Wyld Guard and the Queensguard.

Pirates Still Make Their Presence Felt

The original Rakkas Bay Pirates were eventually defeated and the seas seemed safer for a time. However, three more groups of pirates have made travel and trade much more difficult. Captain Kale's pirates are found in the West, the Ice Pirates operate in the North, and the Pirate Queens plunder vessels in Rakkas Bay.

The War in the Woods

The military leadership of Stonehelm was confronted with a rebellion after years of smaller conflicts. The Greens rose up against the well-armed forces of Stonehelm. The Greens' original leader, a druid named Pannos, was eventually slain by a trio of Eclipse monks. Later on the demi-god Arkan took over leadership of the Greens.

The Rakkas Bay Treaty

The powerful cities of Wyld and Stonehelm have recently signed a pact. Both cities have strong military leaders and also see trade as their most important priority. The local people are not happy with either leadership but are powerless against the might of the military forces, especially in Stonehelm.

Bandit Lords of the Southern Territories

Bandit lords continue to control much of the Southern Territories. Their forces might become a threat, if they could ever stop fighting each other. The Windriders are the most powerful of these clans. This clan dominates the area with its powerful griffon cavalry and Stormgryph, the formidable floating castle. The Hill King of Hommel is another powerful leader in the Southern Territories.

An Uncertain Time

A people who have lived in relative calm for years now face threats from every direction. Myrr was known as a peaceful place...not any more.



The Myrrian Timeline

In Myrrian years (MY)

- 0 The Originals from Zogg land on the western shore of Myrr. The seven adventurers are led by the wizard Oswald Myrr
- 1 The village of Myrr is established at the landing site of the Originals
- 2 Myrrian calendar is created by Wyndan Kellan, one of the Originals
- 3 The Wizard College of Myrr is founded by Oswald Myrr. Zoth the monk disappears
- 7 More ships arrive on the western shores with settlers from Zogg. This is known as the Second Wave. First contact is made with the high elves of the Nerathian Kingdom
- 8 Settlers from Zogg build shrines to the goddess Shania in Western Myrr
- 10 A large fleet arrives with the Third Wave of settlers. It is known as the Day of the Ships. The Treaty of Amakiir is signed by Oswald Myrr and the high elf Nerathian Kingdom
- 12 The Zoth Brotherhood of monks is founded in secret in the Southern Territories
- 15 The city of Wyld is founded by a group of noble families including the Kellans, the Lords, the Myres, the Vagners, and the Von Bladens
- 21 The Kellan family comes to power in western Myrr. King Rakkas Kellan rules for forty years. The royal family establishes a northern hunting village and name it Gorn
- 29 A few goblin raids kill a number of humans near the city of Wyld
- 36 The Wizard Council is formed by Oswald Myrr. The Lunac clan arrives from Zogg
- 37 The First Goblin War. A goblin army attacks Wyld. Hundreds of humans are killed and the Wyld Guard is formed. After several months, the humans prevail
- 40 Rumours of fey being sighted in the Eastwood reach the human communities
- 45 The city of Nox is founded by the Wizard Council, led by Oswald Myrr
- 47 An orc army attacks Nox at night and is fought off. It would be known as the Longest Night
- 52 The Citadel of Aramoor is finished and the Wizard College is relocated there
- 53 The Folk begin to be seen around Myrr. Most people don't trust the gypsy travellers
- 59 The Second Goblin War. A huge goblin army attacks Wyld from the Old Wood and eastern valley. The Wyld Guard are led by a famous paladin named Eric Grayfield. They defeat the goblins in the Battle of Calder Valley after a brutal, year-long war
- 66 Oswald Myrr vanishes
- 72 The Thieves' Guild is established in Nox
- 73 The mysterious Eclipse Monks are founded in Nox
- 87 The War of the Mines sees the dwarf army of Uldan crush the orcs
- 90 Laurel Von Bladen is found to be the chosen queen and the Kellans lose the throne in Wyld. The city of Wyld is in shock as the Von Bladen family take the throne

- 99 Kellan Fortress is built on Vigil Island by the Von Bladen royal family to guard the city of Wyld
- 118 The Vagner family establish the city of Stonehelm and take the throne
- 176 The Narciso family arrives in the town of Oren after a difficult journey from Zogg
- 177 Vampire attacks are reported in the Southern Territories
- 180 The massive Von Bladen fortress is secretly built in the Mountains of the Moon
- 184 The city of Damos is founded by the Damos family
- 200 The Inner Sons are established. Three monasteries of Rogan are built in the Mountains of the Sun. They come to be called the Sun Monasteries
- 202 The Knights of Truth are founded in the fortress town of Vald
- 212 Von Bladens lose their claim to the western throne. King Harnon takes to the throne
- 214 The town of Bladen is established by the Von Bladens after they abandon their fortress in the Mountains of the Moon
- 263 The Fourth Wave of settlers arrives from Zogg
- 300 After the Fourth Wave, ships no longer come from Zogg. Goblins take over Von Bladen fortress in the Mountains of the Moon and name it Mojin
- 333 Rumours of fey being seen on Raelen Island reach Nox
- 349 The Rakka Bay Pirates begin to terrorize ships in central Myrr
- 359 Rakkas Bay Pirates are defeated by Stonehelm's navy
- 420 Evil forces, led by tieflings and devils, establish the town of Deus
- 441 The First War of the Mountain begins between the dwarves and orcs
- 469 Uldan is defeated by an orc army backed by the giants
- 489 The Bane family takes to the throne in the West and the Myre family take over the Northwest
- 500 The Snow Eagles Barbarian clan arrive in the Northwest
- 505 City of Svaldon is established
- 517 The Stone Knights are founded in Stonehelm. Bandit lords are very active in the South
- 523 Goradin, the dwarf hero, slays the Frost Giant King Rogg
- 526 The dwarf army takes back Uldan from the orcs in the Second War of the Mountain
- 530 Bandit lords begin to take control of the sparsely populated Southern Territories
- 531 The Ironbears Barbarian clan arrives in Svaldon
- 537 The King of the Hill takes the throne in Hommel and fights off nearby bandit lords
- 539 The Fighters Guild is established in Hael
- 540 The Telvan Knights are founded in Port Telvan. The Mystwood Wars begin and pit the brutal Myre royal family against their own people
- 541 The Ironbears take over Tharn without a fight
- 542 The Mystwood Wars end with the Kellans taking control of Gorn. The Myre family loses power after ruling the area for forty years. They flee to the city of Wyld

- 544 A three year period called the Dark Times begins with evil forces invading from Deus
- 545 The first dragons are seen on the continent of Myrr
- 546 The Legendary Twelve are formed and fight back the dark forces. The Dark Times end
- 547 Nerathian embassies open in Nox and Wyld. Halfling cartographers produce many low quality, affordable maps of Myrr.
- 549 Captain Kale's pirates terrorize Vyson Bay and the Sea of Tharn
- 554 The Stone Knights seize control of Stonehelm and the Vagner family goes into exile
- 555 The War in the Woods begins between the Greens and Stonehelm
- 559 Young Queen Danara Bane takes to the throne in Wyld
- 561 The Pirate Queens attack ships in Rakkas Bay. Elf cartographer Philan Tephass produces an exquisite map of Myrr.
- 562 The Dark Dwarves begin their campaign against the Uldan throne
- 563 Hobgoblin scouts are seen heading west from Damos. The Ice Pirates attack several ships from the northern continent of Saul in the Sea of Yarr
- 564 The Rakkas Bay Treaty is signed between Stonehelm and Wyld. The Windriders' griffon cavalry are seen for the first time
- 565 The Knights of the Moon are founded. The all-female knighthood is shrouded in mystery
- 566 500th anniversary of Oswald Myrr's disappearance



THE ORIGINALS

These Were the Original Human Settlers of Myrr

Oswald Myrr

human male, 20th level wizard, chaotic good

The legendary wizard vanished somewhere in the Eastwood

Zoth

human male, 10th level monk, lawful evil

He was killed by a manticore in the Southern Territories. Zoth hid his plans from the other settlers and founded the shadowy Zoth Brotherhood of monks in the Southern Territories

Delaura Wyld

human female, 9th level ranger, chaotic good

Died of old age in the city named after her family

Nylan Wyld

human male, 8th level ranger, chaotic good

Vanished in the Southern Territories after going to investigate the village of Oren

Wyndan Kellan

human male, 7th level cleric, lawful good

He and Krysten Hael rought the worship of Rogan to Myrr. Wydan died of old age in his cabin in the Wyldwood

Seraphina Sarana

human female, 8th level bard, lawful good

The famous bard was killed when her ship sank in Rakkas Bay

Krysten Hael

human female, 9th level paladin, lawful good

She and Wyndan Kellan brought the worship of Rogan to Myrr. Killed on an expedition into the dangerous Nyvard Cavern

The Twelve

The Legendary Heroes Who Saved Myrr from the Dark Times:

Four Humans

Aimon Stall: male, 12th level ranger, lawful good. Lives in Calder

Farah Faye: female, 15th level ranger, chaotic good. Became a demi-god

Valeris Kyzan: female, 10th level warlock, lawful evil. Lives in Damos

Landis Kyzan: male, 12th level wizard, lawful evil. Lives in the village of Myrr

Four Dwarves

Drunan: male, 12th level fighter, lawful good. Lives in Nox

Findeth: female, 12th level barbarian, lawful good. Killed by a couple of devils

Baldin: male, 10th level fighter, lawful good. Lives in Wyld

Kiran: male, 14th level cleric, lawful good. Lives in Uldan

Four High Elves

Taryth Madryll: male, 9th level wizard, chaotic good. Killed by Gareth Von Bladen

Aelynn Solaris: female, 12th level sorcerer, chaotic good. Lives in Celandin

Elarian Amakiir: male, 11th level bard, chaotic good. Killed by Lord Balthazar Damos

Caebrynn Faeris: female, 12th level cleric, chaotic good. Lives in Enariel

THE Myrrian Calendar

The Days of the Week and the Sun Quarters

A Myrrian year is 364 days long. Each sun quarter has twelve weeks and then a weeklong festival.

The Myrrian Week

Day	Purpose
Goodday	work
Riverday	work
Hillday	work
Woodsday	work
Restday	rest
Fieldday	work
Skyday	worship



The Sun Quarters and Their Festivals

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

General information

Weather

Myrr has a mild climate, although north of Lake Aramoor it gets colder. The Mountains of the Sky are cold and snowy in Dreamtime. (For the weather conditions roll 1d6; 1-2 cloudy with precipitation, 3-5 sunny, 6 stormy)

Population

Villages have 50-500 inhabitants

Towns have 500-5000 inhabitants

Cities have 5000-50000 inhabitants

Languages

Humans speak Common in Myrr. Many races speak Elvish as a second language in the eastern part of Myrr.

Services

Rooms at an inn cost anywhere from 7cp to 4gp (see the Taverns and Inns section)

Hirelings cost 5gp/day and Messengers cost 5cp/mile

Travel

Travelling quickly - 30 miles/day

Travelling at a normal pace - 24 miles/day

Travelling on horseback cuts travel times in half.

Most of the mounts in Myrr are horses. The high elves use elk or horses. The dwarves use bears or horses. The goblins, hobgoblins, and orcs use worgs.

Vehicles/Vessels

Hiring a boat or cart costs 1-5 cp/mile

There are no airships in Myrr.

Tolls

For cities and towns: 2cp to 1sp

For villages: 1cp/ Some roads can also have tolls: 1 – 4cp

The Races of Myrr

The Humans

Humans came to Myrr from the continent of Zogg, located to the west of Myrr. Oswald Myrr and the Originals arrived from their distant homeland 566 years ago. After the Fourth Wave of settlers no more ships arrived from Zogg. Humans often wonder about their former homeland and its fate. A treaty was signed between the Originals and the high elves. This treaty allows the humans free reign over every part of Myrr except the Nerathian Kingdom. This high elf territory is mostly in the northern part of the Eastwood. The Barbarians are the newest group of humans in Myrr and they live in the northwest corner of the continent. Most of Myrr is now covered in human settlements. Life is harsh at times and humans usually only live into their forties or fifties. Most adventurers are in their late teens or early twenties.

The Elves

High elves and wood elves came from Naern at least a thousand years ago. Their homeland is a small continent to the east of Myrr. The elves are very content in the beautiful Eastwood and most have little interest in the rest of the continent. They did explore central Myrr but went back to their home in the Eastwood after encountering several dark forces. The first of the elite rangers, known as the Whisperers, closed the Hell Gate in Deus but unfortunately it would be opened years later. The Amakiir Treaty was signed to keep the humans out of the Nerathian Kingdom. Ships still sail back and forth to their homeland of Naern. The high elf capital is the gorgeous city of Celandin. Most wood elves live in the far northern part of the Eastwood in rural settlements. However, some wood elves live in the southern Eastwood and fight with the Greens against Stonehelm. Dark elf spies from Ma Zaan have recently arrived on the continent and have unsettled elf society. The high elf royalty have dispatched the Whisperers once more to investigate the presence of these evil elves.

The Halflings

Halflings came from the continent of Naern several hundred years ago. Their numbers keep growing and they are usually accepted as part of Myrrian society. Halflings can be found in a number of different areas in Myrr. There is some racism towards halflings in some parts of the Southern Territories and the southern Eastwood. Halflings have a fairly good reputation across the continent. However the evil halfling group, known as the Wyld Gang, are hurting this reputation.

The Gnomes

The gnomes also came from the continent of Naern at the same time the halflings did. There aren't many gnomes in Myrr but they are generally accepted by society. They have unique skills and are a rather resourceful race.

The Dwarves

Dwarves have been in Myrr for at least seven hundred years. Hill dwarves and dwarves of the mountains came from the continent of Ma Zaan, far to the east of Myrr. They arrived in the Mountains of the Sky and most have settled there. Many more dwarves live in Myrr compared to their hill cousins. Most hill dwarves live in the Southern Territories, although there are other communities. The majority of the dwarves still live in the Mountains of the Sky in and around the underground capital of Uldan. The dwarves have rebuilt much of their kingdom after a series of wars against the orcs and giants. Some dwarves are rebelling against the Uldan leadership. The Dark Dwarves believe the dwarf race should strike back at the orcs and giants and make bold moves to take more territory. These rebels are based in the city of Nox and are causing problems throughout the Mountains of the Sky.

The Orcs

Orcs are native to Myrr. It is believed they have been in Myrr for almost a thousand years. Most orcs live in the cold northern parts of the Mountains of the Sky. Although there is a village controlled by orcs near Nox. Gorak is an orc settlement well known for its gambling and taverns. Krull is the home of the orcs, a series of forts in the northern mountains. A civil war is raging between two groups, the worshippers of Glaggoth and the worshippers of Orvak. Half-orcs are rare and distrusted by most Myrrians.

The Goblins (Including Bugbears and Hobgoblins)

Goblins are also native to Myrr. It is believed they have been around for at least six hundred years. Goblins are only living in the Mountains of the Moon and in the Old Wood. Their capital of Mojin is based in the massive Aden Fortress. Hobgoblins live in and around the city of Damos. They make up much of the military force of the Damos family and the Alliance. Bugbears are usually found in western Myrr but it is believed their numbers are low.

The Tieflings

Tieflings came to Myrr almost two hundred years ago from Ma Zaan. Most Myrrians aren't that comfortable around tieflings but they are usually tolerated. The largest concentration of tieflings is in the evil town of Deus.

The Dragonborn

Dragonborn came to Myrr from Ma Zaan about forty years ago. Some have settled in Stonehelm and Nox. They tell brutal tales of being used as slaves by tieflings in Ma Zaan. However, the vicious Draco Rak gang in Nox have given the dragonborn a sinister reputation.



THE MYRRIAN PANTHEON

The Greater Gods

Deity	Alignment	Domains	Symbol
Amara	Chaotic Good	Love	White Unicorn Horn
Balthor	Neutral	Wisdom	Green Spiral
Byruna	Neutral Good	Peace, Wisdom	None
Crystal	Chaotic Neutral	Moon, Moontime	Silver Circle
Dalen	Lawful Good	Dwarves, Mountains	Black Warhammer
Enariel	Chaotic Good	High Elves, Freedom, Love	Seven Gold Stars in a Circle
Fashae	Chaotic Evil	Anger, Revenge	Red Flames
Faundoth	Chaotic Neutral	Bloomtime, The Forest	Green Tree
Fortus	Lawful Good	Courage, Perseverance	Red Eyes
Galinaï	Chaotic Good	High Elves, Nature	Brown Elk Antlers
Gar	Chaotic Evil	War	Vertical Red Line
Glaggoth	Chaotic Evil	Orcs of the West	Gray Greataxe
Habbasham	Neutral Evil	Trade	Black Wagon Wheel
Jandar	Chaotic Neutral	Gambling, Halflings	Six-Sided Die
Kassabian	Lawful Evil	Indulgence	Purple Flower
Lara, Aura, Tara	Neutral	The Sea	Blue Trident
Loh	Chaotic Neutral	Water, Wind, Storms	Fountain
Lyra	Lawful Neutral	Dance, Music, Poetry	Bronze Lyre
Morthos	Neutral Evil	Death, Disease	Red Triangle
Mysrath	Chaotic Evil	Misery, Pain, Sadness	Gray Teardrops
Nizath	Lawful Good	Earth, Food, Home	Brown Broom
Nox	Chaotic Good	Fey	White Star
Nygaz	Lawful Evil	Shadows, Thievery	Black Key
Orvak	Chaotic Evil	Orcs of the East	White Goat's Skull
Rand	Chaotic Neutral	Magic, Possibilities	Golden Wand with Red Sparks
Rogan	Lawful Good	Justice, The Sun	The Sun with Eight Rays
Saul	Chaotic Neutral	Barbarians, War	Silver Battleaxe
Shania	Chaotic Good	Hunting	Black Arrow
Sienna	Neutral Good	Athletics, Beauty, Suntime	Blue Flower
Skaugan	Chaotic Good	Dreamtime, Mountains	Three Mountain Peaks
Valden	Lawful Neutral	Fire, Metals, Smithing	Black Anvil
Vaux	Lawful Evil	Domination, Power	Red Mace
Waen	Neutral Good	Death, Transitions	Green Leaf
Xavian	Lawful Neutral	Knowledge	Black Letter 'X'

The Demi-Gods

Demi-God	Alignment	Domain
Arkan	Chaotic Good	Archery
Caelynn	Chaotic Good	Wood Elves
Darvon	Lawful Neutral	Bards, Brewing
Farah Faye	Lawful Good	Swordmastery
Firth	Neutral Evil	Humor, Trickery
Frook	Chaotic Good	Gnomes, Joy
Lupov	Lawful Evil	Werewolves
Morajin	Neutral Evil	Goblins, Torture
Naiva	Chaotic Evil	Dark Elves
Ommon	Lawful Good	Protection
The Shadow	Lawful Evil	Assassination
Vysax	Chaotic Neutral	Dragonborn
The Wanderer	Neutral	Travellers
Yazzol	Neutral Evil	Alchemy

The Arch Feys

Arch Fey	Alignment	Domain
Aquarasin	Chaotic Neutral	Lakes and Rivers
Arbraethian	Neutral	Forests
Borgawine	Chaotic Good	Trickery
Brane	Chaotic Evil	Insanity, Violence
Quothriel	Chaotic Good	Meditation
Ravesh Shian	Chaotic Evil	Decay
Shaelyss	Chaotic Good	Nature
Zass	Neutral Evil	Revenge, Trickery

The Great Old Ones

Great Old One	Alignment	Domain
Byrchalen	Neutral	Mystery
Pyros	Chaotic Evil	Chaos, Fire
Vaseth	Neutral	Peace
Ventir	Neutral	Freedom, The Sky

THE DEITIES OF MYRR

*The deities' class information is given as a guide to some of their powers.

The Greater Gods

Amara

The goddess of love. Amara doesn't see love as an action but a way of living. Very few know what her human form is as she usually appears as a unicorn. The goddess of love is said to roam the beautiful forest of Eastwood by herself. Many believe she is on close terms with the elf goddess Enariel. Her clerics perform most of the unions (marriages) in Myrr. The two partners, of any gender, must donate a small amount to a Temple of Amara in order to have the ceremony. A number of temples are dedicated to the goddess in different areas of Myrr. These temples are simple white, stone buildings. Amara's clerics wear white robes. Symbol: a white unicorn horn. Alignment: chaotic good. 18th level druid

Balthor (The One Who Knows)

The god of wisdom. He believes being in the moment is all that matters. This deity doesn't believe the past or future exist at all. His clerics often tell people that the Originals didn't come to Myrr five hundred and sixty-six years ago. The followers of Balthor tell everyone that the settlers came to Myrr 'now'. They explain that the only thing that exists is the present moment. The clerics believe that time is simply a way some make sense of reality. However, the truth is that there is only one moment. This moment is eternal and enlightenment comes to those who realize it. Balthor is not concerned with daily problems and sees a much bigger picture. This deity is not even concerned about what happens to the Material Plane. Balthor believes everything happens for a reason and should simply be accepted. His disciples practice being in the moment and not being attached to their emotions. Unlike most deities, he is not concerned with what god people worship. In fact

Balthor isn't interested whether someone worships him or another deity, or no deity at all. His clerics tattoo these teachings all over their bodies. Many of the larger settlements in Myrr have a temple dedicated to him. He appears as a short elderly human with untidy white hair, gray eyes and a scarred face. His worshippers wear gray robes. Symbol: a green spiral. Alignment: neutral. 20th level wizard

Byruna

The goddess of wisdom. Byruna teaches all beings to question their thoughts. She knows that all beings are actually one being. The truth is that we only feel separate when our thoughts are unexamined. Byruna asks her followers to search for any truth in the ramblings of the intellect. She believes love and peace are actually present at all times. Byruna teaches that if one were to question their thoughts this simple truth would reveal itself. There are no shrines or temples dedicated to this mysterious being. In addition to having no temples, her worshippers don't wear any specific kind of robes. There are a number of similarities between Byruna and Balthor. The main difference is that Byruna is still concerned about the Material Plane, while Balthor is not. Her followers don't attempt to convert anyone, they simply suggest questioning the unexamined mind. Symbol: none. Alignment: neutral good. 20th level druid

Crystal

The goddess of the moon and the sun quarter Moontime. She believes the moon can speak to everyone and provide guidance. Her worshippers are devout and usually operate at night. Some folk call her worshippers 'lunatics'. A variety of creatures and races worship this mysterious god. Her worshippers make shrines for her but there are

no temples for this deity. It is said some lycanthropes and tieflings are drawn to her teachings. She resembles a tiefling female with silver hair. Symbol: a silver circle. Alignment: chaotic neutral. 18th level druid

Dalen

The dwarf god of the mountains. Dalen teaches his followers to honor and respect every aspect of the mountains. Dwarf miners new to Myrr were the first to bring Dalen's teachings from their homeland. It is believed there are many more dwarf deities worshipped in their home of Ma Zaan. After the Second War of the Mountain most of the dwarf Uldan Empire was destroyed. There are a number of famous songs about this deity. The songs are even sung by non-dwarves, especially in the large cities. A number of underground temples in the Mountains of the Sky are dedicated to Dalen. He appears as an elderly dwarf warrior with black hair and a thick black beard. He carries a magical black warhammer. Symbol: a black warhammer. Alignment: lawful good. 20th level fighter

Enariel

The elvish god of freedom and love. Enariel believes freedom is essential to life. This deity also promotes love between all beings. She appears as a very beautiful high elf with long blonde hair and blue-gray eyes. High elves swear she is the most beautiful being in all of Myrr. Many elves compare their king and queen to Enariel and another elf deity, Galinai. However, some of Enariel's clerics believe this is disrespectful. These clerics believe comparing mortal elves to the immortal gods is foolish and thoughtless. Symbol: seven golden stars in a circle. Alignment: chaotic good. 20th level ranger

Fashae

The goddess of anger and revenge. This goddess leads those who are ruled by volatile emotions. Fashae believes that acting on anger and getting

revenge is the path to wholeness. She is always agitated and looking for someone or something to blame. Fashae only knows anger and is like a wildfire out of control. She has small temples in Nox and Stonehelm, although there are rumors of shrines created by cults. Pyromancers make up some of her devotees. Her worshippers wear robes of red. Symbol: red flames. Alignment: chaotic evil. 16th level sorcerer

Faundoth

The god of the forest and the sun quarter Bloomtime. He believes a deep connection with nature is the most important part of life. He sees no distinction between man and nature. Many druids and farmers worship him. He appears as a six foot tall human with medium length brown hair and green eyes. Faundoth wields a magical staff that can summon animal followers. There are two druid circles known to operate in the woods of Myrr. The Aramoor Circle is said to live in the Forest of Aramoor in the center of the continent. The Wyldwood Circle are said to meet in the Wyldwood. There are rumors that some members of the Greens are starting a new circle of druids in the southern Eastwood. His worshippers wear green robes. Symbol: a green tree. Alignment: chaotic neutral. 20th level druid

Fortus

The god of courage and perseverance. This deity is the driving force of willpower, that unstoppable force of nature. He represents the essence of never giving up. Adventurers on quests sometimes make an offering to Fortus before setting out. Fortus appears as a large golden eagle. Symbol: Alignment: lawful good. 18th level fighter

Galinai

The elf god of nature. Galinai protects the natural world. He usually appears in the form of a large elk. There are numerous accounts of a highly intelligent elk interacting with travellers in the Eastwood.

When appearing as a high elf, he is extraordinarily handsome and wears a long golden cloak. Many have compared Enariel and him to the king and queen of the Nerathian Kingdom. Symbol: brown elk antlers Alignment: chaotic good. 15th level paladin

Gar

The god of war. Gar only sees one way to act. He confronts whatever is in front of him as an obstacle to be overcome. This deity is focused on the next moment. To Gar the present is just another obstacle to conquer. Many of the bandit clans in the Southern Territories worship the god of war. He appears as a muscular, bald human with a red stripe down the center of his face. Gar's clerics paint the red stripe down their faces as well. His worshippers usually wear red and white robes. Symbol: A vertical red line. Alignment: chaotic evil. 20th level fighter

Glaggoth

The orc god of the West. Glaggoth seeks to take back the orcs' original lands from the Barbarians. Long ago his army defeated the dwarves in the First War of the Mountain. However, they later lost land to the Snow Eagle Barbarians. Glaggoth wants the orcs to be more aggressive and move out of their current territory. He appears as a large orc with a massive, magical greataxe. Symbol: a gray greataxe. Alignment: chaotic evil. 18th level barbarian

Habbasham

The god of trade. Habbasham preaches that gaining wealth is the most important part of life. This deity also believes that any action to make money is acceptable. Habbasham encourages anyone and everyone to take what they can. Many traders, shopkeepers, innkeepers, smugglers, and trading guilds worship this deity. Some merchants worship this evil deity in secret. Symbol: a black wagon wheel. Alignment: neutral evil. 17th level bard

Jandar

The god of halflings, gambling and cartography. He is a wanderer who travels all over the continent. Jandar visits taverns, inns, and other establishments on a regular basis. Jandar tastes every meal and every drink he can get his hands on. He searches for the most comfortable, affordable inns. He portrays himself as a poor traveller looking for the best deals he can find. As such, he represents much of what is important to travellers. He has also been known to disappear if he loses a card game. This is how the Myrrian exclamation 'Jandar!' came about. Gamblers would yell out his name after he had vanished. Now the saying is common way of expressing shock or surprise. Jandar is worshipped by many, many halflings. Other races also worship this gregarious being. He appears as a very handsome and charming halfling. He carries a magical shortsword and a lute. Jandar also wears a ring of invisibility. Symbol: a six-sided red die. Alignment: chaotic neutral. 15th level rogue/10th level bard

Kassabian

The god of indulgence. Kassabian wants to enjoy all that life has to offer regardless of the consequences. He encourages others to drink and enjoy every aspect of life to the fullest. Kassabian also encourages mortals to avoid the consequences of one's actions. Some hold Bloomtime celebrations in his honor. He appears as a middle-aged human male with black hair. This slim deity has a black goatee and a long ponytail. Symbol: a purple flower. Alignment: lawful evil. 17th level sorcerer

Lara, Aura, and Tara

The three goddesses of the sea. Honoring and preserving the sea is all that matters to this trio. They are mostly worshipped in the southern part of the continent, but their temples and shrines are found in other areas. They appear as gorgeous mermaids. Many sailors believe honoring this trio of deities will ensure safe travel on the seas. The

worshippers of this trio of deities often throw sacrifices into the ocean. A number of seafarers in Rakkas Bay swear the goddesses saved them from a hydra. Their worshippers wear blue robes. Symbol: a blue trident. Alignment: neutral. 15th level druids

Loh

The goddess of water, wind, and storms. She believes that water and wind are the most powerful elements. Loh teaches that the movement of water and wind parallels the movement of all energies on all the planes. Even those who don't worship her will bring offerings to her temples in times of drought. Some sailors prefer to worship Loh rather than the Sea Goddesses. She appears as a tall, young woman with brown hair and clear blue eyes. Her priests wear robes of light blue. Symbol: a fountain. Alignment: chaotic neutral. 20th level sorcerer

Lyra (the Muse)

The goddess of music, dance and poetry. Lyra believes the universe is actually made of music and dance. Lyra believes anyone can find the natural flow and become a healthier individual. Her dance techniques have healed a number of individuals suffering from mental illnesses. She appears as a whirling white mass of energy. Lyra is constantly moving and can appear in humanoid form as well. Many bards in Myrr worship Lyra. A famous group of dancers, the Tree Spirits, promote Lyra's worship around Myrr. Symbol: a bronze lyre on a blue background. Alignment: chaotic good. 20th level bard

Morthos

The god of death and disease. This deity represents the dark side of death and decay. He enjoys seeing the healthy drained of life. Morthos is said to have several cults and a few temples spread out across Myrr. Although most of the temples are hidden away in the darkest corners of settlements. These cults believe in honoring their deity with sacrifices.

He appears as a shadowy black creature with a black staff. His worshippers wear black robes.

Symbol: a red triangle. Alignment: neutral evil. 18th level wizard (necromancer)

Mysrath

The goddess of pain, sadness, and misery. She appears as a pretty blonde-haired woman wearing flowing blue robes. Mysrath relishes sadness and misery and spreads it wherever she goes. The priests that follow her teachings celebrate pain, sadness, and misery. Her places of worship are mostly located in rural areas. However, two small temples have just been built in Nox and Stonehelm. A wealthy patron has recently arrived to support the cause. Her worshippers usually wear white robes with gray teardrops all over. Symbol: gray teardrops. Alignment: chaotic evil. 18th level wizard

Nizath

The goddess of earth, food and the home. Nizath is at the center of the Myrrian pantheon. Her circle of influence begins in the soil at the very foundation of the home. She is worshipped across Myrr by many kinds of people. Most farmers worship this well-known deity. Nizath believes in honesty and hard work. She appears as a short elderly woman with gray hair and blue eyes. Symbol: a brown broom. Alignment: lawful good. 15th level druid

Nox

The fey queen. This deity remains a mystery to most folk in Myrr. The city of Nox is named after her, although nobody knows why. She appears as a beautiful fey creature with platinum blonde hair and gray eyes. She was said to have known Oswald Myrr rather well. Symbol: a white star. Alignment: chaotic good. 20th level druid

Nygaz

The god of shadows and thievery. Many thieves worship this clever deity. Nygaz takes what she wants in a ritualistic fashion. Worshipers of this deity meditate before their crimes and pray for guidance. These stealthy rogues often leave a black key behind after their crimes. Nygaz appears as a short human female with long black hair. A dark veil hides all of her face, except her striking yellow eyes. Symbol: a black key. Alignment: lawful evil. 18th level rogue

Orvak

The orc god of the East. It was his army that was defeated by the dwarf rebellion in the Second War of the Mountain. His followers seek to rebuild their army and take back the mountains from the dwarves. He appears as an old orc wearing long brown robes and carrying a spear topped with the skull of a goat. Many of Orvak's followers believe he will descend to the Material Plane and lead them in a final battle against their rival clan. Symbol: a white goat's skull. Alignment: chaotic evil. 16th level fighter

Rand

The god of magic and possibilities. Rand believes enlightenment can come through a breakthrough in magic. This deity encourages his followers to experiment and test the boundaries of reality. He appears in many different forms and has been known to visit wizards in person. Many sorcerers from all over Myrr worship this deity. Rand's wand is said to be one of the most powerful magic items in existence. His worshippers wear golden robes. Symbol: a golden wand with red sparks. Alignment: chaotic neutral. 20th level wizard

Rogan (the Righteous)

The god of the sun and justice. He represents justice and doing the right thing. Rogan encourages all good beings to stand against evil. His worship was

brought to Myrr by some of the Originals. He appears as a powerfully built eight-foot tall human with brown hair and green eyes. Rogan wears shining silver and gold plate mail and carries a huge magical sword. Rogan is worshiped by the Inner Sons monk brotherhood, some knighthoods and the Ro Gard. Many paladins worship this famous deity. His main temple is in the western city of Wyld. Although his worshippers wear the simplest clothing and armor, their deity is always resplendent in the most extravagant outfits. Rogan's temples are very ornate with much of the wealth of the followers put into these buildings. His worshippers wear hooded brown robes. Symbol: a yellow sun with eight rays of light. Alignment: lawful good. 20th level paladin

Saul

The Barbarian god of war. He is worshipped by the Snow Eagles and Ironbears in the North. Many argue over the role of the warrior who serves Saul, some believe it is about striking at the right moment others believe it is simply about power. The Ironbears clan believe the latter, while the Snow Eagles clan believe just the opposite. He appears as a seven foot tall muscular warrior with long blonde hair and a thick beard. Saul has medium length blonde hair and blue eyes. He carries a greataxe and wears heavy armor. Symbol: a silver battleaxe. Alignment: chaotic neutral. 20th level barbarian

Shania

The goddess of the hunt. Shania is concerned with the balance between nature and man. She believes animals must be honored as part of a mutual relationship. Hunters who worship this deity have a close relationship with their prey. Some say the hunt is simply a circle and part of the natural balance of life. The animals provide nourishment and the hunters respect the natural cycle. Many trackers, whether they be rangers or simple hunters, worship this deity. Shania has no temples and almost all of her shrines are in the wild. She appears as a beautiful woman with long brown hair and brown eyes. Shania usually wears magical brown

leather armor and carries a magical longbow. Nobody has ever seen the goddess miss when using her bow. Rangers, druids, and many hunters worship her. Symbol: a black arrow. Alignment: chaotic good. 18th level ranger

Sienna

The goddess of beauty, athletics, and the sun quarter Suntime. She appears as a stunningly beautiful woman with lengthy blonde hair, clad in yellow robes. Sienna honors the beauty of the body, inside and out. She teaches how important it is to eat well, stay active, and get plenty of rest. Her followers are usually women and have temples in most of the larger settlements. They are known for their athletic prowess and are famous for their stamina. Many of the athletic competitions in Myrr are organized by and usually won by followers of Sienna. Almost all of these competitions are held during the sun quarter of Suntime. Her worshippers wear yellow robes. Symbol: a blue flower. Alignment: neutral good. 18th level wizard

Skaugan

The god of the mountains and the sun quarter Dreamtime. He appears as a blonde haired, muscular warrior clad in furs. This deity believes it is necessary to delve deep into one's self in order to grow as an individual. He believes harsh conditions can help one reach enlightenment. Many of his followers make pilgrimages up to the tallest of Myrr's mountains. Skaugan usually rides on a huge polar bear. There are a few shrines dedicated to this deity but no temples. Symbol: three mountain peaks. Alignment: chaotic good. 18th level ranger

Valden

The god of smithing, metals and fire. Purification through the flames is at the center of Valden's teachings. He is said to be able to walk through a wall of fire. Valden can shape fire at his will and summon four fire elementals. Many blacksmiths across the continent worship this deity. A town is

named after him in central Myrr. He appears as a middle-aged man with long black hair and a thick black beard. Symbol: a black anvil. Alignment: lawful neutral. 14th level fighter



Vaux

The god of power and domination. He is worshiped by many who believe in authoritarian rule. His priests are known for their brutality. The military rulers and warrior clerics of Stonehelm idolize this deity. His worship grows by the day in the southern Eastwood. In fact, the worship of any other deity is forbidden. He appears as a mighty, armed human cleric with his magical red mace known as the Deathfist. Almost every single cleric in Stonehelm follows the teachings of Vaux. There are a number of temples dedicated to this deity in Stonehelm and the surrounding settlements. His worshippers wear black robes with his symbol. Symbol: a red mace. Alignment: lawful evil. 20th level cleric

Waen

The god of death and transitions. Unlike Morthos, Waen's domain is the more positive side of death. This deity teaches that all deaths are simply transitions. Waen believes that these transitions should all be honored and respected. He appears as an elderly human male, with a red goatee and a bald head. His worshippers wear purple robes. Symbol: a green leaf. Alignment: neutral good. 17th level cleric

Xavian

The god of knowledge. Xavian teaches that knowledge is the key to a full life. He is usually seen as a phoenix but he may have other forms. His biggest known temple is in Nox. His priests wear white robes with his symbol in the center. All of his temples have libraries attached to them and scholars often pay tribute to this deity. Some folk say he visits the Wizard Council in the famous Citadel of Aramoor. Symbol: a stylized black letter 'X'. Alignment: lawful neutral. 16th level sorcerer

The Demi-Gods

Arkan

The demi-god of archery. Arkan appears as a hooded human ranger. He is now leading the Greens in their war with Stonehelm. Arkan uses a magical bow and wears a magical green protective cloak. He is said to move at great speed through the trees. Alignment: chaotic good. 15th level ranger

Caelynn

The demi-goddess of the wood elves. She lives in the northern part of the Eastwood. Caelynn is a skilled archer and enlists the help of many forest creatures. Even the dark forces of Deus fear to tread in her territory and keep their distance. Many wood elves have shrines made in her honor. She appears as a pretty wood elf with green hair and golden eyes. Alignment: chaotic good. 15th level rogue

Darvon

The demi-god of bards and brewing. Darvon wanders the continent performing as a simple bard. There are shrines to this charming demi-god in Nox and Stonehelm. He appears as a handsome man with medium-length brown hair and blue eyes. Darvon is known to visit meaderies all across Myrr. Alignment: lawful neutral. 15th level bard

Farah Faye

Demi-goddess of swordmasters. Farah is one of the Twelve, the legendary heroes of Myrr. However, she is the only one of the famous heroes to become a demi-god. Many Myrrians say Farah's swords appear simply as a blur of blades before one is cut down. She is also said to have a turbulent relationship with Han Silverbeard, the leader of the Fighters' Guild. She appears as a beautiful human warrior with curly red hair and blue eyes. Alignment: lawful good. 15th level fighter

Firth

The demi-god of trickery and humor. He appears as a red-haired young human male. Firth is very much like a teenager. He doesn't see any other way to be a rebel than causing chaos. Therefore chaos follows the handsome Firth wherever he goes. This demi-god will do whatever he can get away with. Many bandits and rogues, as well as some evil bards, worship this rascal. He is said to frequent the raucous settlements of Grimhollow and Gorak. Alignment: neutral evil. 15th level rogue

Frook

The demi-god of humor, joy and gnomes. He is well known and travels all over Myrr. In fact his name is used in several common sayings across the continent. He appears as an older gnome dressed in colorful clothes. He is usually only worshipped by gnomes. His followers wear bright colored robes. Frook has no temples or shrines. Alignment: chaotic good. 15th level bard

Lupov

The demi-god of werewolves. He is actually the King of Hill and rules the hill city of Hommel. Only a few know that the human king is in fact a demi-god and a lycanthrope. He has two forces under his command; the human Hill Guard and his elite force of werewolves known as the Wolf Guard. He represents all the darkest aspects of the wolf. There are rumors of shrines to him across the Southern Territories. Packs of wolves are said to follow him on nighttime adventures. When in wolf or hybrid form his fur is black. Alignment: lawful evil. 15th level fighter/werewolf lord¹

Morajin

The demi-god of the goblins and torture. Morajin enjoys torture and gaining the upper hand on his enemy. This deity is worshipped by most of the goblins in Myrr. He lives somewhere in the Mountains of the Moon. There are rumours of a

large underground temple dedicated to Morajin. The goblin deity appears as a large, overweight goblin. However, he is much more powerful than an ordinary goblin boss. Alignment: neutral evil. 10th level barbarian/goblin king¹

Naiva

Demi-goddess of the dark elves. She is one of the handmaidens of the dark elf spider goddess. There have been some sightings of Naiva in the Eastwood. It is believed she is helping dark elf spies enter into the Nerathian Kingdom from the dark elf homeland of Ma Zaan. This is in fact true, the demi-goddess is the one responsible for creating the portal on Raelen Island. Naiva has now created a gateway from Myrr all the way to Ma Zaan. She appears as a beautiful, slender dark elf warrior with long white hair and gray eyes. Alignment: chaotic evil. 15th level ranger

Ommon

Demi-god of protection. Ommon is the archetypal sentinel, always on guard. This deity is known for his patience and focus. Some say he has even been mistaken for a statue as he stands so still and quiet. He appears as a tall, slender human male with long blonde hair. Ommon is usually clad in gray plate mail. Many guards worship this deity. Alignment: lawful good. 15th level fighter

The Shadow

Demi-god of assassination. The Shadow is the ultimate assassin. However, he does follow a code. He is the leader of the powerful Thieves' Guild based in Stonehelm. His guild is a close group and are extremely secretive. He appears as a human male wearing a dark, hooded cloak. Alignment: lawful evil. 16th level rogue

Vysax

The demi-god of the Dragonborn. He appears as a large dragonborn with red dragon scale armor.

Vysax is actually from the distant land of Ma Zaan. He has, however, been known to travel to Myrr. He is a mystery to Myrrians. Alignment: neutral. 15th level fighter

The Wanderer

The demi-god of travellers. Not much is known about him. Nobody even knows what this mysterious demi-god even looks like. He is said to intervene and protect innocent travellers from harm. There are a number of tales of a humanoid who wears a tattered old cloak and aids strangers on the road. Alignment: neutral. 15th level druid

Yazzol

The demi-god of alchemy. He began life as an orc and has now transformed into something quite unique. Yazzol underwent a transformation when he met Morthos, the god of death. He is part orc but has also become highly intelligent. A few orcs, some alchemists, and a number of necromancers worship him. He is said to live somewhere deep within the Mountains of the Sky. Yazzol's poisons are known to be the deadliest in all of Myrr. Alignment: neutral evil. 15th level wizard

The Arch Feys

Aquarasin

This fey inhabits different rivers and lakes in the woods of Myrr. Aquatic creatures serve this mysterious fey. There are rumours that she is the creator of a new race of aquatic elves. She is also active on the continent of Naern. Aquarasin is half-nymph, half-elf. Alignment: chaotic neutral

Arbraethian

Arbraethian will do anything to protect nature. This arch fey is known to inhabit the Mystwood. She is able to awaken a number of trees to use to attack or defend herself. Many dryads serve this mysterious

creature. She appears as a green dryad. Alignment: neutral

Borgawine

This arch fey roams the northern part of the Eastwood. He is the only male arch fey in Myrr. He usually appears as a white dire wolf. Borgawine is known to play tricks on travellers and apparently drives the evil forces of Deus crazy. Alignment: chaotic good

Brane

Brane loves to lurk in the darkest parts of Myrrian woodlands and partake in horrible acts of violence. Brane is feared throughout Myrr. Tales of this arch fey are legendary. Once someone sees him they will never forget him. Brane also loves to suck the life out of his enemies. His form is of a demonic-looking satyr. Alignment: chaotic evil

Quothriel

Quothriel is at one with the woodlands. She teaches how one can enter a deep meditative state and merge with nature. This arch fey is rumored to have helped the Greens in their war with Stonehelm. Some feel this one creature could turn the tide in the War in the Woods. Quothriel appears to be part wood elf and part dryad. Alignment: chaotic good.

Ravesh Shian

She is the darkest sickness in nature. In fact she is the opposite of true nature. Ravesh Shian strikes out against healthy beings and nature whenever she can. She is a sworn enemy of the high elf Nerathian Kingdom. The god Morthos and Ravesh Shian have much in common. Sometimes the followers of these beings work together. She appears to be part medusa, part dryad. Alignment: chaotic evil

Shaelyss

This fey is a powerful force said to live on Raelen Island in the eastern part of Myrr. She is an ally of Nox, the Queen of the Faeries. Shaelyss knows the natural order must be maintained and she helps maintain it. Unlike some creatures, she will use peaceful methods to protect nature. Shaelyss appears as a beautiful winged elf with long golden hair and blue eyes. Many wood elves say her beauty rivals Enariel, the goddess of the high elves. The more sophisticated high elves feel that is ridiculous. Alignment: chaotic good

Zass

Zass would prefer the forests had no elves, humans, or halflings in them. She is a loathsome creature that wants to rid the forests of every humanoid. Zass uses trickery or brutal violence against any who wander into the deepest, wildest parts of the woods. This evil fey will do anything she can get away with. She is responsible for the popular Myrrian phrase, "That person has a lot of Zass". Zass is a white skinned, winged elf with white hair, dark blue eyes and tattoos on her shoulders. Alignment: neutral evil

The Great Old Ones

Byrchalen

He is sometimes confused with an arch fey as he appears deep in the woods. As with all Great Ones much about him remains a mystery. Some say he is the mystery found at the center of a forest...or the center of everything. He appears as an enormous green head in the woods. Alignment: neutral

Pyros

He is fury, flame, and destruction. Pyromancers are said to commune with this being. He is rumored to be from the Elemental Plane of Fire. Pyros appears as a large fire elemental. Alignment: chaotic evil

Vaseth

An immense creature, Vaseth is rumored to dwarf the giants. Yet he has only been seen a few times in Myrr. Vaseth is an enormous being that looks strangely humanoid in shape. Surprisingly he is the gentlest being to ever come to the continent. He is the softest leaf and the quietest heart. Legend says he makes no sound when he moves. Alignment: neutral

Ventir

This being lives on the edge of the wind or hides in storm clouds. Ventir appears as an air elemental shaped like a humanoid. He is thought to be from the Elemental Plane of Air. Ventir is pure freedom. Alignment: neutral



WE CAN
— BE —
HEROES



Geographic Features Of Myrr

Forests

Forest of Aramoor

Known for its beautiful oak trees, the Forest of Aramoor sits in the center of the continent. It stretches from Rakkas Bay to Lake Aramoor, and from Hael to Loren. The inhabitants are mostly humans who live in small villages. A few wood elves and halflings also make the Forest of Aramoor home. These woods are home to a number of hunters and fisherfolk. Several mysterious groups are also known to make this forest their home. The Cult of Morthos is said to operate deep within the woods. Even more frightening are the stories of a trio of nasty witches called the Cursed Crones. Once someone meets one of these witches they are said to vanish forever. Badgers, deer, boar, and hawks are common in this territory.

Eastwood

The Eastwood is the largest forest in Myrr and it covers most of the eastern part of the continent. However, it is really two very different areas. The North, being extremely dense and challenging to navigate, yet seemingly more peaceful. Then there is the South, easier to travel through, but much more dangerous. The War in the Woods continues to rage in the southern part of this forest. The powerful forces of Stonehelm have been at war with the Greens for many years. On the side of Stonehelm are the evil Stone Knights, all the rest of the military might of Stonehelm, and evil clerics. On the side of the Greens are wood elves, druids, halflings, human rangers, and centaurs. Most of the northern part of the forest is under the full control of the high elf Nerathian Kingdom. The North is full of pine and fir trees, while the south is mostly spruce and hemlock trees. Elk, deer, owls, and hawks are known to live throughout this enormous forest. The forest is the only known home for treants on the continent. The newest rumor is that an

ancient green dragon lives in the far northern part of the Eastwood.

Mystwood

The Mystwood is a dense forest filled with ravines throughout the northwestern corner of Myrr. The forest named for the fog that seems to exist year round. Therefore the visibility in this forest is never very good. The fog is especially thick around three hills north of Dryden. 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 black dragon. Other rumors say there is a powerful witch, called the Frog Witch, living on the far northern edge of the woods. Orcs live to the Northeast and the Ironbear and Snow Eagle Barbarians live to the Northwest. The Myst River winds its way through the central part of this forest.

The Old Wood

The oldest forest in Myrr is very dark and dense. Not much light makes it to the forest floor. This is an eerie place full of mature pine trees. There are not even many folk brave enough to enter this dangerous place. Many undead wander these woods and there are still a few human inhabitants. Strange creatures such as witches and harpies are even rumored to live inside the boundaries of this forest. Small groups of goblins are known to attack travellers on the narrow winding path that bisects the Old Wood. The goblins come down from their home in the Mountains of the Moon. The village of Yaz is also controlled by goblins. Owls, ravens, and giant wolf spiders are also found throughout the frightening woods.

Wyldwood

The Wyldwood is a well-travelled forest not far from the large city of Wyld. This area is filled with spruce and hemlock trees. There are numerous elk and deer throughout these woods. It is usually quite peaceful and a great number of songbirds can be heard in these woods. Travellers are still cautious as some giant spiders inhabit this forest. In the western part of the forest there are a number of sizeable caves. The deepest is known as the Bottomless Cavern. The Wyld Guard patrol the very south end of the Wyldwood on horseback. There have been some troubling incidents in the last few sun quarters. A dark-haired woman is said to be attacking travellers at night. There have also been a few hobgoblin scouts captured in the eastern part of the woods. No evil humanoids had ever been seen in the Wyldwood before. Some elders have warned the Wyld Guard about the connection between the hobgoblins and the Alliance. However, these complaints have fallen on deaf ears.

Hills

The Hills of Oz

Just to the east of the Mountains of the Stars lie the Hills of Oz. These hills have a reputation for being very dangerous. The vicious Dark Guard from Bladen patrol this territory. Numerous packs of dire wolves also roam this area. Once in a while swarms of bats, vultures, or even huge rocs have been known to attack travellers. The fog from the city of Bladen seems to extend deep into these hills. Even in Suntime, the weather remains cool and cloudy. The hills are named after the leader of the Originals, Oswald Myrr.

The Hills of Zoth

The Zoth Brotherhood have their secret monastery located here. Numerous hill dwarves also live in this part of Myrr. The southern part of the hills is controlled by the Rock Ghosts bandit clan. The hill dwarves have an uneasy truce with these bandits. The Rock Ghosts give protection to the dwarves and

their mines in exchange for some of the profits. The bandits also help guard the hill dwarves from the mysterious Zoth brotherhood. The King of the Hill has also been known to send his Hill Guard into the hills. Recently, a young copper dragon has moved into the far western part of the hills.

The Shadowy Hills

The Shadowy Hills are a group of hills to the west of Rakkas Bay and south of the village of Bane. Most commoners avoid these hills because of monsters and cultists. The mysterious Serpentine Cult have followers in the area. Tales speak of an old haunted keep within the hills. The southern part of the hills is patrolled by bandits. The Windriders' griffon riders have been seen more and more in this area. Mist often covers these hills and there is much that has not been explored. The sun doesn't seem to acknowledge this rainy, gray part of the continent.

Lakes

Lake Aramoor

A large body of water situated in the very center of Myrr. It is the largest lake on the continent. The Nox Guard have regular patrols on Lake Aramoor. It has a light green colour and many rivers enter it from mountains in the North. Giant toads and many kinds of fish live in this lake. The Folk often travel on this lake in barges and keelboats. A large island on the far eastern side of the lake is home to the Citadel of Aramoor. Wizards on flying carpets can be seen coming and going from the citadel. Legend says something enormous lives at the very bottom of the lake.

Lake Balthos

Lake Balthos is located next to Lake Edin in the Southern Territories. It is a large lake with such dark water it is rather difficult to see the bottom. The bandit clans often fight over the fishing areas, as this lake is full of many kinds of fish. Some of

the Folk have travelled south and live on this wide lake in boats. However, a number of the bandits have begun attacks against the new gypsy settlers. These raids have gone very badly for the overconfident bandits. The hardy, clever Folk have won every skirmish decisively. Some of the gypsies are magic-users and this has tipped the scales in the battles.

Lake Cydros

To the west of the Mountains of the Stars lies a peaceful lake. Lake Cydros is also on the edge of the peaceful Wyldwood. The villages of Bend and Tallen can be found on opposite shores of this body of water. Some of the Folk live on the northern bank in the Suntime. These gypsies keep to themselves for the most part. Many fisherfolk enjoy the plentiful supply of Myrr trout in the lake.

Lake Edin

Lake Edin is a small lake in the Southern Territories. Myrr trout can be found in large numbers in this southern lake. Treasure hunters often search for a large smuggling ship said to rest on the lake bottom. Apparently bandits attacked the ship and it sank the deepest part of the Lake Edin. Rumors persist the cargo was artifacts and other treasures discovered in Bladen Fortress.

Emerae Lake

A large body of water located in the southern part of the Eastwood. It has a beautiful, bluish-green color. The Stone Guard patrol this lake with armed keelboats. Recently, several of these boats have been sabotaged. The Stonehelm forces blame the Greens for these brazen acts. Fisherfolk enjoy coming to this beautiful lake and most aren't interested in the War in the Woods. In fact, one good humored man said he thought it should be called the 'War of the Words'.

Lake Galinai (Still Lake)

Lake Galinai sits on the far side of the Eastwood. It is full of a wide variety of local fish. The high elf town of Enariel can be found on the eastern edge of this lengthy lake. A few groups of wood elves live nearby. There are also a number of wild creatures that leave the safety of the woods to visit the calm waters. It is quite common to see unicorns and centaurs in this area. The humans who have seen this body of water say they have never seen anything so still. Therefore it has also been known as 'Still Lake'.

Skal Lake

A frigid lake located between Sojourn and Tharn. The water in this northern lake is dark green. Skal Lake is quite cold but doesn't freeze during Dreamtime. A number of the Snow Eagle Barbarians come to the lake for the Wind Festival. As part of this traditional event, the Snow Eagles have a procession with lanterns around Skal Lake.

Lake Vaseth

Lake Vaseth is situated to the northeast of Lake Aramoor. The northern lake is icy cold. A group of wood elves can be found fishing on the lake during the warmer sun quarters. A clan of bugbears has also been seen on the north side of the lake.

Mountain Ranges

Mountains of the Moon

The Mountains of the Moon are the steepest of all the mountain ranges in Myrr. The range has extremely angular peaks. Travellers are rarely seen because of the extremely dangerous inhabitants. Thousands of evil goblins make these mountains their home. Their capital of Mojin sits at the very center of the range. Roaming patrols of goblins on worgs are commonplace. Some of the patrols head north into the Old Wood. A number of goblins also

leave the mountains to visit the Goblin Town, also known as the village of Yaz. The Knight of the Moon have their headquarters, a castle named Animas, hidden deep within this range. Giant vultures, worgs, and harpies also make their home in the Mountains of the Moon.

Mountains of the Sky

Orcs named the mountains 'Grath Borl Va Gorth', but the Common tongue translation seemed to catch on more. The Mountains of the Sky are the largest and most northerly of the mountain ranges in Myrr. These mountains are harsh, cold, and covered in snow for most of the year. The West is controlled by the Barbarians, the center by the orcs and dwarves, and the East by the dark forces of Deus. The mountain dwarf Uldan Empire has been rebuilt and the dwarves are ready to take their rightful place once again. Their oldest enemies are the orcs and the giants. Most of the giants make their home in the solitude of the Thunder Halls. The Nyvard Cavern keeps the giants at bay because of rumours that a monstrous beast slumbers inside. Some mountain dwarves say it is the legendary tarrasque. The orcs live in their fortified stronghold known as Krull. In the Northeast are the Draco Isles, rumoured to be the home of the Queen of the Dragons. Red dragons have been seen in the northeast and white dragons in the far north.

Mountains of the Stars

It is said the first explorer who came to these mountains felt he could reach out and touch the stars. It is the smallest mountain range on the continent. Several mines run by mountain and hill dwarves dot the area. An annual race from Bend to Calder winds through this range. The Wyldwood Owlbear race is held every Bloomtime and half a dozen teams race for gold and glory. Owlbears pull wooden carts full of half a dozen teams. The contestants not only have to navigate treacherous mountain passes, rock slides, and extreme weather, but there are also numerous dangerous monsters. The race usually lasts four or five days. Ogres, trolls, and even rocs have been seen in this range.

Mountains of the Sun

The Mountains of the Sun are known as the most peaceful of all the mountain ranges in Myrr. The mountains are lower and more rounded than other ranges. Few travellers ever report finding many large monsters in these mountains. However, these tales are foolhardy. This range still has its share of beasts. The Sun Monasteries of the Inner Sons are located in the central part of this range. These legendary structures are at the highest point that humans can survive. It is said the monks train to live at high altitudes. Recently the Ro Gard warrior clerics have been seen in the monasteries.

Other Bodies Of Water

Immeras Bay

A body of water located in the far southeastern corner of the continent. It is named after the high elf explorer who found it a thousand years ago. Many human and high elf fishing boats operate in the peaceful bay.

The Ladrian Sea (The Elven Sea)

The Ladrian Sea is in eastern Myrr adjacent to Raelen Island. Some folk call this body of water the Elven Sea due to its location between the Nerathian Kingdom and the elven continent of Naern. High elves from the Nerathian Kingdom sail these waters in stunningly beautiful ships. Elvish ships from Naern also travel across this sea. At times the Stonehelm fleet send ships into the southern part of this sea searching for the Greens. The Nerathian Kingdom is tiring of these intrusions and tensions are high. This body of water is home to some reef sharks, giant octopi, and whales.

Norgen Bay

To the north of the Mountains of the Sky lies Norgen Bay. It is actually part of the very cold Sea of Yarr. Whales, dolphins, many kinds of fish, and

seals are plentiful as ships rarely enter this remote bay. The light-blue water is ice cold. There are a few dangerous icebergs in the far northern areas of the bay. The Ice Pirates have recently started to explore this remote area.

Ozryn Bay

Ozryn Bay is in the northwestern corner of Myrr. It is in fact part of the northern Sea of Yarr. The orcs have a few ships but don't boast a formidable maritime force. In fact the orcs were soundly defeated by the Barbarians in the battle of Magnarok. The battle was named after the two opposing leaders; Magnus Nystrom and Rokdar the Wild. The dangerous Ice Pirates frequent this bay. Many whales are known to swim in these cold waters.

Pendrell Bay

Located next to the city of Wyld is Pendrell Bay. The body of water is moderately busy with ships sailing to Port Telvan. They sail west and then north to avoid Captain Kale's pirates in Vyson Bay. However, the city of Wyld is planning on building a port on Rakkas Bay in the future. They have signed a treaty with Stonehelm and plan to expand the trade between the two cities. Vigil Island is on the far western side of this body of water. It is home to the old Kellan Fortress and houses a contingent of Wyld Guard.

Rakkas Bay

A well-travelled body of water filled with merchant trade protected by the Stonehelm Fleet. The large Gorgon Island is on the west side of the bay. The bay is relatively calm and the Rakkas Bay Traders use it extensively. Sometimes the Stonehelm navy will simply board ships and demand a toll for using the bay. The local pirates are known as the Pirate Queens. They operate out of the southwest and will avoid a direct confrontation with the Stonehelm vessels. Hunter sharks have been seen in the

southern part of the bay. Fisherfolk are also said to have seen hydra on a few occasions.

The Salamar Sea

The Salamar Sea separates the continents of Myrr and Jinos. It is a vast body of water that stretches out for over two thousand miles. The Pirate Queens spend some time sailing the waters near Myrr but mostly operate in Rakkas Bay. Many reef sharks swim in these warmer waters. There are rumors that dragon turtles might even live in this ocean. Few ships have ever made the lengthy journey from the southern continent of Jinos across the Salamar Sea to Myrr.

The Sea of Tharn

A sea located in the West between the continents of Zogg and Myrr. It is a cold, stormy ocean and there are several large creatures inhabiting it. Captain Kale's pirates are known to sail the northern waters near Myrr. Far to the south is the greater threat, the Sahuagin Kingdom. The northern part of the sea is home to fish, whales, and seals. The southern area is full of fish, seals, and hunter sharks.

Vyson Bay

Captain Kale's pirates control this body of water. The infamous Bloodtooth Island sits at the center of the bay. Locals say that Captain Kale himself makes his home in an old manor on the isle. Many kinds of fish, seals, sea lions, and giant octopi populate the waters. Port Telvan does have ships that brave the waters, they usually sail quite far west to avoid Vyson Bay. Some of the Telvan Knights wish to confront the pirates but Duke Highcliff has a different stance.

The Way

A body of water that separates the mainland of Myrr from Raelen Island. Many locals fish in these

calm waters. The first humans named the area for they found their way here to the mysterious Raelen Island. The island is home to a few thousand high elves and a few hundred wood elves. Dark elf spies from the eastern continent of Ma Zaan have been caught here making their way inside the borders of the Nerathian Kingdom.

The Sea of Yarr

The northern sea is frigid and the least travelled of all the larger bodies of water. Ships must navigate icebergs and other dangers. Inhabitants include many kinds of fish, kraken, whales, seals, and sea lions. The Ice Pirates also plunder orc ships and any other easy targets in these waters. Their pirate headquarters has never been found. Many wonder what kind of humans would choose to live in the frozen northern islands. Some of the Snow Eagles Barbarian clan will brave the journey north to their home continent of Saul.

Other Areas

Bloodtooth Island

Bloodtooth Island is a small, but strategic isle in the middle of Vyson Bay. Captain Kale's pirates have captured the old manor than sits at the highest point of the island. A hidden cove below the building makes a perfect base for the pirates. There is also a dungeon underneath the large manor.

The Draco Isles

Off the northeastern coast of Myrr are a trio of barren isles. The Draco Isles are the setting of many a tale. Some Myrrian elders say that dragons now live in this unchartered territory. Rumors also persist of humanoid dragon cultists. The islands are very rocky and home to a few volcanoes. During Moontime and Dreamtime the area is quite cold and snow is not uncommon. Adventurers are said to have seen more than one red dragon in the area. It

even is possible that the Queen of the Dragons herself lives here.



Echo Cavern

Echo Cavern is the secret headquarters of Captain Kale's pirates. The cavern is found on the far western side of Vyson Bay, not far from the Wyldwood. It is big enough to sail three large galleys inside. The pirates use this safe haven as their main base of operations. They have even furnished the many caves inside. Ropers and their young grow within the depths of the cavern.

The Fields of Wyld

A broad stretch of farmland lies between the large city of Wyld and the Wyldwood. There are a few hills to the east but it is quite flat for the most part. Several stables are located near Wyld in the south. A couple of them are for the Wyld Guard but most are owned by noble families from Wyld. The Hills of the Dawn are a small series of hills on the edge of the eastern part of the Fields of Wyld. The farmers in the area avoid these hills. An old ogre is rumored to live in a cave in these hills.

The Gale Islands

The Gale Islands are a small group of islands named after the fierce winds in this stormy part of the world. The Gale Islands are located on the far southeastern point of the continent. Many ships have been wrecked in this treacherous area. A group

of lizardfolk is said to live on the islands. A couple of small volcanoes also are quite active on the far eastern side of the islands. Ships passing the area report seeing a manor on one of the islands. The elegant wooden house seems very out of place.

The Nyvard Cavern

Many incredible tales are told about this massive cavern. Locals say that the legendary tarrasque sleeps deep inside. This is the main reason that the giants don't dare head south any more. Most travellers heading north choose to take the 'safer' route through the Thordun Tunnels. There are numerous caves and tunnels leading out of the main cavern.

The Thordun Tunnels

The Thordun Tunnels are the safer route north through the Mountains of the Sky. However, any route is safer when the option is facing a tarrasque. They are part cave complex, part dungeon. An ancient dwarf dungeon was constructed here long ago during the height of the Uldan Empire's power. Ropers and their young are found throughout this area. There is also a powerful creature which floats through the air and has many magical eye stalks. On the other hand many ancient dwarf treasures have been uncovered here by a few bold explorers.



CITIES AND TOWNS OF MYRR

Black Cliff

Black Cliff is a very isolated town on a cliff overlooking Rakkas Bay. The Llynd River runs south from Lake Aramoor to this site and drops into the bay by a series of dramatic waterfalls. People often refer to Black Cliff as a smaller version of Bladen because of the striking gothic architecture. The nobles of the town live in a few large mansions at the very edge of the cliff. The Cliff Guard patrol the town, the peninsula, and even some of the southern parts of the Forest of Aramoor. Several copper and gold mines just north of the settlement are the chief source of income. Many of the local inhabitants toil in these mines. Most of them are slaves captured by the Death Cloud slavers. Other folk harvest timber from the Forest of Aramoor. The evil Sabine Damos rules this town with her cruel Cliff Guard. Unlike Bladen, everyone knows their leader is a vampire and she takes pride in it. Sabine gets along well with the Von Bladen family and many of them visit her town. Her own Damos clan are not happy about her admiration of, and close ties to the Von Bladens. However, the well-dressed Von Bladens are simply using Sabine for their purposes. They have little interest in the Damos vampire and plan to dispose of her after seizing control of her town. The cool and sophisticated Von Bladens may appear to have gotten over the Damos clan's betrayal of them, but they haven't. The best tavern in Black Cliff is the Friendly Fox.

Population: 1500 (humans, including 200 slaves)

Government: Dictatorship. The vampire Sabine Damos rules the city

Leader: Sabine Damos (female vampire warrior, lawful evil)

Coat of Arms: a pair of black horns on a red background

Resources: copper, gold, slaves, timber

Guard: 300 Cliff Guard (guards), 50 horses

Fortifications: a tall wooden wall with several guard towers

Prison: Sabine has a jail in the dungeon of her large mansion

Factions: the Alliance, the Death Cloud

Bladen

On the western edge of Rakkas Bay is one of the headquarters of the evil Alliance. Bladen is a dark, gothic town and home to the powerful Von Bladen noble family. Many folk in western Myrr ignore the rumors about the family being vampires. However, the tales of the how the Von Bladens lost the throne of Wyld are still whispered by the local peasants. The well-known settlement sits near Lake Narciso across the water from the city of Damos. Black, elegant buildings spread across the town in every direction. It's always dark and foggy around this heavily fortified settlement. Castle Von Bladen looms over the town from Shadow Hill in the east of the city. Many beautiful mansions share this commanding position. A large slum below is hidden behind the taverns, inns, and markets. The ruthless Dark Guard patrol the city and maintain order for the ruling Von Bladens. The wealthy rulers dress in an extravagant manner and are considered leaders in fashion. Many other nobles across Myrr envy their style. Tailors in Wyld and Nox compete for the attention of the stylish Von Bladens. Even though Bladen has a sinister reputation it is still well known for its markets. Many travellers enter the town cautiously under the watchful eyes of gargoyles and visit the many vendors.

Bladen Market. Not far from the main gate is Bladen Market. The merchants keep their prices low here so buyers don't wander further and find the other markets. One can find amazing deals on foodstuffs, gems, and jewelry in this market.

The Rakkas Market. Near the docks area one can find a market specializing in weapons and armor of high quality. A number of warehouses are located

near this market. Many of the town's fishmongers also work here.

The Narciso Market. This market is found behind the Bladen Market. Many alchemists who can't get to Nox come to this large market. Potion ingredients and a number of magical tomes can be purchased for the right price.

Gargoyles Market. This market sits just below Shadow Hill. Many kinds of slaves can be purchased here. Many of the bandit clans bid on these slaves and the competition is quite fierce.

Nine Wolves Market. In the center of Bladen is the Nine Wolves Market. Even though it is further away from the docks this is the best market to find quality fish.

Population: 4300 (humans, including 500 slaves)

Government: Dictatorship. The head of the Von Bladen family rules the town

Leader: Lord Gareth Von Bladen (male vampire warrior, lawful evil)

Coat of Arms: the letter 'V' with the letter 'B' lying horizontally above it. All in black

Resources: fish, foodstuffs, gems, jewelry, potion ingredients, silver, slaves, weapons and armor of high quality

Guard: 400 Dark Guard (elite guards¹), 300 horses, 1 warship, 1 longship

Fortifications: large stone wall with many guard towers. There is also a moat and a drawbridge

Prison: Gothmar Prison is in the Hills of Oz outside of the city

Factions: the Alliance, the Uprising, the Wyld Gang

Calder

Calder is a small town situated between Wyld and Bladen on the Alanen River. It sits in a picturesque, green valley. One tall stone tower emerges out of the center of the town. A sizeable force from the Wyld Guard protects this quiet settlement. The taverns and inns are quite busy as folk from Wyld

often visit the small town. Many merchants also pass through Calder on their way to the East. The last battle in the Second Goblin War was in this strategic valley. Many people know Calder as the last stop in the annual Wyldwood Owlbear race. The river Alanen is quiet popular with fisherfolk in the area. The nearby town of Bane is starting to have a number of problems. A few small gangs of thugs have been involved in several violent incidents. These outbursts of violence are deeply troubling to the Chief of the town. In fact, Chief Faddos has travelled to Wyld to ask for even more Wyld Guard soldiers. He was stunned to hear that the Bane royal family refused his request.



Population: 700 (mostly humans, a few halflings)

Government: Absolute monarchy. The chief of the town represents the Queen of Wyld

Leader: Chief of the Town - Rameus Faddos (human male, 4th level fighter, lawful good)

Resources: fish, foodstuffs, timber

Guard: 100 Wyld Guard (guards), 30 horses, 3 keelboats

Fortifications: a stone tower overlooking the surrounding area

Prison: a jail is in the dungeon of the central tower

Factions: the Wyld Gang

Temples: Amara, Nizath, Rogan, Sienna

Celandin

Located in the Eastwood is the beautiful capital of the Nerathian Kingdom. It is the seat of power of King Adran and Queen Jayleth. Elegant wooden buildings and orderly gardens are found throughout the city. The natural forest is still very present and the natural and elf-made structures seem to blend together. Arches and bridges appear to be extensions of the branches of the evergreen trees. Exquisite manors and halls can be seen all through the city. Well-armed Nerathian soldiers and knights are a common sight. A couple of taverns are busy meeting places near the center of the city. These are the Old Oak and the Crystal Faerie. Recently a few dark elf spies from the continent of Ma Zaan have been caught in the city. Usually criminals are exiled from the Nerathian Kingdom. Normally, the Nerathian Knights would simply ail away with the criminals and take them to a remote island or back to their homeland. However, Ma Zaan is too far away and the dark elves are still being held in Castle Amakiir. Some of the royal family feel they should be taken to the Inner Sons in Deep Vale. They feel that the humans would be able to deal with this problem. Others feel they should be given a ship and sent away. Meanwhile, the elite rangers, known as the Whisperers, are attempting to find out how and why the dark elves have arrived

Castle Amakiir. At the center of the city is the home of the Amakiir royal family. It is a large wooden structure, painted a brilliant gold. Seen from the sky it is in the shape of a star. A large group of Nerathian Knights provide protection for the royal high elves.

The Royal Gardens. Located around Castle Amakiir are a series of beautiful gardens. Many ponds and canals are interspersed around the area.

Stars Market. This market is quite close to Castle Amakiir. The best jewelry in the city is available here.

The Great Treant Market. Surrounding an ancient treant is one of the most unusual markets on the continent. The treant sits at the center of the market and will offer advice to both buyers and sellers. Many kinds of food and equipment are sold in this area.

Raelen Market. On the far eastern side of the city is a market specializing in clothing.

The Cloud Market. High above the ground in the North of the city is the most spectacular of all the markets. The Cloud Market is actually up in the treetops. A series of bridges, treehouses, and wooden platforms make up this extraordinary market. High quality jewelry, weapons and armor of high quality, and foodstuffs are sold here.

Population: 12 000 (11 000 high elves, 1000 wood elves)

Government: Absolute monarchy. The king and queen rule all of the Nerathian Kingdom

Leader: King Adran Amakiir (male high elf, 15th level druid, chaotic good), and Queen Jayleth Amakiir (female high elf, 14th level ranger, chaotic good)

Coat of Arms: a green star on a white background

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods, weapons and armor of high quality

Guard: 600 Nerathian soldiers (elite guards¹), 100 Nerathian Knights (knights), 200 horses, 50 elk

Fortifications: a large wooden wall with many guard towers

Prison: None, the high elves exile any criminals

Factions: the dark elves

Temples: Enariel, Galinai

Damos

Damos is located on Gorgon Island in Rakkas Bay. On the far eastern side of the city is Damos Palace. It is a huge fortress with raised walkways leading around the city. The Damos family and the wealthy nobles live in this upper world. Down below the bulk of the population live in a large, dangerous slum. Hobgoblins patrol this lower area and bully most of the peasants and slaves. Bladen and Damos may be on the same side but the cities are very different. The population here are well aware their leaders are vampires and the Damos family doesn't hide it. Even devils are seen wandering about the high bridges, in and out of the palace. The Ninth Hills are not far from this evil settlement. At least half of the hobgoblin army are usually training in the hills. The Alliance are also breeding a larger kind of worg called a darog. Many slaves toil in mines in the same hills.

Population: 8400 (mostly humans, including 500 slaves)

Government: Dictatorship. Lord Damos rules the city

Leader: Lord Balthazar Damos (male vampire spellcaster, lawful evil)

Coat of Arms: a black stylized letter 'D' with a red outline

Resources: clay, copper, electrum, gems, platinum, silver, stone

Guard: 900 Blood Guard (hobgoblins), 200 horses, 2 warships, 2 longships

Fortifications: a huge stone wall surrounds the entire city. A number of guard towers also encircle Damos

Prison: Pureblood Prison is in the dungeon of Damos Palace

Factions: the Alliance



Deep Vale

If paradise could be found in Myrr, this community might be it. Deep Vale is a peaceful town situated in a beautiful, lush valley at the foot of the Mountains of the Sun. To the north is the Sun River and to the south is the Emerae River. The folk of this town live in harmony with the forest and all of its creatures. The elves and halflings have been here longer than the humans but everyone is integrated. In fact, there are a number of half-elves from mixed race marriages. A tall wooden wall encircles this calm community. Of all the taverns in town, the most popular is the Vale. It is usually the home of deep conversation and debate in Deep Vale. The Inner Sons have a trio of monks based here and other monks often visit from the mountain monasteries. It is the only human settlement that the Nerathian Kingdom visits on a regular basis. Locals are always excited to see the elven Nerathian Knights, especially if some are riding their elks. Many high elves say that Deep Vale feels like an elven town. However, all is not well in this usually quiet valley. Dangerous creatures have begun to come down from the Mountains of the Stars and Stonehelm's reach grows every day. Scouts from the town have seen the heavily armed forces of the southern city within thirty miles of Deep Vale.

Population: 1200 (1100 humans, some halflings, half-elves, and wood elves)

Government: Gerontocracy. The Vale council of elders, headed by a druid, rule the town

Leader: Rowan Applewood (human male, 10th level druid, chaotic good)

Coat of Arms: two green mountains with a blue river running down the middle

Resources: electrum, foodstuffs, furs, hirelings, silver, timber

Guard: 100 Vale Guard (guards), 3 Inner Son monks (10th level monks, lawful good), 20 horses

Fortifications: a tall wooden wall with several guard towers

Prison: a jail is on the outskirts of the town

Factions: the Inner Sons

Temples: Amara, Nizath, Rogan, Waen



Deus

Deus is a fortified town and is always prepared for war. It is the source of much of the evil in Myrr. The settlement is located in the far north next to the Mephos River, on the edge of the Sea of Yarr. It is more of a fortress than a town and entry is usually only allowed for merchants or members of the Alliance. An otherworldly gate to the Hells is in the nearby mountains. Evil humans and tieflings rule this settlement. The tieflings are nobles and dragonborn make up most of the slaves. Both of these races are from the continent of Ma Zaan. The Damos and Von Bladen noble vampires are known to visit this town a few times a year. The highly trained, heavily armed Deus Guard patrol the town.

Population: 1300 (700 humans, 200 dragonborn, 100 tieflings, including 300 dragonborn and human slaves)

Government: Oligarchy. A council of nine evil humans and tieflings rule the town

Leader: Damakai (male tiefling, 12th level warlock, lawful evil) Head of the council

Coat of Arms: a white skull surrounded by drops of red blood

Resources: fish, foodstuffs, gems, gold, silver, slaves

Guard: 400 Deus Guard (elite guards¹), 60 Hell Knights (knights), 100 horses, warship, longship

Fortifications: a stone wall with numerous guard towers

Prison: Hellmouth Prison is near the ocean

Factions: The Alliance

Grimhollow

Grimhollow is a wild seaside port on Vyson Bay. The roaring Skull River enters the sea here after travelling down from the Mountains of the Sky. A series of taverns, inns, and stores line the area near the docks. One can find almost anything for the right price in this seaport. The docks are a very dangerous place, with thugs and pirates around every corner. The leader of the town, Chief Willard

Gessel, is really quite powerless. Gessel lives in an old, decaying manor on the edge of town. The true ruler of this port is the pirate, Captain Kale. His men control Grimhollow and their ships are moored in the main harbor. The pirates protect the town and get a sizeable portion of the profits from the taverns and inns. Street brawls and murders are a daily part of life in this rough town. The largest and busiest tavern is the legendary Drunken Bugbear. This old establishment is known across western Myrr. Some say that the ghosts of pirates still haunt the premises.

Population: 900 (humans, including 100 slaves)

Government: Dictatorship. Captain Kale controls this town by force. The chief of the town does his bidding

Leader: Chief of the Town - Willard Gessel (human male, 5th level fighter, neutral evil)

Coat of Arms: none

Resources: timber, fish, furs, hirelings, slaves

Guard: 60 Grim Guard (guards), 12 horses

Fortifications: guard towers on main trail and by the port

Prison: small jail near the docks

Factions: Captain Kale's pirates

Temples: Gar, Habbasham, the Sea Goddesses

Hael

This centrally located town sits on the western shore of Lake Aramoor. The Oz River flows into Lake Aramoor at this point. The town is well known as the headquarters of the Fighters' Guild. Han Silverbeard is the leader of the guild. The Fighters' Guild have a large hall on the edge of the lake. Zeta Wildheart is a powerful warrior who leads the democratically elected council. Zeta and Han are very good friends and the alliance between the Fighters Guild and the Lake Guard is strong. There are a number of taverns and inns in this town and they are usually very busy. Hael has visitors from the villages and towns to the West as well as from the city of Nox. The citizens of Nox like visiting the quieter town, while the townsfolk and villagers see

Hael as an exciting, crowded place. A well-built wooden wall surrounds the many buildings of the town. Part of the settlement actually sits right on the lake and the buildings are raised just above the waterline. Long wooden stilts prop up houses, taverns, inns, temples, and stores.

Hael Market. On the east side of Hael is the largest of its markets. Located on the shore of Lake Aramoor is this busy outdoor area. Most of the market is full of stands selling fish and other kinds of food.

The Dwarf Market. On the north side of town is the smaller Dwarf Market. This one of the best places to find skilled hirelings. Many kinds of jewelry can be purchased in this market.

Population: 2500 (2300 humans, 100 halflings, 100 hill dwarves)

Government: Democracy. A small council led by the chief of the town are elected every two years

Leader: Chief Zeta Wildheart (human female, 8th level barbarian, lawful good)

Coat of Arms: a blue fish on a white background

Resources: fish, foodstuffs, jewelry, hirelings

Guard: 200 Lake Guard (guards), 80 horses, 6 keelboats

Fortifications: a wooden wall and numerous guard towers on the road and by the lake

Prison: the Lake Jail is near the waterfront

Factions: the Fighters' Guild

Temples: Amara, Gar, Habbasham, Loh, Rand, Valden

Hommel (the Hill Town)

The famous 'Hill Town' is located inside a large hill in the center of the Southern Territories. This massive hill is visible for miles around. The Tarn River descends from the Mountains of the Moon and passes the town on the way to the ocean. Despite the presence of numerous bandit clans in the Southern Territories, Hommel is usually quite peaceful. Furnished caves inside the large hill make it the one of the most unique settlements in all of

Myrr. There is a central cavern with many caves on the sides. Numerous natural stone bridges twist and turn throughout the central cavern. Several holes in the cavern open to the skies. There are wooden boards that can be placed on the holes during wind storms or poor weather. It is an incredible experience to look up at the stars on a warm night. Sometimes a number of townsfolk will gather and watch the sky together. Darkest Dreams is the busiest tavern in Hommel, located near the center of the hill. The demi-god Lupov is the ruler and he calls himself the 'Hill King'. He is part of the Lunac clan from the continent of Zogg. Some folk know that Lupov is a werewolf but they keep it to themselves. The Lunac family are actually quite popular in Hommel. There is an especially large sky viewing area in the caves of the Hill King. The Hill Guard patrol the outer wall and inner city in large groups. Many of the Rock Ghosts bandit clan can be seen around the city as well. The bandit faction are strong allies of the Hill King. The Hill Guard will let their bandit friends get away with almost anything. There are also many mines in the nearby Hills of Zoth.



Population: 3000 (2700 humans, 200 hill dwarves, 100 gnomes, including 200 human slaves)

Government: Absolute monarchy. The king rules the town

Leader: The Hill King, secretly Lupov the werewolf demi-god (see Deities of Myrr section)

Coat of Arms: a yellow full moon above a brown hill

Resources: clay, copper, furs, gems, hirelings, silver, slaves, stone

Guard: 300 Hill Guard (guards), 30 Wolf Guard (werewolves), 80 horses

Fortifications: wooden wall around the hill, several guard towers on the wall

Factions: the Lunac Clan, the Red Hawks, the Rock Ghosts, the Zoth Brotherhood

Prison: the Hole is a prison deep inside the hill

Temples: Amara, Balthor, Gar, Lupov (hidden)

Krull

Krull is more a series of forts than a town or city. However, it is still the orc capital of Myrr. It is always cold in this rocky northern region. However, in Dreamtime it is even more frigid with lots of snow on the ground. Like the elves, the orcs have lived on this continent for hundreds of years. Some say the orcs and goblins are the true indigenous races of Myrr. They would be a greater threat to those in the South but there has been an ongoing civil war. Two armies worshipping two very different deities engage in all out warfare. Each side controls several wooden forts. At the moment there are a few small attacks each week. Glaggoth's tribe have quietly sent some scouting parties south into the Mystwood. They have made an ally in Mothik the black dragon. This monster lives in a dungeon near Lyra and has his eyes on the villages in the forest. An orc chief named Vastok is trying to convince the Glaggoth tribe they should strike out further into the Mystwood. He is even arranging a meeting between the adult black dragon and Shaggaloth, the leader of the tribe. Vastok has several orc scouting parties hiding in caverns near the village of Gorn. Meanwhile, the more patient Orvak tribe are watching the worrying build-up of mountain dwarf forces to the East. Their scouts have reported heavily armed dwarves mounted on bears are becoming more and more common.

Population: 3600 (3000 orcs, 300 mountain dwarf and human slaves)

Government: Militocracy. The two opposing tribes of Krull are led by two generals

Leader: None, the leaders of the two clans are at war. Ragnok (male orc king¹) leads Orvak's tribe and Shaggaloth (male orc king¹) leads Glaggoth's tribe

Coat of Arms: There are a couple. Orvak's tribes have a white goat skull, Glaggoth's tribes have a black greataxe

Resources: copper, clay, stone

Guard: Two orc armies (Orvak's army) 1000 orcs, 200 worgs (Glaggoth's army) 1200 orcs, several ettins, 100 worgs

Fortifications: wooden walls with several guard towers surround each fort

Prison: each tribe has a sizeable jail

Factions: Orvak's tribe, Glaggoth's tribe

Temples: Glaggoth, Orvak

Loren

On far eastern side of Lake Aramoor is the town of Loren. This town known to many as the western border of the Nerathian Kingdom. To the east is the huge Eastwood and the land of the high elves. The elegant elven buildings are made from the same wood as the wall that surrounds the settlement. Two tall wooden towers stand at the center of the circular town. The towers are the home of the princess and the Nerathian Knights. Many folk come to visit the local markets from the city of Nox. The beautiful elvish jewelry is highly sought after on the rest of the continent. Humans also wonder what the high elves use to catch fish for they are of the highest quality. Loren is also well known for its libraries. Many scholars from Celandin, Nox, and Stonehelm visit this community. The most popular tavern is the Ancient Elk. However, unlike most popular taverns it is somewhat expensive. Some visitors avoid the Ancient Elk for this very reason. Some patrols from the town go as far west as the edge of the Forest of Aramoor. These patrols have told the princess of sightings of strange monsters and cult activities. The lake patrols cause quite a stir when other races see their beautiful, sleek oak sailing ships. Human and halfling children will stop what they are doing

and race to the shores of Lake Aramoor hoping to see the graceful ships.

The Aramoor Market. Surrounded by a number of gardens is the Aramoor Market. Many kinds of food can be bought here.

The Tome Market. On the south side of the town is the Tome Market. Many different kinds of books can be found in this marketplace.

Galina Market. This market is found on the shore of Lake Aramoor. It is well known to be a good place to purchase jewelry. There are also various plants and flowers for sale in the market.

Population: 1500 (1200 high elves, 300 wood elves)

Government: Monarchy. The princess represents the Amakiir throne

Leader: Princess Lorelei Amakiir – Ruler of Loren (high elf female, 7th level ranger, chaotic good)

Coat of Arms: a green star on a white background

Resources: fish, foodstuffs, jewelry, timber

Guard: 300 Nerathian soldiers (elite guards¹), 100 Nerathian Knights (knights), 150 horses, 50 elk, 6 keelboats, 2 sailing ships

Fortifications: wooden wall with several guard towers

Factions: the Nerathian Kingdom

Prison: None, the high elves exile any criminals

Temples: Enariel, Galina

Madros

Madros sits in the northern part of the Hills of Oz. A large, well-built stone wall provides good protection against any enemies. The Knights of Truth are also able to provide protection when this town is in need. Lord Drake Sheppard, the leader of the knights, visits Madros quite frequently. From the outside of the village none of the buildings are visible because of the height of the wall. A powerful wizard runs this close knit community. However, the arch mage is not an ally of the Wizard Council in Nox. In fact, he is planning to open his own

wizard college to rival the one at the Citadel of Aramoor. Faymus Rattle thinks the wizards are too caught up with crazy experiments and don't spend enough time teaching their apprentices the basics. The arch mage lives in a very simple, old cottage with a few of his apprentices. This town is also home to a large temple dedicated to Rogan. Everyone knows everyone in this community and visitors are watched very carefully.

Population: 1800 (1700 humans, 100 gnomes)

Government: Magocracy. A small council of spellcasters led by the arch mage rule this town

Leader: Arch Mage Faymus Rattle (human male, 18th level wizard, chaotic neutral)

Coat of Arms: none

Resources: copper, foodstuffs, gems, gold

Guard: 70 town guards, 30 horses

Fortifications: well-built stone wall with two guard towers

Prison: there is a jail in the main guard house

Factions: the Knights of Truth

Temples: Loh, Rand, Rogan, Waen

Mojin

The goblins' capital is actually the ruins of an ancient fortress and a series of caves nearby. The goblin king Bossag and his people make their home in Aden Fortress. The crumbling fortress was in fact Von Bladen Fortress long ago. It was built when the Von Bladen noble family ruled western Myrr. The evil vampires planned to use the fortress as the center of their empire before losing the throne in Wyld. Legend says many powerful artifacts and magic items were left behind when the vampires fled. It is a very dangerous place with over a thousand goblins and many worgs. There are even rumors that the powerful goblin demi-god Morajin visits this humanoid enclave. Unorganized patrols head into the Old Wood forest from time to time. There is a village called Yaz in woods which has been taken over by the goblins. It is rare for any patrols to head south into the Southern Territories. The goblins have not fared well in conflicts with the

southern bandits or Hill Guard. There is also a mysterious group of knights in the eastern part of the mountains. The goblins say one of these knights killed a dozen goblins single-handedly. However, the mountains are mostly under their control. The surrounding caves and tunnels are also filled with many unspeakable horrors. Only the bravest adventurers would go anywhere near Mojin.

Population: 2400 (2200 goblins, 200 human and hill dwarf slaves)

Government: Absolute monarchy. The goblin king rules Mojin

Leader: King Bossag (male goblin king¹, neutral evil)

Coat of Arms: none

Resources: copper, furs, gems, silver, slaves

Guard: 1600 goblins, 40 goblin shamans¹, 100 worgs

Fortifications: some of the stone wall of Bladen Fortress is still intact

Prison: the goblins keep any prisoners they don't use as slaves in the dungeons of Aden Fortress

Factions: the goblins

Temples: Morajin

Nox (the City of Magic)

Nox is the wildest, most vibrant city in all of Myrr. Oswald Myrr named it after the fey queen. Officially under the control of the Wizard Council, unofficially there is no control. Several powerful nobles, the Thieves' Guild and other factions hold most of the power in this massive city. The dutiful Mage Guard keep things from boiling over. Many of these guards are trained in the use of magic and weapons. The sight of their long dark blue cloaks are a sure sign that order has temporarily returned. The less powerful Nox Guard are completely corrupt and of no use in keeping order. This is the home of magic on the continent of Myrr. It is also the center of knowledge, with many libraries located in the Mage Quarter. Strange people and

creatures from all over the continent seem to be drawn to Nox. It's not unusual to see wizard duels in the street or someone taking an owlbear for a stroll. The city backs onto the immense Lake Aramoor.

Only twenty years ago the city was caught up in the turbulent Dark Times. The legendary Twelve used it as their headquarters as they battled the Alliance. The large temple of Rogan was an important meeting place for the forces of good. However, few souls of such worthy character make Nox their home any more. The Twelve would not be pleased with all the shady characters in the busy city. It is a city without decisive, competent leaders. The Wizard Council spend more and more of their time at the Citadel of Aramoor on an island on the far side of Lake Aramoor. This is where many of them live and it is the main location for the Wizard College. The famous school also has a smaller building in Nox. The city is laid out in the shape of semi-circle and is divided into four quarters; The Market Quarter, the Mage Quarter, the Gold Quarter and the Slave Quarter. To the north of the city are many farmsteads and stables. This area is called the NorthWinds. There is also a mysterious area below ground known as the DarkNox.

The Market Quarter. When travellers enter the west side of the city they find this noisy neighbourhood. There are several large outdoor markets here. Behind all the markets and stores are numerous small homes. A number of the larger shops back right up onto Lake Aramoor. Ships can then dock right behind the businesses and load or unload goods. (see below for more information about the markets)

The Mage Quarter. Nox Castle and a number of libraries dominate this area. Many stores can be also be found in this part of Nox. The most popular are the stores that sell potion ingredients and spell components. The famous libraries are located near the bridge to Nox Castle. Most of the libraries are filled with historical or arcane knowledge. A large contingent of Mage Guard watch over the Lake Bridge to Nox Castle. The tall castle actually sits on a small island out in the lake. The Lake Bridge stretches out and joins Nox Castle to the city. However, not all the inhabitants use the arched

bridge. One of the most incredible sights in all of Myrr is seeing members of the Wizard Council flying around the city on magic carpets. The Wizard Council also use the colorful carpets to visit the Citadel of Aramoor, on the far side of the immense lake.

The Gold Quarter. This beautiful area is home to the rich nobles and large temples. A huge white temple of Rogan dominates the other temples. The Great Library of Myrr is the only library not in the Mage Quarter. It is part of the Temple of Xavian.

The Slave Quarter. The poorest area in Nox is on the far eastern side of the city. A long strip of stores hide thousands of small shacks and makeshift homes. There are also numerous warehouses down by the rowdy docks area. The Mage Guard seldom enter this quarter unless a mage or noble complains. This leaves the corrupt Nox Guard in full control

The DarkNox. One of the only places wilder than city of Nox is the underground area of the City of Magic. The DarkNox is a bizarre and dangerous place. Numerous strange factions operate in the dark, dirty underbelly. The Thieves' Guild and the Eclipse have their headquarters here.

Long Market. Stretched out along the wall on the north side of the Market Quarter is Long Market. All sorts of banned items can be purchased here. Deadly poisons are offered up for large sums of gold. Locals say one can also buy slaves if you know who to talk to.

Gates Market. Right near the western gate is a market called Gates Market. Weapons and armor can be bought here. Hirelings can also be found in this busy area.

The Lake Market. In the lakeshore area of the Market Quarter is a bustling location known as the Lake Market. Fresh fish is sold at a number of large stalls.

Dust Market. In the center of the Market Quarter is a place known for its dusty streets. Many different kinds of equipment can be purchased here. The prices are usually quite average for these goods. One can also sell equipment for half price here.

Market of the Gods. Located on the south side of the Market Quarter is a market filled with foodstuffs. It is very close to the Lake Market.

Some say the fertile land just north of the city is blessed by the gods. The food grown in the farms outside of the city walls is sold in this market.

The Last Market. It is named the 'last' market because it is the last market before the Mage Quarter. This weapons market is found on the eastern side of the Market Quarter.

Scholars Market. Located on the north side of the Mage Quarter is the famous Scholars Market. One can purchase common potions and many kinds of books here. There are also a number of mapmakers in the Scholars Market.



Population: 26 000 (23 000 humans, 1500 halflings, 400 gnomes, 300 mountain dwarves, 300 half-elves, 200 half-orcs, some dragonborn and tieflings, including 800 slaves)

Government: Magocracy. The Wizard Council rules the city

Leader: Arch Mage Agnon Bale (human male, 20th level wizard, chaotic good)

Coat of Arms: the symbol of Oswald Myrr, a stylized letter 'Z' inside the letter 'O'. All in black on a blue background

Resources: copper, fish, hirelings, potion ingredients, rare woods, slaves, timber, weapons and armor

Guard: 500 Nox Guard (guards), 100 Mage Guard (elite guards¹), 300 horses, 12 keelboats

Fortifications: massive outer stone wall, inner stone walls divide the city into the four quarters

Prison: the Cube is a floating magical prison in the DarkNox

Factions: the Wizards' Council, the Wizard College, the Thieves' Guild, the Eclipse, the Dark Dwarves, the Death Cloud, the Draco Rak, the True Believers, the Nightstalkers, the Northwind Traders

Temples: Amara, Balthor, Fashae, Habbasham, Loh, Morthos, Rand, Rogan, Sienna, Xavian

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 northern 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 fortified area on the far western side of the town. The walled compound is home to Telvan Castle. 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 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, chaotic good)

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: stone wall, separate walled compound for Telvan Castle. Many guard towers on the walls

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

Rocken

On the northern shore of Lake Balthos is the hub of this part of Myrr. Upon entering this settlement the tension is palpable. The largest town in the Southern Territories is run by the Three Suns Trading Guild. Rocken is known for having some of the best markets and taverns in all of Myrr. Various bandit clans and other folk visit this busy enclave to purchase all manner of goods. The markets carry all sorts of useful supplies and equipment. The competing bandit clans stare each other down as they visit these bountiful markets. Rowdy taverns that spill out into the street are found all over Rocken. Recently the Daggerstorm clan has been barred from the town. They are the main suspects in the murder of one of the council members, a merchant named William Gates. Monsters roam the hills north of the town and hunters are wary of heading in that direction.

Hills Market. On the north side of town sits the popular Hills Market. General goods, some foodstuffs, all kind of equipment, and skilled hirelings can be found here.

The Shore Market. This market sells all kinds of equipment. Delicious fresh fish from Lake Balthos is also sold here. A number of unskilled hirelings are available, even slaves.

Rocken Market. Right next to the Hall of Rocken is the largest market in the settlement. Many kinds of foods, furs, jewelry, and precious stones can be purchased here.

Sun Market. In the center of town is the oldest of all the markets. The Sun Market was established when the town first began. Basic equipment can be bought here for a reasonable price.

Hawks Market. On the western side of Rocken is Hawks Market. Slaves are sold openly at an auction in the middle of the day.

Population: 4800 (4000 humans, 400 halflings, 300 hill dwarves, 100 gnomes, including 200 human slaves)

Government: Oligarchy. A council of elders rule the town

Leader: Bram Lamb (human male, 7th level barbarian, lawful evil) Head of the council

Coat of Arms: three yellow suns descending in a line

Resources: copper, furs, foodstuffs, gems, hirelings, silver, slaves

Guard: 100 Three Suns Guard (guards), 60 horses, 4 keelboats

Fortifications: surrounding stone wall several guard towers

Prison: the Hole (an underground prison near the lakeshore)

Factions: the Daggerstorm, the Lost Spears, the Pirate Queens, the Quickblades, the Southlanders, the Windriders, the Three Suns Traders

Temples: Amara, Gar, Lyra, Nizath, Rand, Sienna

Sojurn

Sojurn is known for its enormous stone statue of the Barbarian deity Saul. Some Snow Eagles travel all the way from their homeland to see this extraordinary sight rise a hundred feet into the air. The Krall River and the Stag River also intersect at this location. Most Myrrians find Sojurn bitterly cold, but most Snow Eagles don't believe it's very cold. Their homeland of Saul has a much harsher climate. However, each Dreamtime a few noble families move south to Sojurn to escape the Svaldon winter. Jarl Ekblad lives in Castle Sojurn in the north of the town. Sojurn is also known for having some of the finest mead on the continent. Many of the Snow Eagles visit the local taverns for this reason. Even folk from Tharn, Roan, and Port Telvan come to enjoy the quality beverages. The Jarl is loyal to Jarl Baern and is worried about the large presence of the Ironbears Clan in Tharn. Jarl Ekblad has some of his men in Tharn keeping an

eye on everything. Many fisherfolk and hunters live here. The busiest tavern in town is the Ice Castle.

Population: 4200 (humans)

Government: Absolute monarchy. The local jarl represents Jarl Baern

Leader: Jarl Daniel Ekblad (human male, 10th level fighter, chaotic neutral) He is part of the Snow Eagles Clan

Coat of Arms: a golden eagle on a white background

Resources: copper, fish, furs, gold

Guard: 300 Snow Eagle soldiers (guards), 40 Eagle Guard (elite guards¹), 100 horses, 2 longships

Fortifications: one stone wall with numerous guard towers

Prison: Bjorn Prison is in Castle Sojurn

Factions: the Ironbears, the Snow Eagles

Temples: Saul

Stonehelm

Stonehelm is the center of power in the southeastern corner of Myrr. It is an immense fortified city on the edge of Rakkas Bay. Huge sea gates open to let ships pass in and out of the stone fortress. The military seized power from the Vagner royal family several years ago. The evil clerics who worship Vaux have begun to have more and more influence in the city. Worship of any deity other than Vaux is banned in the southern Eastwood. Those who commit this sin are jailed, enslaved, or worse. Lord Toldath is a devout worshipper of Vaux and has begun to put more clerics in positions of power. Many members of the Stone Knights are unhappy about this new development. The heavily armed forces of the city are engaged in the War in the Woods with the Greens. Stonehelm has plundered the resources of the forest and has no plans to stop. However, the rebel forces are engaging in hit and run tactics to weaken the more powerful worshippers of Vaux.

Stonehelm's territory borders the Nerathian Kingdom, however they are not on good terms. Not

once did the elves send royal representatives to Stonehelm after the military took over. In fact they closed their embassy in Stonehelm. The high elves are also very unhappy with the amount of trees being harvested. Deforestation is becoming more and more of a problem in the southern Eastwood. The clerics of Vaux are now encouraging racism towards any elves or half-elves. Some in the leadership of Stonehelm are eager to make contact with any dark elf spies and start to focus on the greater plan for eastern Myrr. General Toldath and several high ranking clerics believe that they could eventually defeat the Nerathian Kingdom and take over the entire eastern part of the continent. A powerful ally like the dark elves, even if they are elves, would be very important. The city is known for the rudeness of its inhabitants and the dangerous Rat Town and Understone areas. The Iron Tankard is the busiest tavern in all of Stonehelm. This establishment is owned by the wealthy Saltwell family. They also own the very profitable Rakkas Bay Trading Company. The largest inn is the Clumsy Queen Inn, owned by the Barlowe family.

Rat Town is a large slum near the docks. It is named for the numerous swarms of rats that live in the filthy community. Thousands of the poorest residents of the city call Rat Town home. The Stone Guard rarely enter the place, leaving the Thieves' Guild and thugs to do what they want.

The Understone. The area underneath Stonehelm stretches out for miles, it is as big as the city above it. The Understone is known for being the home of the Thieves' Guild. Stonehelm is also famous for being the birthplace of this notorious faction. General Toldath and the city leaders let the guild operate freely. In return the guild does some of the dirty work for the military leadership. The headquarters of the guild is a large underground complex with many tunnels. By using these tunnels thieves can access areas in Rat Town, the Understone, or the main city. A number of other groups live in the Understone, including a number of cults. The cults operate in complete secrecy and attempt to avoid the powerful clerics of Vaux. If the military leadership was aware of these groups they would surely crush them. One of these secretive cults worships a powerful two-headed demon lord.

The Rock. In the center of the city is a large black fortress. This is the Rock, the headquarters of the Stonehelm leadership. It is also the home of the Stone Knights. A black stone wall surrounds this immense structure. Visitors must get permission from heavily armed Stone Knights to enter the fortress. The Rock has access to the harbor and ships can sail right inside the fortress itself. The knights even have a stable inside for their horses.

Stone Market. Near the northern gate of Stonehelm is a market full of all kinds of food. Farmers from the area surrounding the city sell their foodstuffs here. These merchants are known for their rudeness and that is quite something in the unfriendly streets of Stonehelm.

The Forest Market. On the east side of the city is a market selling all kinds of equipment. Any adventurers heading into the Eastwood usually stop and visit these stalls. However, the prices are double compared to most markets in Myrr.

The Bay Market. Near the docks and the Rock is another market. Many kinds of fresh fish, crab, and other seafood can be purchased here. The crab is said to melt into your mouth.

Population: 25 000 (23 000 humans, 1000 halflings, 500 half-elves, some gnomes and half-orcs)

Government: Militocracy. The general leads the city with the help of several high ranking Stone Knights

Leader: General Toldath (human male, anti-paladin¹, lawful evil)

Coat of Arms: a black castle on a white background

Resources: copper, fish, foodstuffs, furs, gems, hirelings, silver, slaves, timber, weapons and armor

Guard: 1400 Stone Guard (guards), 100 Stone Knights (knights), 400 horses, 4 warships, 2 galleys, 6 longships

Fortifications: enormous stone wall with numerous guard towers. An inner stone wall surrounds the fortress known as the Rock

Prison: Wrathden Prison is in the dungeon of the Rock

Factions: the Stone Knights, the Vagner family, the Fighters Guild, the Thieves' Guild, the Greens, the Swarm, the Hazzard

Temples: Fashae (hidden), Vaux (none other are allowed by law)



Svaldon

In the extreme northwestern corner of Myrr is the home of the Snow Eagles Barbarian clan. This tribe of humans is from the northern continent of Saul. The heavily populated city has two large stone walls circling it. Stone guard towers are sprinkled along the long walls. Snow Eagle soldiers man the gates that give access to the city. The rest of the city is made up mostly of small stone buildings and the large port. Svaldon is known for its tough warriors and cold weather. However, the Snow Eagles don't consider northern Myrr cold at all. The snow doesn't stay on the ground long, except during Dreamtime. The Jarl frowns upon slavery but has had a hard time stopping it. The busiest inn in Svaldon is the Old Crone, owned by the wealthy Lidstrom family. It has more than thirty rooms and has a good reputation. The wildest establishment in Svaldon is the Two Bears tavern owned by the Alstrom family. Fist fights and insults are tossed around freely in this busy mead hall.

Eagle Castle. On the far northern point of the city is Eagle Castle. This is the home of Jarl Baern and the leaders of the Snow Eagles clan. There is an hidden harbor that can let ships access the large castle. Four stone towers topped with eagle statues rise up out of the central building. Most of the Eagle Guard in the city are stationed at this well-built castle.

Population: 10 000 (9000 humans, 500 mountain dwarves, a few others, this includes 200 human slaves)

Government: Absolute monarchy. The jarl rules all of the Barbarians in Myrr

Leader: Jarl Baern Ekstrom (human male, 15th level barbarian, chaotic neutral) The people call him Jarl Baern

Coat of Arms: a golden eagle on a white background

Resources: furs, gems, gold, slaves, timber

Guard: 1000 Snow Eagle soldiers (guards), 100 Eagle Guard (elite guards¹), 300 horses, 3 warships, a galley, 4 longships

Fortifications: two large stone walls encircle the city. Numerous stone guard towers

Prison: Hagmar Prison is on an island just offshore

Factions: the Snow Eagles, the Ironbears, Skullbane

Temples: Saul

Tallen

Tallen is located on the eastern side of Lake Cydros. It is a peaceful town largely made up of humans and hill dwarves. In fact, the entire guard force are hill dwarves. The two communities live side by side but mixed marriages rarely happen. A large number of the town either work in the mines in the mountains to the East or as fisherfolk on the lake to the west. The town is well-known for its beautiful buildings and series of canals that wind through the streets. The duchess is well-liked, however many wonder where she spends most of her time. Duchess Hawthorn leaves the town almost every day for several hours. The nicest tavern in town is the Emerald Toad.

Population: 800 (400 humans, 300 hill dwarves, some gnomes and halflings)

Government: Absolute monarchy. The duchess rules the small town.

Leader: Duchess Eliza Hawthorn (human female, 7th level druid, chaotic good)

Coat of Arms: a blue tree in a green circle

Resources: copper, electrum, fish, furs, gold, silver

Guard: 100 Tallen Guard (hill dwarf guards), 30 horses, 3 keelboats

Fortifications: wooden wall with a couple guard towers

Prison: Cydros Jail is near the lake

Factions: None

Temples: Amara, Balthor, Dalen, Loh

Tharn

Tharn is a small northerly town that was taken over by the Ironbears twenty-five years ago. This Barbarian clan control the settlement and have made it their headquarters. The locals welcomed the well-armed northerners and are happy to have protection from the many beasts outside the town's wooden wall. The port is in the center of the town with many wooden buildings surrounding it. Tharn is well known for being a good place to get hirelings. Every Woodsday, people from as far away as Port Telvan or Sojourn come to see what hirelings are available down by the docks. The Ironbears prefer to hire many of the most skilled hirelings for themselves. There are also many large wooden warehouses in the area. Timber is often stored here and then put on boats bound for Port Telvan or Sojourn. The Last Dragon Inn is known to be the best quality inn in Tharn.

Population: 1000 (900 humans, 100 gnomes)

Government: Militocracy. The local jarl is supposed to represent Jarl Baern. However, his clan has complete control of this town

Leader: Jarl Niklas Halstrom (human male, 8th level barbarian, chaotic neutral) He is the leader of the Ironbears Clan

Coat of Arms: none

Resources: fish, furs, hirelings, timber

Guard: 350 Ironbear soldiers (guards), 40 town guards, 100 horses, 2 longships

Fortifications: wooden wall, a few guard towers

Prison: a small jail is near the docks

Factions: the Ironbears, the Snow Eagles

Temples: Saul, the Sea Goddesses

Uldan

Unknown to the rest of Myrr, the dwarves of the mountains have rebuilt their empire. After being crushed by the orcs and giants years ago, Uldan has risen from the ashes. A glittering golden city has been rebuilt inside one of the largest mountains in the Mountains of the Sky. Huge stone gates guard the city and once inside metal and stone shine from all directions. The city is more a massive dungeon complex than anything else. The dwarves have a very strong military force and are ready to reclaim some of their lost territory. However, there is much controversy about how the dwarves are to proceed. A more radical faction are so unhappy they have started a violent campaign against the dwarf king and his leadership. This evil rebel group are known as the Dark Dwarves. They operate out of the city of Nox on Lake Aramoor.

The Throne Vault. A heavily fortified area containing the dwarf leadership. Bear riders and over two hundred Uldan Guard protect this dungeon. Anyone wishing to see the king must give their armor and weapons to the dwarf soldiers. The king is especially suspicious of magic-users and they are not allowed in the Throne Vault.

Population: 1800 (dwarves)

Government: Absolute monarchy. The dwarf king rules this underground city

Leader: King Morgran Frostbeard (male dwarf, 15th level fighter, lawful good)

Coat of Arms: a silver battleaxe on a purple background

Resources: electrum, gems, gold, jewelry, platinum, silver

Guard: 800 Uldan Guard (dwarf guards), 80 brown bears (mounts)

Fortifications: huge stone towers near the underground city

Prison: Hammerstone Prison is deep in the city

Factions: the Uldan Empire, the Dark Dwarves

Temples: Dalen

Vald

Vald is so well fortified it is known as more of a fortress. The stone settlement is one of the most secure places in Myrr. Built against the side of a large mountain with high stone walls, Vald is easy to defend. The Knights of Truth also make their home in this insular settlement. Even the Blood Guard and Dark Guard of the Alliance have avoided confronting the knights and soldiers of Vald. It is believed even a small force could hold out for weeks and weeks if they had enough supplies. Lord Sheppard has done just that and has large stores of food and equipment hidden away. He has also trained another 200 civilians as a militia force in case of an attack. There are a number of well-trained blacksmiths in the town.

Population: 1700 (1400 humans, 100 hill dwarves, 100 gnomes, a few half-orcs and others)

Government: Militocracy. The lord leads a council of knights

Leader: Lord Drake Sheppard (human male, 10th level paladin, lawful neutral)

Coat of Arms: a silver lance

Resources: electrum, gems, silver, weapons and armor of high quality

Guard: 200 Vald Guard (guards), 100 Knights of Truth (knights), several paladins, 240 horses

Fortifications: large stone wall with guard towers

Prison: The Forge

Factions: the Knights of Truth

Temples: Gar, Rogan, Valden

Wyld

The city of Wyld is the center of power and commerce in western Myrr. 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.

The young Queen Danara Bane rules the large city. The Bane royalty have ruled since 489 MY. Many noble families make their home in Wyld and own most of the wealth. Most 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 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 here 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. 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. The heavily armed soldiers also keep their stables inside the Castle Wyld compound.

The High District. On the far northern 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 part of the docks. There are more than twenty 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: electrum, fish, foodstuffs, gems, hirelings, potion ingredients, silver, timber, weapons and armor

Guard: 900 Wyld Guard (guards), 100 Queensguard (elite guard¹), 400 horses, 3 warships, 4 longships

Fortifications: massive stone wall

Prison: There is a large dungeon prison in Kellan Fortress on Vigil Isle. The island is on the far 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



VILLAGES OF MYRR

¹See Groups/New Monsters section.

Aern

A peaceful high elf settlement in the center of Raelen Island. Aern is on the far eastern side of Myrr. It is known for having some of the most talented musicians on the continent. Raelen Bard College is mostly made up of elf students but humans are allowed to attend. The high elf bards often surprise other elves by travelling to the farthest reaches of the continent. The Amakiir royal family own a large manor in this village. Two high elf sorcerers named Nilathos and Madrial watch over the manor for the royals.

Population: 250 (high elves)

Leader: Vadava Amastion (high elf female, 4th level ranger, chaotic good)

Resources: fish, foodstuffs, timber

Guard: 50 Nerathian soldiers (elite guards¹), 10 elk (mounts)

Fortifications: none

Factions: Raelen Bard College

Amara

On the very southern edge of the Eastwood is a village called Amara. The beauty of the community is almost overshadowed by the presence of a number of military units. Stonehelm keeps a small guard force here along with a trio of Stone Knights. Peyton Possax and a group of evil clerics have command of the military force. Just to the east of the settlement is Zorleth Keep. The stronghold is home to another fifty Stone Guard under the command of a Stone Knight. Ever since the clerics arrived a few years ago, racism has built against the halflings in the village. In the last few sun quarters a number of the small folk have been found murdered.

Population: 470 (mostly humans a few halflings)

Leader: Peyton Possax (human female, anti-paladin¹, lawful evil)

Resources: foodstuffs, rare woods, timber

Guard: 40 Stone Guard (guards), 3 Stone Knights (knights)

Fortifications: wooden wall

Amas

Located across the Way from the high elf capital is Amas. Situated by Lake Vaidos on the north end of Raelen Island is this forest community. Many high elves will travel here from Celandin to visit the local markets. The market goes can swell the population to a couple of thousand souls for a few hours. Several times a day, ships are seen crossing the Way to get to Amas. Several manors owned by elf nobles can be found on the edge of the lake. A large contingent of high elf soldiers are stationed here.

Amakiir Market. Named after the royal family, this is the closest market to the main gate. Many kinds of basic goods and equipment are old here.

Two Centaurs Market. This market is found by the far western gate. Fresh fish can be bought at a number of stalls. There are also merchants selling adventuring equipment.

Central Amas Market. This is the largest market in the village. Fresh food from local farms and gardens can be purchased here.

Solaris Market. Named after one of the Twelve, this market sells numerous kinds of gems and jewelry.

Population: 490 (high elves)

Leader: Galar Naiscient (male high elf, 4th level druid, chaotic good)

Resources: fish, foodstuffs, gems, jewelry, timber

Guard: 100 Nerathian soldiers (elite guards¹), 10 Nerathian knights (knights)

Fortifications: none

Atwood

Atwood is a small village in the northern part of the Wyldwood. A number of hunters make the village home. The village is known for having some of the best trackers on the whole continent. A number of talented rangers have come from Atwood. Almost every person in the small settlement worships Shania, the goddess of the hunt. The only inn in the village is the Timid Dragon.

Population: 150 (humans)

Leader: Zyda Zarn (human female, 3rd level ranger, chaotic good)

Resources: furs, timber

Guard: 10 guards

Fortifications: wooden wall

Factions: None

Balthos

Balthos is situated on the far western end of Lake Balthos. It gets its name from a Myrrian god of wisdom. A large temple to the well-liked deity is located here. This village is known for its greedy merchants. However, fish and fresh produce are in high demand and folk still come to the markets in Balthos. There is also a lot of racism towards the small halfling population. It is also the home of the Lost Spears bandit clan.

The Old Balthos Market. This market is located near the busy southern gate to the village. Many kinds of fresh produce can be purchased. There are also a number of skilled and unskilled hirelings available.

The New Balthos Market. This market is located in the center of the village. Dry goods and adventuring equipment can be purchased here.

Fish Market. Located on the lakeshore is another busy market. Many of the stalls here sell all sorts of fresh fish.

Population: 250 (200 humans, 30 halflings, a few gnomes)

Leader: Odom Zor (human male, bandit lord¹, neutral evil) leader of the Lost Spears bandit clan

Resources: fish, foodstuffs, hirelings

Guard: 70 Lost Spears bandits, 30 horses, 4 keelboats

Fortifications: wooden wall with two guard towers

Temples: Balthor

Bane

Located between the town of Calder and Rakkas Bay is the village of Bane. It is starting to have many challenges and the small guard force isn't coping very well. Small groups of thugs have been terrorizing the local population. The leader of the village is also worried about the growing strength of the Alliance in Bladen and Damos. He knows the Alliance also control the nearby villages of Pyre and Hex. Linden Stone also suspects the gangs of thugs might be supported by the evil Alliance.

Population: 300 (humans)

Leader: Linden Stone (human male, 3rd level barbarian, lawful good)

Resources: fish, foodstuffs

Guard: 20 guards

Fortifications: wooden wall

Bellas

Bellas is a small coastal settlement in the Southern Territories. Travellers can find the village on the western coast between Darlem and Laresh. Chief Lode is the well-liked ruler of the small village. The waters near Bellas are known for their plentiful supply of fish. However, fisherfolk have begun to be attacked by sahuagin raiders. They have asked the chief to hire more guards to patrol the area.

Hunters from Bellas have also complained that more goblins are being seen in the Old Wood. Chief Lode is upset about these developments. Recently the chief has visited the village of Laresh to ask for their support. There is a shrine to Shania near the community's main gate.

Population: 150 (humans)

Leader: Chief Hamman Lode (human male, 5th level fighter, chaotic good)

Resources: fish, foodstuffs, fur

Guard: 12 guards

Fortifications: wooden wall

Bend

A rural village situated on Lake Cydros. It's a settlement that is growing rapidly. Nobles from Wyld have spent a lot of gold setting up mines in the Mountains of the Sun. Bend is benefitting from these ventures. More humans from Wyld and hill dwarves from the East have moved here recently to toil in the mines. The chief of the village is a very friendly, gregarious character. Rarrek Torn gets along with everyone, even the gypsies. The local gypsies, known as the Folk, live in a nearby camp for part of the year. They also have a number of barges and other vessels on Lake Cydros. The Folk are distrusted by the most of members of the community and usually keep to themselves. Many people also know Bend as the starting point in the annual Wyldwood Owlbear race. The race is sponsored by the noble Lord family of Wyld. The contestants race from Bend to Calder. Their carts are pulled by owlbears and take them through forest and mountain areas. The locals line the course and cheer on the brave contestants.

Population: 300 (200 humans, 50 gnomes, a few others)

Leader: Chief Rarrek Torn (human male, 4th level fighter, neutral)

Resources: fish, furs, timber

Guard: 30 guards, 3 keelboats

Fortifications: wooden wall with two guard towers

Factions: the Folk

Brim

Brim is a very sinister place deep within the Old Wood. This tiny village is always being attacked by the strange undead creatures of the forest. Most of the inhabitants have fled in the last few years. The remaining villagers spend much of their time hiding in their houses. During the daylight hours the hunters head out in a group of about twenty. However, even in the middle of the day, not much light ever makes it through the dense wood.

Population: 50 (humans)

Leader: Eben Moran (human male, 3rd level barbarian, chaotic neutral)

Resources: herbs, timber, furs

Guard: none

Fortifications: wooden wall

Brunan

This eastern village is located in the Forest of Aramoor next to the continent's largest lake. To the East is the elf town of Loren, and to the West is Dagg. Lake Aramoor stretches out north from the village. Many of the locals enjoy visiting the elven markets in Loren. The old chief of Brunan is worried about the activities of the strange cults in the woods. Gravesites have been disturbed recently and the cult of Morthos is known to be very active in the area. Chief Munroe is concerned and only has a few town guards to protect the community.

Population: 50 (humans)

Leader: Chief Alberta Munroe (human female, 4th level bard, chaotic good)

Resources: fish, timber

Guard: 14 guards, 1 keelboat

Fortifications: none

Cheslan

Cheslan is controlled by the Windriders bandit clan. The bandits' headquarters is in Stormgryph Castle not far from this settlement. However, the leader of the bandit clan does have a manor in the town and visits regularly. Cheslan is known for its godlessness as worship of any kind is outlawed by the Windriders. No temples or shrines are allowed and symbols of worship are also banned. Even speaking the names of deities can find one tossed in the local jail. The Windriders have a sizeable force in the village and they use all the local stables for themselves. Visitors are often amazed by the bandits riding across the sky on their griffon mounts.

Population: 350 (humans)

Leader: Moroz (human male, bandit lord¹, chaotic evil) leader of the Windriders bandit clan

Resources: copper, electrum, fish, foodstuffs

Guard: 120 Windriders bandits, 70 horses, 20 griffons (mounts)

Fortifications: stone wall with two guard towers

Factions: the Windriders

Dagg

Travelling through the Forest of Aramoor might lead one to this village. Dagg sits very close to the Gevaldan Ruins. Strange noises and smells come from the mysterious ruins. People have disappeared from the area on many occasions. Chief Leafblade is trying to hire a party of adventurers to explore the ruins. The village itself is quiet, has no protective wall, and only a dozen guards.

Population: 450 (mostly humans, a few wood elves and halflings)

Leader: Chief Kenlin Leafblade (half-elf male, 3rd level ranger, chaotic good)

Resources: timber

Guard: 12 guards

Fortifications: none

Darlem

Darlem is one of the most diverse villages around, with many races making up the small population. Humans, halflings, gnomes, and hill dwarves all make this place home. Foggan, the halfling leader of the village, has a reputation of being a very wild character. However, the village itself is usually quite peaceful.

Population: 250 (120 humans, many halflings, gnomes, and hill dwarves)

Leader: Foggan (halfling male, 4th level barbarian, chaotic neutral)

Resources: fish, foodstuffs

Guard: 20 guards

Fortifications: wooden wall

Dawn

One of the few locations to find members of the elusive Greens is in this village. The rebels operate in small secretive groups all over the southern Eastwood. However, these outlaws feel safe enough to walk the streets of Dawn. The locals are huge supporters of the rebellion and would fight side by side with them if the Stonehelm forces attacked. Many of the locals are fisherfolk. The only tavern is the busy Shady Rabbit.

Population: 280 (mostly humans, some halflings and wood elves)

Leader: Chief Shealynn Swift (human female, 4th level fighter, chaotic good)

Resources: fish, timber

Guard: 30 guards

Fortifications: none

Dryden

Dryden is a very small village deep in the Mystwood. Overlooking the area are three sizable hills. A heavy fog usually obscures this trio of hills. Hidden inside these hills is an ancient dungeon. The village is being raided on a regular basis by

bullywugs and lizardfolk. The Chief of the village, Nalia, has asked her friend Duke Marcus Kellan of Gorn for assistance.

Population: 75 (humans)

Leader: Nalia (human female, 3rd level ranger, chaotic good)

Resources: furs, timber

Guard: 18 guards

Fortifications: none

Edin

Edin is known for its busy taverns and quality meaderies. The Windriders bandit clan rule this village. It is famous for being the home of two of the Twelve, the Kyzan twins. Worship of any kind is outlawed by the Windriders. No temples or shrines are allowed and symbols of worship are also banned. The headquarters of the Windriders clan is in nearby Stormgryph Castle.

Population: 300 (250 humans, some gnomes and halflings)

Leader: Beauden Barrel (human male, bandit lord¹, chaotic evil). He is one of the Windriders bandit clan leaders

Resources: fish, hirelings

Guard: 80 Windriders bandits, 30 horses, 20 griffons (mounts)

Fortifications: stone wall with a guard tower

Factions: the Windriders

Enariel

A high elf settlement located on Lake Galinai in the Eastwood. Enariel is known for its beautiful gardens. Recently a few dark elf spies have been caught here and rumours are running rampant. The elves are worried because the dark elf homeland of Ma Zaan is very far away. Somehow the dark elves have arrived in Myrr and nobody knows how.

Population: 300 (high elves)

Leader: Ereal Sianos (high elf male, 6th level fighter (Eldritch Knight), chaotic good)

Resources: fish, timber

Guard: 50 Nerathian soldiers (elite guards¹)

Fortifications: none

Falk

A small community on the edge of Pendrell Bay. The wooden wall that surrounds Falk was built to keep out the horrors from the Old Wood forest. There are old barracks from the Goblin Wars around the settlement. The Wyld Guard used to have a large force based in Falk. Most of the village are fisherfolk.

Population: 200 (humans)

Leader: Chief Darsok Lorrel (human male, 3rd level fighter, neutral)

Resources: fish, timber

Guard: 20 guards

Fortifications: wooden wall

Fayne

Fayne is a seaside village on the edge of Rakkas Bay. It is found south of Hael and not far from the Hills of Oz. The dangerous Gorgon Island is just to the south. This is a peaceful village full of friendly people. The local inn is named for a talking donkey who is known to harass travellers. The donkey says his name is Ramdalan and that a jealous father turned him into a donkey. He insists he is a human sorcerer from the city of Nox. Some of the villagers try to keep him out but the guards keep letting him back inside.

Population: 430 (humans)

Leader: Chief Vareth Madryll (half-elf male, 4th level ranger, chaotic good)

Resources: fish, horses

Guard: 12 guards

Fortifications: wooden wall

Fleming

Fleming is a small settlement in the Wyldwood. Some land owners and farmers from the Fields of Wyld live here. A local group of dancers, called the Tree Spirits, perform all over western Myrr. One of their members, Christina Fleming, is well-known because of her husband. The dancer and tavern owner is also one of the wives of Duke Highcliff. She visits Port Telvan quite often and the local villagers are proud one of the villagers has gained noble status. The Queen of Wyld has stationed a garrison of Wyld Guard soldiers here.

Population: 360 (humans)

Leader: Lassen Morn (human male, 5th level sorcerer, lawful good)

Resources: fish, foodstuffs, timber

Guard: 50 Wyld Guard (guards), 30 horses

Fortifications: wooden wall

Freyas

This southern village is known for its delicious cuisine. Folk from all over the Southern Territories will stop by on their travels. The chief of the village gets along well with the local bandit clans and can count on their support if he needs it.

Population: 90 (mostly humans)

Leader: Chief Donlin Norton (human male, 4th level barbarian, chaotic neutral)

Resources: fish, foodstuffs

Guard: 20 guards

Fortifications: wooden wall with a guard tower

Fynbos

Fynbos sits near the entrance to Pendrell Bay. The village is on a cliff overlooking the ocean and has no easy access to the waters below. Being further away from the Old Wood this settlement is rather peaceful. A large force of Wyld Guard are stationed

in a fortress just off the coast in on Vigil Island. The old Kellan Fortress protects Pendrell Bay and the Wyld Guard have several ships patrolling the area. These ships use Vigil Island and the city of Wyld as their main ports. The only inn in the village is the Cliff Inn.

Population: 450 (humans)

Leader: Zack Lighting (human male, 4th level wizard, lawful neutral)

Resources: fish, foodstuffs

Guard: 16 guards

Fortifications: wooden wall with one guard tower

Gald

Gald is home to the Southlanders bandit clan. This village sits on the edge of the huge Rakkas Bay. A number of damaged buildings can be found on the edge of Gald. A state of open warfare exists between the Southlanders and the Windriders. The local bandits are outnumbered and wonder how long they can hold out against their enemies.

Population: 275 (humans)

Leader: Zardis (human male, bandit lord*, neutral evil) leader of the Southlanders bandit clan

Resources: fish, foodstuffs

Guard: 70 Southlanders bandits, 20 horses

Fortifications: stone wall with two guard towers

Factions: the Southlanders

Gorak

A small port on the edge of Lake Aramoor run by Gorak, an orc leader. It is known for its rowdy taverns and gambling. Gorak's orcs have an understanding with the Thieves' Guild. The orcs let the guild operate in the village and the thieves are prepared to back the humanoids with all their might. Orcs from the village regularly cross the lake to gather timber from the Forest of Aramoor. The best inn in Gorak is the Lonely Ogre Inn.

Population: 350 (200 orcs, 50 humans, 50 half orcs, a few others including some slaves)

Leader: Gorak (orc male, orc king¹, chaotic evil)

Resources: fish, hirelings, slaves, timber

Guard: 150 orcs, 4 keelboats, 50 horses

Fortifications: wooden wall

Gorn

Gorn is a small village situated on the edge of the Mystwood. The Kellan family have led the people here for many years. In fact the Kellans used to rule all of western Myrr from the throne in Wyld. Duke Kellan is concerned about recent raids by small groups of orcs. He has also heard rumours of a black dragon operating in the Mystwood. The Kellan nobles live in Kellan Manor on the east side of the village. Their walled compound has a dungeon and secret tunnel underneath. The tunnel goes to the east under the Myst River and into the forest. Only the duke knows about the hidden tunnel. The infamous Myre Manor is located just north of the village. The local people stay away from the old building and swear it is haunted.

Population: 180 (humans)

Leader: Duke Marcus Kellan (human male, 4th level fighter, lawful good)

Resources: fish, foodstuffs, potion ingredients, timber

Guard: 30 guards

Fortifications: A wooden wall with four guard towers

Hex

Hex is a village under the control of the Alliance. For a small settlement, Hex has a number of popular markets. It is said one can purchase almost anything in Hex. A small group of sinister Dark Guard from Bladen form the local guard. These evil guards patrol the markets and harass buyers and sellers alike.

The Blood Market. This market is close to the western gate of the village. Weapons and armor are sold here.

Darkshore Market. On the edge of Rakkas Bay is one of the largest markets in Hex. Foods of all kind and jewelry are sold here.

Bayreach Market. Next to the Darkshore Market is another seaside market. Fresh fish are sold here.

The Ghost Market. Locals tell a story about an apparition floating through the market a few years ago. This is the largest food market in the village.

Hound Market. It gets its name from the pair of hellhounds who watch the area with the Dark Guard. Equipment and hirelings can be found here.

Population: 350 (humans)

Leader: Furor Joss (human male, 4rd level barbarian, chaotic evil)

Resources: equipment, fish, foodstuffs, hirelings, jewelry, timber, weapons and armor

Guard: 30 Dark Guard (elite guards¹), 2 hellhounds, 10 horses

Fortifications: wooden wall with a guard tower

Factions: the Alliance

Horan

Horan is located on the northern outskirts of Bladen, on the edge of Rakkas Bay. It has many gothic style buildings like its larger neighbour. The leader lives in a gorgeous mansion by the main gate. Many residents of Bladen will go to Horan and enjoy the large taverns. The busiest tavern in Horan is the Ebony Knight. Some nobles also like to get away from the prying eyes of the Von Bladens. Some believe this is the reason the population is slowly increasing each year.

Population: 370 (mostly human, some halflings and tieflings)

Leader: Ashley Ravensburg (human female, anti-paladin¹, lawful evil)

Resources: fish, hirelings

Guard: 40 Dark Guard (elite guards¹), 20 horses

Fortifications: large wooden wall with guard towers looking east and west

Factions: the Alliance

Hud

This community can be found in the Forest of Aramoor. Hud has no guards protecting it as Camilla the wizard and her young apprentice are a formidable force. The magic-user has also put a number of protective spells on the settlement. Even the mysterious cults in the forest stay away from the wizard's village.

Population: 150 (humans)

Leader: Chief Camilla Lane (human female, 8th level wizard, lawful good)

Resources: timber

Guard: None

Fortifications: wooden wall and several enchantments

Hyde

A settlement situated deep within the Eastwood. There are a large number of gardens and orchards in a spacious clearing near the settlement. A company of Stone Guard are always based here. They are led by a few well-armored knights. The Greens have recently attacked the Stonehelm forces here. Most of the locals support the Greens.

Population: 350 (250 humans, 50 halflings, some half-elves and wood elves)

Leader: Commander Brutus Harding (human male, knight commander¹, lawful evil)

Resources: foodstuffs, hirelings, timber

Guard: 100 Stone Guard (guards), 2 Stone Knights (knights), 40 horses

Fortifications: stone wall with two guard towers

Jade

Jade is located in the southern Eastwood. The nasty cleric Laeressa hates wood elves and encourages racism towards them. A number of the halflings and wood elves are secretly members of the Greens. A group of Stone Guard are stationed here by the military leaders of Stonehelm.

Population: 360 (mostly humans, a few halflings and wood elves)

Leader: Laeressa (half-elf female, 4th level cleric, lawful evil)

Resources: fish, hirelings, slaves, timber

Guard: 50 Stone Guard (guards), 10 horses

Fortifications: wooden wall with a guard tower

Karn

Karn is a medium-sized village in the Southern Territories. Karn is located on the far western side of Lake Balthos. It is the home of the Daggerstorm bandit clan. This bandit clan also operate out of Dyer Keep just outside the village. Many slaves are brought to work in a copper mine near the keep.

Population: 375 (humans)

Leader: Raine (human male, bandit lord¹/7th level wizard, chaotic evil) leader of the Daggerstorm bandit clan

Resources: copper, fish, hirelings, potion ingredients

Guard: 100 Daggerstorm bandits, 40 horses, 6 keelboats

Fortifications: wooden wall with two guard towers

Factions: the Daggerstorm

Kay

South of the Hills of Zoth is a medium-sized village called Kay (Halflings spell the name "Cay"). It is located on the coast and has access to a number of beaches. Unlike many settlements in the Southern Territories it is not controlled by a bandit clan. The

town elder, Mae, has been the chief of the village for years. She is a very patient, wise old woman. The leader of the village is also quite independent and not interested in any alliances. Kay is known as a good place to find skilled hirelings.

Population: 270 (humans)

Leader: Chief Mae Higgins (human female, 4th level fighter, chaotic neutral)

Resources: fish, foodstuffs, hirelings

Guard: 40 guards

Fortifications: none

Kyan

Kyan lies in the Forest of Aramoor on the south side of Lake Aramoor. It is more like an elf village where nature and the inhabitants live in harmony. Many folk say it is hard to tell where the village begins and the forest ends. A number of woodland creatures live in the settlement. The only place to stay in the settlement is the Aramoor Inn.

Population: 300 (humans)

Leader: Delphine Dorsey (human female, 4th level druid, chaotic good)

Resources: fish, timber

Guard: 20 guards

Fortifications: none

Land's End

This village is named for its location on the very edge of the continent of Myrr. It is found on the far eastern side of the south Eastwood. A trio of Stonehelm spies were recently murdered and left in the street. Locals were not surprised as the Greens are thought to have many hideouts near the isolated settlement. The graveyard on the west side of the village is shrouded in mystery. Bodies keep disappearing and nobody knows why. Some think an old spellcaster named Callus is responsible. He lives in a tower in the nearby Moon Valley.

Population: 100 (mostly humans, a few halflings)

Leader: Chief Ryland Roth (human male, 3rd level fighter, chaotic good)

Resources: fish, timber

Guard: 20 guards

Fortifications: none

Laresh (the light of the South)

Laresh is a beacon of light in a sea of darkness. In the land of the evil bandits it stands out as a haven for good. A powerful paladin leads the settlement and does not back down to the bandit lords. The warrior also has a well-trained guard force known as the Sea Guard. They have won more skirmishes with bandits than they've lost. Sir Reeves has a beautiful manor on the edge of the ocean. There is a small temple of Rogan in the village.

Population: 475 (400 humans, 75 halflings)

Leader: Sir Zalin Reeves (human male, 7th level paladin, lawful good)

Resources: fish, foodstuffs

Guard: 100 Sea Guard (guards), 60 horses

Fortifications: tall wooden wall with many guard towers.

Temples: Rogan

Loh (Water Town)

Loh is rather famous for two reasons. First, it has been the home of the female bandit clan known as the Quickblades. Second, it has recently also become home to the Pirate Queens. This female alliance has caused heads to turn throughout the Southern Territories. There is a small temple of the Sea Goddesses near the docks. A large stone temple dedicated to Loh, the goddess of water, sits on the edge of the ocean.

Population: 350 (humans)

Leader: Reeva Rash (human female, bandit lord¹, neutral evil) leader of the Quickblades bandit clan

Resources: clay, fish, foodstuffs, jewelry, hirelings

Guard: 120 Quickblades bandits, 40 pirates¹ (Pirate Queens), 50 horses

Fortifications: wooden wall

Factions: the Quickblades, the Pirate Queens

Temples: Loh, the Sea Goddesses

Lucen

Lucen is the original home of the Lunac clan from the land of Zogg. It was the first Myrrian settlement for the werewolf clan. Eventually most of the clan moved north to Hommel. However, lycanthropes still remain in this seaside village. Distant relatives of the Lunacs still rule this sleepy community. The locals know the Tydes are werewolves but will keep it secret to visitors. The Lunac clan are treated like royalty when they visit. There is a small temple of the demi-god Lupov located here. Packs of wolves can always be found near this place of worship.

Population: 150 (humans)

Leader: Zoffal Tyde (werewolf male)

Resources: fish, foodstuffs

Guard: 12 guards, 6 werewolves

Fortifications: wooden wall with a single guard tower

Factions: the Lunac clan

Temples: Lupov

Lund

A large, coastal village very near the village of Myrr. Lund sits on the far western coast of Myrr. It is known to have some of the best fishing on the entire continent. Fisherfolk will travel from all over the Southern Territories to come here. Tabern Vorsh, the leader, is an unpredictable, moody man.

Population: 450 (humans)

Leader: Chief Tabern Vorsh (human male, 4th level wizard, chaotic neutral)

Resources: copper, fish, foodstuffs

Guard: 30 guards

Fortifications: wooden wall

Lyra

Lyra is a small settlement in the Mystwood. The chief of Grimhollow has placed a group of his men here to claim ownership. Dena Brooks, the town's leader, is unhappy with this new development. She has little choice in the matter and Grimhollow does whatever it wants. Dena is considering seeking help from her friend Duke Marcus Kellan of Gorn.

Population: 100 (humans)

Leader: Dena Brooks (human female, 3rd level ranger, chaotic good)

Resources: furs, timber

Guard: 20 Grim Guard (guards)

Fortifications: wooden wall

Myrr

A seaside village that was the first human settlement in Myrr. Oswald Myrr and the rest of the Originals landed here. The famous wizard began the Wizard College at this site. Landis Kyzan, one of the Twelve, is using the isolated village for necromancy. The place resembles a ghost town with deserted buildings and a mysterious fog that never lifts.

Population: 50 (humans)

Leader: Landis Kyzan (human male, 10th level wizard/necromancer), lawful evil, one of the Twelve)

Resources: potion ingredients

Guard: 40 skeletons

Fortifications: none

Factions: the Alliance

Nizath

Nizath is named after the well-liked goddess. A group of Stone Guard are always posted here and they're led by a couple of Stone Knights. Most of the humans in the village support Stonehelm, while the halflings support the Greens. There is an old temple of Nizath in the settlement.

Population: 300 (200 humans, 100 halflings)

Leader: Chief Edgar Wren (human male, 4th level fighter, neutral evil)

Resources: timber

Guard: 30 Stone Guard (guards), 2 Stone Knights (knights), 30 horses

Fortifications: wooden wall with a guard tower

Temples: Nizath

Nylan

This centrally located village is on the north side of Lake Aramoor. Nylan is known to have many talented blacksmiths. In many ways it is the complete opposite of the nearby village of Gorak. This is a quiet, orderly village where everyone lives in harmony.

Population: 150 (humans)

Leader: Sir Bromley Beck (human male, 4th level paladin, lawful neutral)

Resources: fish, timber, weapons and armor of high quality

Guard: 30 guards, 12 horses, 2 keelboats

Fortifications: stone wall

Oren

Oren was founded by the Narciso family of Zogg. They were the first of the noble vampire families to come to Myrr. It was the Narciso family that created the Damos vampires and thus changed the destiny of the Von Bladen royal family forever. The ruins of Narciso Castle sit to the west of the village.

Some say the ruins are still inhabited by undead creatures.

Population: 50 (humans)

Leader: Breanna Thorpe (human female, 4th level ranger, neutral)

Resources: fish

Guard: None

Fortifications: none

Factions: the Narciso family

Pyre

A coastal village situated on the western edge of Rakkas Bay. Pyre is controlled by the Alliance. A unit of the Dark Guard from Bladen are permanently posted here. Pyre is well known for the high quality weapons that are made by talented blacksmiths. Many folk will travel from Wyld or Bladen to purchase items from these skilled tradespeople.

Population: 360 (humans)

Leader: Thaddeus (human male, 6th level bard, lawful evil)

Resources: fish, foodstuffs, weapons of high quality

Guard: 30 Dark Guard (elite guards¹), 12 horses

Fortifications: wooden wall with two guard towers

Factions: the Alliance

Temples: Valden

Rand

Located on the far southern side of the Southern Territories is a small fishing village. Rand is found on the rocky coast of the Salamar Sea. A talented wizard leads the small village. There is a small temple dedicated to the deity Rand in the settlement. One strange element of the town is the effect it has on magic. If a spellcaster casts a spell in the town they must be prepared for an unpredictable surge of magic and strange effects.

Population: 80 (mostly humans, a few gnomes)

Leader: Fabbius Mondar (human male, 7th level wizard, chaotic good)

Resources: fish

Guard: 20 guards, 6 horses

Fortifications: wooden wall

Temples: Rand

Roan

Roan is a small settlement located between Port Telvan and Tharn. The Ironbears Barbarian clan visit frequently and have their eyes on seizing it. However, the ruling Snow Eagles clan has no interest in taking over this village. The presence of the Barbarian clans has made some folk nervous and some have moved south to Port Telvan. The chief of the village gets along better with the Ironbears than the duke in Port Telvan. However, the Ironbears are simply charming him. They have no intention of letting the local chief be a part of the town's future leadership.

Population: 150 (humans)

Leader: Chief Marden Wills (human male, 4th level fighter, neutral)

Resources: timber

Guard: 12 guards

Fortifications: wooden wall

Ricket

Deep inside the dangerous Old Wood is a tiny community called Ricket. An old witch rules the settlement and everyone else follows her orders. She uses violence and her spellcasting to control the locals. Belladonna built her hut above a cavern. She usually spends her nights in this small space. This small settlement is known to have some of the rarest herbs on the continent.

Population: 50 (humans)

Leader: Belladonna (human female, witch¹, chaotic evil)

Resources: fish, herbs, timber

Guard: None

Fortifications: wooden wall

Saran

Saran is well known for the lack of a large guard force or fortifications. Almost every settlement Myrr has an outer wall, if only to protect the inhabitants from wild animals. The reason the village is protected so well is a secret. The leader of Saran, Joshua Lunac, is actually a werewolf. He and eight other werewolves protect the small community. Joshua is part of the Lunac werewolf clan who rule Hommel in the Southern Territories. He and his men also have a hideout in the nearby Bottomless Cavern in the Wyldwood. The best tavern in the village is the Yellow Rose.

Population: 300 (humans)

Leader: Joshua Lunac (werewolf male)

Resources: timber, foodstuffs

Guard: 8 werewolves, 10 horses

Fortifications: none

Factions: the Lunac clan

Sea Wind

On the far eastern edge of the continent is a large village called Sea Wind. Fishing is the main activity in this village. A famous body of water called the Way sits between Sea Wind and Raelen Island. Some more adventurous individuals sail over to the eastern island and visit the high elves. The welcome on Raelen Island is not usually the warmest, so few locals make the voyage.

Population: 490 (mostly humans, some halflings and wood elves)

Leader: Chief Colby Greendale (human male, 3rd level fighter, neutral good)

Resources: fish, timber

Guard: 40 guards, 1 guard commander¹, 24 horses

Fortifications: wooden wall

Tindall

Not long ago, small villages would not be affected by the problems of the cities. This is not the case anymore. Tindall is located near the huge city of Nox. The proximity to the city of Magic has begun to alter this formerly quiet village. Some elders say what has happened to Tindall is an example of what has happened to the whole continent. Some of the Thieves' Guild have made the community home and brought conflicts with them. A number of murders have stunned the local residents. There have also been more and more brawls at night outside several popular establishments. The small force of town guards are having a hard time keeping order. The village is also well known for the high quality armor made here. The Mage Guard of Nox have much of their gear made here.

Population: 380 (mostly humans, some gnomes and halflings)

Leader: Chief Marianna Dawson (human female, 5th level fighter, neutral)

Resources: high quality armor, fish, hirelings

Guard: 40 guards, 16 horses

Fortifications: wooden wall with two guard towers

Tor

To the northeast of Gorgon Island is a tiny settlement called Tor. A nasty group of individuals involved in many criminal activities run the village. Anton Mills is the leader and the other seven members of the group are fighters and rogues. They will attempt to rob or intimidate any travellers who end up in their community. All the town guards are employed by these thugs. Fishing is the main activity in the village. A few hunters also visit the Forest of Aramoor during the daylight hours.

Population: 50 (humans)

Leader: Anton Mills (human male, 4th level rogue, neutral evil)

Resources: fish

Guard: 10 guards

Fortifications: wooden wall

Varen

Varen sits at the far southern tip of Raelen Island. It is a short boat ride from the village of Dawn on the mainland. Wild stories are now rampant in this community. A few dark elf spies have been caught stealing from the local armory. The high elf population are in an uproar, wondering how the Amakiir royalty plan to deal with these incursions. The leader of the village is actually spying for the dark elves. Sathryнна is also hiding a portal to the dark elf homeland of Ma Zaan in her manor. She has also found a cave in the nearby woods to help hide the dark elves when they arrive. However, the traitorous high elf is worried the legendary Whisperers will be sent to investigate her village. Sathryнна has heard the elite rangers have searched other villages on Raelen Island. The evil high elf dislikes any visitors from the mainland and makes sure the Nerathian soldiers give them a difficult time.

Population: 490 (high elves and a few half-elves)

Leader: Sathryнна (high elf female, 5th level warlock, neutral evil)

Resources: fish, timber

Guard: 100 Nerathian soldiers (elite guards¹), 10 Nerathian knights (knights), 40 elk (mounts)

Fortifications: wooden wall

Vaux

Named after the god of power and domination, the village of Vaux is home to almost four hundred souls. The forest rebels, known as the Greens, recently seized the village for several weeks before Stonehelm retook it. An evil cleric has been sent

from Stonehelm to lead the village. Brother Kayzar just arrived in the village and is already very unpopular. He made an example of a few supporters of the rebels and dislikes the local halfling population. There is a small temple of Vaux in the center of the settlement. Most of the large contingent of Stone Guard are based there. All of the stables in the village are used by the Stonehelm military forces. The only inn in Vaux is the Stone Mace.

Population: 390 (300 humans, 90 halflings)

Leader: Brother Kayzar (human male, 6th level cleric, neutral evil)

Resources: timber

Guard: 140 Stone Guard (guards), 10 Stone Knights (knights), 120 horses

Fortifications: stone wall with two guard towers

Temple: Vaux

Walden

Walden is a very isolated village in eastern Myrr. It is located where the Forest of Aramoor meets the Eastwood. The Nerathian patrols that reach this village are used to receiving warm greetings. The humans, halflings, and wood elves get along well with the high elves of the Eastwood. However, hunters from the village only hunt in the Forest of Aramoor or the southern Eastwood, they avoid the Nerathian Kingdom.

Population: 480 (mostly humans, some halflings and wood elves)

Leader: Arya the Brave (human female, 5th level barbarian, chaotic neutral)

Resources: fish, foodstuffs, furs, timber

Guard: 30 guards, 24 horses

Fortifications: two wooden walls with four guard towers

Wode

Located between the Old Wood and the village of Myrr is the tiny community of Wode. It is one of the oldest human settlements in all of Myrr. At the same time, it is one of the poorest. The village is surrounded by fields, however most are not suitable for farming. For some reason there are a number of half-elves in the village. Some folk say a mysterious wood elf adventurer visited Wode on several occasions.

Population: 50 (humans and half-elves)

Leader: Naela (human female, 3rd level ranger, lawful neutral)

Resources: foodstuffs

Guard: 6 guards

Fortifications: none

Wyran

Wyran is a medium-sized village in the Hills of Oz. Human and hill dwarves live together peacefully and have close ties. Wyran receives protection from the Knights of Truth in nearby Vald. With the rise of the Alliance, many in the small village are quite worried about an invasion. The chief of the town has met with the knights from Vald and expressed these concerns. A number of the locals work in a copper mine in the surrounding hills. The Oden River runs past the village to Rakkas Bay.

Population: 275 (200 humans, 75 hill dwarves)

Leader: Chief Russ Jeffers (human male, 4th level fighter, lawful neutral)

Resources: copper, gems

Guard: 20 guards, 6 horses, 1 keelboat

Fortifications: wooden wall with a guard tower

Yaz (Goblin Town)

This western village is a settlement run by goblins! Yaz is a very small community in the creepy Old Wood. A goblin named Bolix rules the settlement with an iron hand. Nobody dares challenge the authority of the goblins as there are hundreds more of them in the Mountains of the Moon. Every day Bolix sends out half a dozen goblins on their worg mounts to patrol the area. The goblins use human slaves to harvest the local timber. Population: 180 (110 humans, 70 goblins, including 40 human slaves)

Leader: Bolix (goblin male, goblin, neutral evil)

Resources: timber

Guard: 50 goblins, 6 goblin shaman¹, twelve worgs

Fortifications: stone wall

Factions: the goblins



Myrrian Factions

¹See the Groups/New Monsters section.

More information about many of the leaders is found in the Notable Characters section.

Bandits

Daggerstorm

Headquarters: Karn

Leader: Raine (human male, bandit lord¹/7th level wizard, neutral evil)

Allies: the Southlanders

Rivals: the Windriders

Members: 100 bandits, 40 horses, 6 keelboats

Symbol: three black daggers in a circle

The Daggerstorm are a clan of bandits that live in Karn on the edge of Lake Balthor. Their leader is not only a bandit lord but also a wizard. It is said Raine prefers to attack with a magical swarm of daggers. He believes that magic can help the other bandit clans destroy the Windriders. Raine actively seeks to unite all the enemies of this powerful clan. The Daggerstorm are the newest bandit clan in Myrr. They travel to Gald on a regular basis to visit with their allies, the Southlanders. Both bandit clans support each other in any way they can. Their other allies are the Lost Spears, although recently this has been a difficult marriage. The two clans have clashed a number of times and their leaders dislike each other. The Daggerstorm also have another challenge on their hands, as they have been implicated in the murder of a council member in Rocken. Their clan have been banned from visiting its well-stocked markets.

The Lost Spears

Headquarters: Balthos

Leader: Odom Zor (human male, bandit lord¹, neutral evil)

Allies: Daggerstorm

Rivals: the Windriders

Members: 70 bandits

Mounts: 30 horses

Boat: 5 keelboats

Symbol: two crossed red spears

The Lost Spears bandit clan controls the village of Balthos. One can sometimes see their clan patrolling Lake Balthor with keelboats. The Lost Spears have an unstable pact with the Daggerstorm. Odom Zor, their leader, is now considering an alliance with the Hill King in Hommel. If the Lost Spears could align with the powerful Hill Town they might reconsider their alliance with the Daggerstorm bandits.

The Quickblades

Headquarters: Loh

Leader: Reeve Rash (human female, bandit lord¹, neutral evil)

Allies: the Pirate Queens

Rivals: the Windriders

Members: 120 bandits

Mounts: 50 horses

Symbol: three black swords side by side

On the far end of the Southern Territories is a clan of bandits made up only of women. The Quickblades use the village of Loh as their headquarters. These bandits are known for their swift and decisive actions. Joining the Quickblades in Loh are a group of pirates. The Pirate Queens have aligned themselves with the female bandits. Reeve Rash wants the Pirate Queens to help them

with a surprise assault on Castle Stormgryph. The Quickblades do not get on well with any other clans, but the worst relationship is with the powerful Windriders. There have been a few violent clashes between the clans and tension is building.

The Rock Ghosts

Headquarters: The Hills of Zoth

Leader: Thatcher (human male, bandit lord¹, chaotic evil)

Allies: the Hill King

Rivals: goblins

Members: 100 bandits

Mounts: 40 horses

Symbol: three white hills

One of the bandit clans, the Rock Ghosts, make their home far from the others. This group operate out of the Hills of Zoth and are strong allies of the Hill King. The Rock Ghosts and the Zoth brotherhood don't interfere with each other. Thatcher's clan have agreed to stay out of the monks' business. The two groups have always had a good relationship. The monks usually stay within the confines of their monastery and the bandits patrol the hills.

The Southlanders

Headquarters: Gald

Leader: Zardis (human male, bandit lord¹, neutral evil)

Allies: Daggerstorm

Rivals: the Windriders

Members: 60 bandits

Mounts: 20 horses

Symbol: a circle with the bottom half colored red

The Southlanders bandit clan live on the Rakkas Bay coast. They are enemies of the powerful Windriders bandit clan. Zardis is their leader but also he consults his men and women on a daily

basis. The bandit lord is a very collaborative leader and realizes that everyone in the clan has something to offer. This group of brigands travel to the village of Karn quite often. They share many resources with their Daggerstorm allies.

The Windriders

Headquarters: Stormgryph Castle

Other locations: Cheslan and Edin

Leader: Moroz (human male, bandit lord¹, chaotic evil)

Allies: None

Rivals: Daggerstorm, the Lost Spears, the Quickblades, the Southlanders

Members: 350 bandits

Mounts: 150 horses, 50 griffons (mounts)

Symbol: five black birds in a circle

The Windriders are the most powerful bandit clan in all of Myrr. They are based in Stormgryph Castle off the coast of Cheslan. This famous castle is on a floating rock several hundred feet in the air. Nobody knows why the rock acts in this bizarre fashion. Several sea caves below the castle house an area for more bandits and their horses. Griffons are used by the Windriders to travel back and forth from their floating headquarters. They are named the Windriders because of this airborne force. Fifty of their bandits have griffon mounts, which give them a big advantage in skirmishes. They also control the villages of Cheslan and Edin. Worship of any kind is banned in all of the Windriders territory. Their leadership are atheists and abhor worship of any deities.

Bounty Hunters

The Enders

Headquarters: Wyld

Leader: Phoenix (human female, 5th level warlock, chaotic evil)

Allies: None

Rivals: the Wyld Guard

Members: 40 thugs

Mounts: 12 horses

Symbol: a black square

The Enders bounty hunter gang operate out of the large city of Wyld. For some reason the Wyld Guard let these bounty hunters operate freely. Their leader is a nasty warlock named Phoenix. She favours contracts where the target needs to be killed rather than captured.

The Nightstalkers

Headquarters: Nox

Leader: Raebella (half-elf female, 5th level bard, chaotic evil)

Allies: none

Rivals: the Thieves Guild, the Mage Guard, the Nox Guard

Members: 60 thugs

Symbol: two black stars

The Nightstalkers are an evil gang of bounty hunters that live in Nox. They are known for taking care of their business under the cover of darkness. Their leader is a talented, charming bard. They make their home in an old warehouse in the Slave Quarter. At one time the Thieves' Guild took care of all the bounties in the City of Magic. Now these upstarts and the Eclipse have infringed on the Guild's territory. A few wild fights have broken out between these factions.

The Swarm

Headquarters: Stonehelm

Leader: Locke (human male, 6th level fighter, chaotic neutral)

Allies: the Thieves' Guild

Rivals: none

Members: 40 thugs

Symbol: four horizontal black lines

The Swarm bounty hunters have their headquarters in Rat Town in Stonehelm. At times the Thieves' Guild uses this group to track down individuals who have left the city. However, this is quite a disorganized group and have created many more problems than they've solved. Their leader, Locke marches to the beat of his own drummer and isn't interested in anyone else's position.

The Vultures

Headquarters: Port Telvan

Leader: Nail Cullen (human male, 5th level rogue, neutral evil)

Allies: Constance Vestba (wife of Duke Highcliff)

Rivals: the Telvan Guard, the Telvan Knights

Members: 30 thugs

Symbol: a red letter 'V'

Based in the very poorest part of the Lower Quarter of Port Telvan are a vicious group of criminals. They will do anything to complete their contracts. Two of their members are in the Port Telvan jail, charged with murder. Their leader is also having an affair with one of the Duke's wives. His men think this a dangerous move but he doesn't care. Nail is learning a lot about the inner workings of Port Telvan.

Brotherhoods

The Eclipse

Headquarters: Nox

Leader: Malakar Black (human male, 13th level monk, lawful evil)

Allies: the Alliance

Rivals: the Inner Sons, the Thieves' Guild

Members: 60 monks¹

Mounts: 12 horses

Symbol: a black circle

The Eclipse wear their hair long and don black robes. They are an evil order of monks. These monks operate in the shadows and are said to almost disappear at times. The Thieves' Guild have an ongoing conflict with the Eclipse. Assassinations used to be carried out exclusively by the Guild. However, the Eclipse have begun to carry out more and more assassinations. All the members of the order change their surname to 'Black'.

The Inner Sons

Headquarters: The Sun Monasteries in the Mountains of the Sun

Leader: Brother Egon (human male, 15th level monk, lawful good)

Allies: The Ro Gard, some druids, a few angels

Rivals: the Alliance, the Eclipse

Members: 50 monks¹

Mounts: 30 horses

Symbol: a golden sun with rays of sunlight extending outward

The Inner Sons are an all-male brotherhood of monks. Every monk shaves his head and wears a brown hooded robe. They worship Rogan and refer to each other as 'brother'. These monks use the power of the elements in their discipline. The order live in the Sun Monasteries in the Mountains of the Sun. These three stone temples are high atop the small mountain range. The Inner Sons have a number of allies. The Ro Gard clerics have recently joined them at the monasteries. Each monk has a magical Quarterstaff of Light².

The Zoth Brotherhood

Headquarters: In the Hills of Zoth

Leader: Brother Golman (human male, 12th level monk, lawful neutral)

Allies: None

Rivals: None

Members: 100 monks¹

Symbol: the letter 'Z'

The Zoth Brotherhood are the most secretive of all the monk brotherhoods. They are trained in unarmed combat and are usually neutral in alignment. Many of these monks are for hire, some for good and some for evil. The Zoth always have short hair and wear gray cloaks. They refer to each other as 'brother' or 'sister'.

Colleges

Nightingale College

Headquarters: Nox

Leader: Hugo Bone (human male, 12th level bard, chaotic neutral)

Allies: the Wizard Council

Rivals: none

Members: 50 students, 20 guards

Symbol: a black nightingale in a black circle

This bard college was started in Nox in 321 MY. The college is in a beautiful, wooden building in the Mage Quarter in Nox. The founders of the college were graduates of the famous Raelen Bard College. They wanted to create a college that could eventually rival the elite school. The singers from this college are thought to be better than those from Raelen Bard College.

Raelen Bard College

Headquarters: the village of Aern on Raelen Island

Leader: Lariel Meliadon (high elf female, 10th level bard, chaotic good)

Allies: the Amakiir family

Rivals: none

Members: 40 students, 7 instructors (mostly high elves, some humans), 10 Nerathian Knights

Symbol: a golden lute

This college is located in the village of Aern on Raelen Island. Bards come here from all over the continent. However, the fee is very expensive. So

the students are usually from wealthy families or have found a wealthy patron. The college also builds its own instruments. These instruments can cost thousands of gold pieces. Ten heavily armed Nerathian knights provide protection.

Cults

The Cult of Morthos

Headquarters: An old keep in the Forest of Aramoor

Leader: Vykassin (human male, 10th level cleric, neutral evil)

Allies: the Eclipse

Rivals: the Nox Guard, the Mage Guard

Members: 200 cultists, 50 cult fanatics

Symbol: a black circle with a blue circle inside

This cult operates deep in the Forest of Aramoor. They sacrifice humanoids and beasts to Morthos, the god of death. Vykassin has plans to expand their reach. He has even sent his cultists to the town of Hael to the West.

The Serpentine Cult

Headquarters: A ruined keep in the Shadowy Hills

Leader: Kamuul (human male, 8th level sorcerer, chaotic evil)

Allies: None

Rivals: None

Members: 80 cultists, several giant snakes

Symbol: a green snake

Hidden within the Shadowy Hills is an old keep. Local folk believe the ruins are haunted. However, a sinister cult are the current inhabitants. The Serpentine Cult is a splinter group from a much larger cult on the continent of Tyranos. Kamuul, the leader of this group, knows that the cult plans to invade the Southern Territories from Tyranos. Reptilian creatures visit the sorcerer and his cultists every sun quarter. The cult leader has often

wondered how the reptiles make the long journey from the distant continent of Tyranos to Myrr.

The True Believers

Headquarters: Nox

Leader: Kylak (human male, 11th level sorcerer, neutral evil)

Allies: Some elements of the Wizard Council

Rivals: None

Members: Many wizards and sorcerers

Symbol: a black circle above a black half-circle.

A cult of spellcasters are searching for the meaning of life and the answers to other deep questions. They believe magic holds the universe together and they wish to experiment to find out more. The True Believers are willing to do anything to further their research. This unusual group have a hidden headquarters in DarkNox beneath the city of Magic. One of the entrances into their lair is from a room at the Endless Tome inn.

Gangs/Guilds

The Draco Rak (The Dragonborn Gang)

Headquarters: Nox

Leader: Galasar (dragonborn male, 7th level fighter, chaotic evil)

Allies: the Thieves Guild

Rivals: the Nox Guard and Mage Guard

Members: 30 dragonborn fighters and rogues

Mounts: 10 warhorses

Symbol: a black triangle

Dragonborn never used to be seen on the continent before. However, a few of their race have begun to travel to Myrr from their home in Ma Zaan. Although most of their race are enslaved by tieflings, some have escaped to Myrr. This gang

operates out of Nox and takes whatever it can. Recently they have begun to work for the Thieves' Guild.

The Fighters' Guild

Headquarters: The lake town of Hael

Leader: Han Silverbeard (human male, 12th level fighter, chaotic good)

Allies: None

Rivals: None

Members: 50 fighters in and around Hael.

Mounts: 40 horses

Symbol: a pair of black crossed swords on a shield

The Fighters' Guild is founded on honor. Fighters are trained here and some stay with the guild to go on missions. The Guild only takes on honorable missions. Members are for hire but they will not break laws or work with evildoers. They are usually compensated with gold, but not always. Han Silverbeard is the leader of the guild and sets a strong example. He is currently trying to open guild houses in Wyld and Stonehelm. Their headquarters is the magnificent Silverbeard Hall on the edge of Lake Aramoor.

Greenwood Traders

Headquarters: Wyld

Leader: the Greenwood family (see Notable Characters section)

Allies: Duke William Highcliff of Port Telvan, Duchess Eliza Hawthorn of Tallen

Rivals: Captain Kale's Pirates, Rakkas Bay Traders

Members: the Greenwoods, merchants, guards, sailors

Symbol: a green tree in a red circle

This trading guild operates from Wyld to Port Telvan. Most of their trade is by wagon and can take many days. Greenwood Traders always have armed guards travelling with their wagons. About a year ago, the guild purchased a couple of ships to

make the journey to Port Telvan. The Greenwoods are searching for adventurers to guard their ships.

Northwind Traders

Headquarters: Nox

Leader: Mykal Maelstrom (human male, 6th level bard, neutral evil)

Allies: none

Rivals: the Rakkas Bay Traders

Members: merchants, guards, sailors

Symbol: white waves

The Northwind Traders usually operated on Lake Aramoor but have begun to expand to the Forest of Aramoor. The guild plans to expand into Rakkas Bay and try to take away some of the business from the Rakkas Bay Traders. They own a small fleet of sailing vessels and many wagons. Their leader, Mykal, is only interested in results and will do anything for more gold.

Rakkas Bay Traders

Headquarters: Stonehelm

Leader: Zyre (human male, 10th level fighter, neutral evil)

Allies: Stonehelm

Rivals: the Pirate Queens, the Thieves Guild

Members: merchants, sailors, 200 Trader Guard (guards)

Mounts: 80 horses

Symbol: a red ship

The largest trading guild in Myrr operates in and around Rakkas Bay. They even do business in Bladen and Damos. This group have heavily armed guards protecting their shipments and sometimes receive help from the forces of Stonehelm.

The Thieves' Guild (the Guild)

Headquarters: The Understone, the catacombs under the city of Stonehelm

Leader: The Shadow (demi-god/see Dieties of Myrr section)

Other leaders: Damon Cross in Stonehelm and Bartholomew in Nox

Allies: the Draco Rak, the Swarm

Rivals: the Rakkas Bay Traders, the Eclipse, the Wizard Council, the Nightstalkers

Members: 60 in Stonehelm, 40 in Nox (mostly rogues, 1st to 10th level)

Symbol: a black keyhole

The Guild have their main headquarters in Stonehelm and are allowed to operate their by the evil rulers of the city. They have another hideout in Nox in the central part of the continent. However, the Guild have an ongoing conflict with the Eclipse. Assassinations used to be carried out exclusively by the Thieves' Guild. However, the Eclipse have begun to carry out more and more assassinations. The Dark Dwarves have made friends with the powerful guild. The Shadow, the leader of the Thieves' Guild feels the evil dwarf faction could be of use.

The Three Suns Trading Guild

Headquarters: Rocken

Leader: Bram Lamb (human male, 7th level barbarian, lawful evil)

Allies: none

Rivals: the Rakkas Bay Traders

Members: several merchants, 100 Three Suns Guard, a few sailors

Boats: 1 longship, 4 keelboats

Symbol: Three suns

The Three Suns operate in the chaotic Southern Territories. They are run by the same council that rules the town of Rocken. The Three Suns are

considering expanding into Rakkas Bay and challenging the power of the Rakkas Bay Traders.

The Wizard Council

Headquarters: The Citadel of Aramoor, Nox Castle in the city of Nox

Leader: Arch Mage Agnon Bale (human male, 20th level wizard, chaotic good)

Allies: None

Rivals: the Thieves Guild

Members: seven powerful wizards

Symbol: seven gold stars in a circle

The Wizard Council has become more and more dysfunctional in recent years. Some folk refer to this group as the Mage Guild of Myrr. The Arch Mage and his allies on the council are much more interested in the Wizard College and experimenting with magic. They spend less time dealing with the day-to-day events of the world. However, Cyril Sane has begun to call for stronger leadership by the council. Council member Gya Lore has begun to see eye-to-eye with Cyril. The Wizard Council are supposed to be ruling Nox but don't show much interest and the city is descending into chaos.

The Wyld Gang

Headquarters: The Wyld Catacombs under the city of Wyld

Leader: Milo Hilltopple (halfling male, 12th level rogue, lawful evil)

Allies: Captain Kale's Pirates, the Alliance

Rivals: the Wyld Guard

Members: 20 halflings (mostly rogues), 20 thugs

Mounds: 12 large mastiffs

Symbol: the letters 'WG' written in red

One of the most notorious groups in all of Myrr is the Wyld Gang. For many years they weren't taken seriously and they took advantage of that. Milo and his gang are vicious killers and would do anything for fame and fortune. Their leader is quite

impressed that they are part of the Alliance and he enjoys visiting the Von Bladen and Damos leadership. Their main hideout is in the Wyld Catacombs under the city of Wyld.

Knighthoods

Hell Knights

Headquarters: Deus

Leader: Amnon (human male, anti-paladin¹, lawful evil)

Allies: Part of the Alliance

Rivals: Nerathian Kingdom

Members: 80 knights, 6 knight commanders¹

Mounts: 100 horses, 4 nightmares

Symbol: a red sword on a red shield

An evil group of knights and anti-paladins that carry out the will of the Alliance and their devil allies. The Von Bladen family have brought four nightmares, bred in their stables, as a gift for the dark knights. This knighthood is based in the northern town of Deus.

Knights of the Moon

Headquarters: Animas, a castle high the Mountains of the Moon

Leader: Nya – also known as Justine Lord of Wyld (human female, 10th level paladin, lawful good)

Allies: None

Rivals: the goblins, bandits

Members: 40 female knights, a few paladins

Mounts: 20 warhorses

Symbol: a yellow crescent moon

The Knights of the Moon are the youngest knighthood to be formed in Myrr. The noble Justine Lord secretly formed her all-female order as a reaction to the evil deeds of her own family. Her father, mother, and youngest sister are supporters of the Queen of Wyld. Nobody is aware that Justine, is

in fact Nya, she always wears a full helmet in her role as the knights' leader. Their headquarters, Animas, is a gorgeous castle located deep in the Mountains of the Moon.

The Nerathian Knights

Headquarters: Celadin

Leader: The high elf king and queen (see Notable Characters section)

Allies: The Inner Sons

Rivals: the dark elves

Members: 200 knights (high elves)

Mounts: 100 horses, 100 elk

Symbol: seven green stars in a circle

The Nerathian Knights are the oldest knighthood in Myrr. They are the backbone of the high elf army. Most are stationed in Celadin and Loren but some are based in the smaller elven settlements. They are loyal to royal family and are known for their fearlessness.

Stone Knights (the Order of Stone)

Headquarters: The Rock, a fortress in Stonehelm

Leader: Knight Commander Jarrock Swordtongue (human male, knight commander¹, lawful evil)

Allies: the Rakkas Bay Traders

Rivals: the Greens

Members: 80 knights and several anti-paladins¹

Mounts: 100 horses

Boats: 2 longships, numerous keel boats

Symbol: a black castle on a shield

The Stone Knights or the Order of Stone were started by the evil clerics of Vaux. The clerics created the order to help impose the will of Vaux on the people of the Southern Eastwood. However, the knights now see themselves as having a higher status than the clerics. In fact tension is building

between the two groups. The knights are often used as commanders for the Stone Guard in the War in the Woods. Sometimes the Stone Knights help escort important shipments for the Rakkas Bay Traders.

Telvan Knights

Headquarters: Telvan Castle in Port Telvan.

Leaders: Duke William Highcliff (human male, 6th level fighter, chaotic good), Knight Commander Lord Heath Cromwell (human male, knight commander¹, lawful good)

Allies: the Kellan Family of Gorn (see Notable Characters section)

Rivals: Captain Kale's Pirates

Members: 100 knights and paladins

Mounts: 100 horses

Boats: 2 longships

Symbol: a stylized letter 'T' on a shield

The Telvan Knights were formed during the Mystwood Wars. The evil Myre family ruled as vicious tyrants and the populace were fed up. One of the results was the formation of a new holy order started by paladins who worshipped Rogan. Over time the knighthood became the main force of good in the northwestern part of Myrr. The duke usually stays out of the knight commander's way and lets him run the knighthood.

Knights of Truth

Headquarters: Vald, the fortress/town

Leader: Lord Drake Sheppard (human male, 11th level paladin, lawful neutral)

Allies: The town of Madros and the village of Wyran

Rivals: the Alliance

Members: 100 knights and several paladins

Mounts: 120 horses

Symbol: a white eye

The least known order of human knights in Myrr are the Knights of Truth. They were very involved in the Goblin Wars and protected Wyld long before the Wyld Guard was a formidable force. Recently the order has become more and more reclusive.

Pirates

Captain Kale's Pirates

Headquarters: Echo Cavern on the edge of Vyson Bay

Leader: Captain Nathaniel Kale (human male, pirate captain¹, chaotic evil)

Allies: the Alliance

Rivals: Telvan Knights, the Wyld Guard

Members: 300 pirates¹, several spellcasters

Boats: 3 galleys, 4 longships

Symbol: three uneven white bones which form the letter 'K'

A well-organized band of pirates have terrorized the waters off western Myrr for years. Their leader is a spellcasting pirate captain named Nathaniel Kale. Captain Kale's pirates have their headquarters in Echo Cavern. This strategic hideout on the edge of Vyson Bay has never been found. There are a number of spellcasters in the band of pirates and they are always a part of the raids on other ships. Many times, spells will be used to disable ships and then the pirates will board the targeted vessel.

The Ice Pirates

Headquarters: The Isle of Norgen

Leader: Captain Elsa Skalk (human female, pirate captain¹, chaotic evil)

Allies: none

Rivals: the Barbarians, orcs

Members: 160 pirates¹

Boats: 2 galleys, 3 longships

Symbol: a white circle with a black lightning bolt

The Ice Pirates operate from a remote island in the Sea of Yarr. These renegade Barbarians are the newest band of pirates in Myrr. They will engage the Stone Eagles but they prefer to attack merchants or smaller orc vessels. Their main strategy is to ram ship and then board them. The Ice Pirates have reinforced the bow of all of their ships.

The Pirate Queens

Headquarters: The Isle of Animus next to the village of Loh

Leader: Queen Sable (human female, pirate captain¹, neutral evil)

Allies: the Quickblades

Rivals: Raven Bay Traders, Stonehelm, the Windriders

Members: 300 pirates¹

Mounts: 30 horses

Boats: 2 galleys, 2 longships

Symbol: a golden crown and crossed black bones

Much trade moves through the busy Rakkas Bay. However, the voyages are sometimes interrupted by a brash group of female pirates. A female pirate captain known as Queen Sable lead her enthusiastic women. They are very close allies of the Quickblades bandit clan. In fact, both groups control the village of Loh together. The Pirate Queens use large ballistae to fire on other ships. After disabling their target, the pirates will pull alongside and board. The group is almost entirely made up of women however there are a few male pirates.

Slavers

The Broken Circle

Headquarters: Wyld

Leader: Taggart (human male, 5th level barbarian, chaotic evil)

Allies: None

Rivals: the Red Hawks

Members: 100 slavers¹

Mounts: 50 horses

Symbol: a broken gray circle

This evil group have their headquarters in Wyld. The Broken Circle operates from the Wyldwood to Wyld and even into the Southern Territories. They have an ongoing conflict with the Red Hawks slaver gang. Recently several member of both groups were in killed in a fight in Pyre. They have stables in the Fields of Wyld.

The Death Cloud

Headquarters: Nox

Other locations: Blackcliff, Bladen, and Damos

Leader: Lexus Fayde (human female, 6th level fighter, chaotic evil)

Allies: The Alliance

Rivals: the Nox Guard and Mage Guard

Members: 150 slavers¹

Mounts: 20 horses

Boats: one longship

Symbol: a black cloud

When a citizen of Nox disappears the first thought most people have is that the Death Cloud is involved. These slavers are based in the City of Magic and are engaged in kidnapping in central Myrr. Their headquarters are hidden in the DarkNox under Now. They are on good terms with the evil Alliance and provide slaves to Bladen, Blackcliff and Damos. The Mage Guard are actively seeking to arrest the leader but haven't been able to capture her. Lexus Fayde seems to have a way of disappearing whenever the elite guards catch up to her.

The Hazzard

Headquarters: Stonehelm

Leader: Horace Sullen (human male, 5th level ranger, chaotic evil)

Allies: the Rakkas Bay Traders

Rivals: the Thieves Guild

Members: 200 slavers¹

Mounts: 40 horses

Boats: two longships

Symbol: red jaws

The Hazzard are a group of slavers who operate out of the city of Stonehelm. They provide many slaves for the Rakkas Bay Trading Company. This faction is known for its use of violence. Members of the Hazzard don't think twice about using a weapon. Sometimes slaves are simply killed to prove a point. Most slaves are kept in an area in the Understone before being sold. The slavers keep their horses in stables just outside of Stonehelm.

The Red Hawks

Headquarters: Hommel

Leader: Soren (human male, 4th level fighter, neutral evil)

Allies: the Hill King

Rivals: the Broken Circles

Members: 120 slavers

Mounts: 40 horses

Symbol: a red hawk

The Hill King allows this group operate out of his city. Because of this agreement the group provides Hommel with a number of slaves for a lower price. The Red Hawks are active in many parts of the Southern Territories. Although they aren't usually found in the eastern areas. They have an ongoing conflict with the Broken Circle slaver gang.

Skullbane

Headquarters: Svaldon

Leader: Dagmar Madcap (human female, 8th level rogue, chaotic evil)

Allies: None

Rivals: the Eagle Guard and Stone Guard

Members: 60 slavers¹

Mounts: 30 horses

Symbol: a black skull

A beautiful warrior leads these well-organized slavers. These members of the Ironbears clan operate in Sojurn and Svaldon. The Ironbears are well aware of their operations and believe the group could be a valuable ally. The Snow Eagles actively hunt down and kill any members of the evil slaver gang. The Skullbane are known to kidnap victims from taverns and inns and force them into a life of slavery.

Other Factions

The Alliance

Headquarters: Damos

Other Locations: Bladen, Black Cliff, Deus

Leader: Lord Balthazar Damos (male vampire spellcaster, lawful evil)

Members: A few devils, several anti-paladins¹, several dragons and wyverns, Captain Kale's Pirates, The Wyld Gang, 400 Dark Guard, 900 Blood Guard (hobgoblins), 500 horses

Symbol: none (internal factions have their own symbols)

The Alliance is the most powerful force of evil in all of Myrr. Vampires and devils lead pirates and thieves in an unholy pact. They are plotting to take over all of Myrr. During the Dark Times they made their first attempt. For twenty years they have continued their operations in secret and are almost ready to strike. A large hobgoblin army under the control of the Damos vampires trains daily on Gorgon Island. Some devils came through a gate

near Deus in the Dark Times. If they could bring more devils through the Hell Gate, they would surely take over the entire continent. Evil forces from Deus work on the gate daily to get more devils into Myrr.

The Dark Dwarves (mountain dwarf rebels)

Headquarters: Nox

Leader: Flint Balderk (mountain dwarf male, 12th level rogue, chaotic evil)

Allies: the Thieves Guild

Rivals: the Uldan Empire

Members: 200 mountain dwarves

Symbol: crossed red warhammers

The Dark Dwarves are a rebel group of mountain dwarves fighting against their own Uldan Empire. Most of these dwarves operate in secret in the city of Nox. Some of the Dark Dwarves are hiding in the Thordun Tunnels in the Mountains of the Sky. They have made friends with the powerful Thieves' Guild. The Shadow, the leader of the Thieves' Guild, feels the evil dwarf faction could be of use. Several Uldan Ambassadors and Embassies have been attacked across Myrr and nobody knows why. The Dark Dwarves plan to strike out even more in the midst of the confusion.

The Dark Elves

Headquarters: The continent of Ma Zaan

Leader: the Queen of Spiders

Allies: None

Rivals: the Nerathian Kingdom

Members: spies, assassins, warriors, elite warriors, priestesses

Symbol: a black spider

Dark elf spies are arriving in Myrr through a portal on Raelen Island. They have begun to spread out into the Nerathian Kingdom. A few dark elf spies

have made it to Stonehelm and have met with the city's military rulers. The evil elves are aware of Stonehelm's desire to destroy the Nerathian Kingdom and take over all of the Eastwood. The dark elves want to take advantage of this situation. Their spies are well aware they are on dangerous missions and will give their life for the cause.

The Folk (The gypsies of Myrr)

Headquarters: None

Leader: Jock (human male, 11th level fighter, chaotic neutral)

Allies: None

Rivals: None

Members: 500 Folk¹, most of who live from Lake Cydros to the far side of Lake Aramoor. Some have moved south to Lake Balthor and others travel on the many rivers on the continent.

Mounts: over 100 horses

Boats: numerous small boats, keelboats, and barges

Symbol: none

These gypsies wander across Myrr and can be found living on rivers and lakes. The Folk often live in floating communities of barges and boats near the shore. These wanderers keep to themselves and enjoy the peace and quiet of the wilderness. They have a poor reputation across Myrr and most people do not trust them. Years ago a few gypsies were caught stealing in Wyld and nasty rumours spread about the Folk. Other people simply do not understand their wandering lifestyle. The Folk don't seem interested in the politics of Myrr and don't take sides.

The Giants

Headquarters: The Thunder Halls in the Mountains of the Sky

Leader: King Farlbog (male fire giant)

Allies: None

Rivals: the Uldan Empire

Members: Several giants; Hill Giants, Stone Giants, Fire Giants. A dozen ogres, 20 dire wolves

Symbol: a red sun

King Farlbog leads the only organized group of giants in Myrr. The clan live in the Thunder Halls in the Mountains of the Sky. These halls are a series of huge stone halls far away from any other settlement. In the cluster of buildings are the King's Hall, The Gathering Hall, The Sky Hall, and the Farthest Hall. The clan is made up of hill giants, stone giants, and fire giants. The fire giants are the leaders, the stone giants are second in command and the hill giants do whatever they're told. A number of ogres and dire wolves serve the giants. During the Dark Times the Alliance hid a trove of vampire-slaying weapons with this group of giants. The giants know the Alliance owes them a favour and will play this card if necessary. Usually the giants would not choose to spend any time with the undead and their fiendish friends. The clan are afraid to head south because of a monstrous beast said to inhabit Nyvard Cavern. Fire Giants are also known as Red Giants, Stone giants are also known as Gray giants, and Hill Giants are also known as Rockheads.

Glaggoth's Orc Tribe

Headquarters: Krull

Leader: Shaggaloth (male orc king¹, chaotic evil)

Allies: None

Rivals: Orvak's tribe

Members: 1000 orcs

Mounts: 200 worgs

Boats: 3 longships

Symbol: a gray greataxe

There are two large orc tribes in Myrr. Glaggoth's tribe is the eastern orc tribe. This tribe live with their rival tribe in the orc capital of Krull. The eastern orc tribe have several wooden forts in this town. They also have a few ships but seldom leave Ozryn Bay for fear of an attack by the Ice Pirates. These orcs worship the orc deity Glaggoth.

The Goblins

Headquarters: Mojin

Leader: King Bossag (male goblin king¹, neutral evil)

Allies: None

Rivals: the Knights of the Moon, the Wyld Guard, the Hill Guard, the Wolf Guard

Members: 1600 goblins

Mounts: 100 worgs

Symbol: a red circle

The goblins live in the center of the Mountains of the Moon. An ancient stone structure called Aden Fortress is their main headquarters. The evil humanoids also live in the caves and tunnels surrounding the fortress. They have a sizeable force and would be a threat if they weren't so disorganized. However, their patrols in the Old Wood and presence in Yaz cause problems in those areas. Many of their patrols are mounted, with goblins riding worgs.

The Greens

Headquarters: none

Leader: Arkan, the demi-god of archery (see Deities of Myrr section)

Allies: None

Rivals: Stonehelm, Raven Bay Traders

Members: 300 humans, 100 wood elves, 100 halflings, some centaurs. Many rangers and druids are also part of this faction

Mounts: over 100 horses

Symbol: a green tree with the roots growing down

The Greens are the rebels of the south Eastwood attempting to protect nature from the resource hungry forces of Stonehelm. After their famous leader, the druid Pannos, was killed by several Stone Knights the war seemed lost. However, since the demi-god Arkan has taken the helm, the Greens are making some progress. They operate in small units and there are no large forces for Stonehelm to

target. The Greens attack in small groups and then blend back into the Eastwood. If any units are killed, there are many more ready to fight. They have the support of most of the folk in the south-eastern part of the forest. The Greens have a diverse force with humans, halflings, wood elves and centaurs.

The Ironbears (Barbarians)

Headquarters: Tharn

Leader: Jarl Niklas Halstrom (human male, 8th level barbarian, chaotic neutral)

Allies: none

Rivals: the Snow Eagles, the Ice Pirates

Members: Many of the younger leaders of the Barbarians and most of the Barbarian soldiers in Tharn

Symbol: a pair of gray bear paws

There are two Barbarian clans in Myrr. The Ironbears are led by the younger Barbarian leaders and they control the town of Tharn. These youthful northerners plan to use it as a base to attack the Mystwood. The Ironbears also have their eyes on Roan, Port Telvan, Dryden, Gorn, and Lyra. However, the ruling Snow Eagles clan have men in Tharn and are well aware of the aggressive plots. The young Ironbears have more supporters back in the Barbarian land of Saul.

The Lunac Clan

Headquarters: Hommel

Other locations: the village of Saran

Leader: the demi-god Lupov (see Deities of Myrr section)

Allies: The werewolves in the village of Lucen

Rivals: None

Members: about four dozen werewolves

Symbol: a yellow full moon above a brown hill

The Lunac Clan are a group of werewolves located in the town of Hommel and the village of Saran.

They came to Myrr long ago and have gained more and more power in the Southern Territories. Their leader, Lupov, has become a demi-god and few know his true identity. Most know Lupov as the Hill King, a human leader. The Saran group of lycanthropes are led by Joshua Lucan.

The Nerathian Kingdom (The high elves)

Headquarters: Celandin

Leader: King Adran Amakiir and Queen Jayleth Amakirr (see Notable Characters section)

Allies: The Inner Sons

Rivals: the dark elves

Members: 1100 Nerathian soldiers (high elf elite guards), more than 200 Nerathian Knights (high elf knights)

Mounts: 300 horses, 140 elk

Symbol: a green star on a white background

The high elves control most of the Eastwood north of Deep Vale as well as Raelen Island. For hundreds of years the elves have lived in peace. They have two armed forces, an army and a group of elvish knights. A king and queen rule the elves and are well-liked by their people. After the Amakiir Treaty the high elves kept to themselves, this might have to change with the threatening moves of Stonehelm. The elves do consider the Inner Sons brotherhood as allies.

Orvak's Orc Tribe

Headquarters: Krull

Leader: Ragnok (male orc king¹, chaotic evil)

Allies: None

Rivals: Glaggoth's tribe, ongoing civil war.

Members: 1200 orcs, several ettins

Mounts: 100 worgs

Symbol: a white goat's skull

There are two large orc tribes in Myrr. Orvak's tribe live with their rival tribe in the orc capital of Krull. This tribe have control several wooden forts in the orc capital. The tribe usually send their ettins into battle first. The tribe often use their worgs as mounts. These orcs worship the orc deity Orvak.

The Ro Gard

Headquarters: The Sun Monasteries

Leader: Ro Tal (human male, 12th level cleric, lawful good)

Allies: the Inner Sons

Rivals: the Alliance

Members: 50 clerics

Symbol: two black suns side-by-side

The Ro Gard are a group of warrior clerics. They shave their heads and have black sun tattoos around their eyes. These clerics wear hooded black robes and operate in secret. All members take a new name with the first name 'Ro'. The Ro Gard live with the Inner Son monks in the Sun Monasteries. There is some tension between these groups as the warrior clerics are much bolder. The warrior clerics are a new faction in Myrr. They have much in common with the Knights of Truth. They are lethal killers, intent on wiping the undead off the continent. A few of these clerics are now travelling all the way to western Myrr to attack the Alliance in their settlements of Bladen and Damos. The Ro Gard are currently pressuring the Inner Sons to extend their reach into western Myrr and join the clerics on their long missions. They have also sent a few clerics to Nox to begin to establish a new front against the Alliance.

The Snow Eagles (Barbarians)

Headquarters: Svaldon

Leader: Jarl Baern Ekstrom (human male, 15th level barbarian, chaotic neutral)

Allies: None

Rivals: the Ironbears, the Ice Pirates, Skullbane

Members: Most of the Barbarians in Svaldon and Sojurn

Symbol: a golden eagle on a white background

Most of the Barbarians in Myrr are part of the Snow Eagles clan. This clan is led by the elders in the Barbarian ranks. Many of the younger leaders are part of the rival Ironbears. Both groups came from the northern continent of Saul. The leader is Jarl Baern, a patient and wise man. Most of the Barbarians are part of this clan. If the Myrrians think their northern mountains are cold, they are mistaken. Saul is much colder and snow and ice are everywhere. The Snow Eagles are based in the Barbarian capital of Svaldon. Jarl Baern's clan also control the town of Sojurn. They are aware of the Ironbears movements because of Snow Eagle agents in the town.

The Uldan Empire (Dwarves)

Headquarters: Uldan

Leader: King Morgran Frostbeard (dwarf male, 15th level fighter, chaotic evil)

Allies: None

Rivals: the Dark Dwarves, the orcs, the giants

Members: 800 Uldan Guard (dwarf guards)

Mounts: 80 brown bears

Symbol: a black warhammer

The dwarves of the mountains suffered many losses in the second War of the Mountain with the orcs. Their underground capital was destroyed and hundreds of dwarves died. They have secretly rebuilt their capital of Uldan in a new location and boast a formidable fighting force. A bear cavalry are used to patrol the dungeons and caverns surrounding their new capital.

The Uprising

Headquarters: Horan

Leader: Jolayne Myss (human female, 6th level cleric, lawful good)

Allies: the Inner Sons

Rivals: the Alliance

Members: 50 commoners, a few fighters, and two Inner Sons spies

Symbol: a golden heart

The Uprising is a rebellion which has been brewing in the town of Bladen for years. Peasants have had enough of the huge gap between the poor and the wealthy. Some people also know the ruling Von Bladens are vampires and cannot stand on the sidelines any more. This group has does some acts of sabotage in Bladen and want to make even bolder moves. The leader is planning to travel to meet with the Ro Gard in the Mountains of the Sun. She is optimistic the warrior clerics will be interested in helping the rebellion. The Inner Sons already have a couple of spies observing the situation



Notable CHARACTERS

Listed Alphabetically by Region

¹See Groups/New Monsters section.

²See the Magic Items of Myrr section.

Forest of Aramoor

The Cursed Cronos

These women are a trio of witches that live in a series of caves deep in the Forest of Aramoor. They are three of the foulest creatures in all of Myrr. Many humans and elves have vanished after wandering into their territory. All three witches own magical brooms that are capable of flight.

Zarlamasham, human female, witch¹, chaotic evil
This witch only has one eye and is usually wearing a black cloak.

Gwaelynn, human female, witch¹, chaotic evil
She wears a magical amulet that can let her shapechange into a forest creature. Nobody knows what her true form is.

Damearra, human female, witch¹, neutral evil
Both of this witch's eyes are completely white. Somehow this witch can still see. Damearra usually wears a dark green dress.

Bane

Nobles

Lord Somerset Bane, human male, 36 years old, 7th level bard, neutral evil

This well-known noble is part of the Alliance. He is a very charming bard who has convinced the vampires to let him keep his human form. The Alliance have agreed in order to maintain the Bane family in good standing with other nobles in western Myrr. The Von Bladens don't want anyone to know the royal Banes are actually vampires. Lord Bane takes every advantage of his position as a

member of the royalty. The Banes are actually Von Bladens.

Black Cliff

Leaders

Sabine Damos, female vampire, lawful evil
Sabine is the ruler of Black Cliff and a member of the powerful Damos family. She is an important member of the Alliance because of her town's strategic location.

Visalkian, male vampire spawn, lawful evil
He is Sabine's consort.

Nobles

The Spencer Family

The Spencers support Sabine in public and are happy with the Alliance in general. However, they wish their family controlled Blackcliff and find the vampires disgusting. They own the Brave Boar inn.

Tate Spencer, human male, 48 years old, lawful evil. Husband of Agnes

Agnes Spencer, human female, 37 years old, lawful evil. Wife of Tate

Devin Spencer, human male, 21 years old, 3rd level fighter, lawful evil. Son

Kathryn Krape

human female, 19 years old, 4th level sorcerer, neutral evil

Kathryn is a supporter of Sabine and owns many of the businesses in Black Cliff. She has recently inherited all of her family's fortune. Kathryn also owns several mines and mills just outside of the town. The evil sorcerer is love with a soldier in Wyld.

Bladen

Leaders

The Von Bladen Family

This well-known noble family are the former rulers of western Myrr. Nobody knows the reason the Kellans lost their claim to the throne of Wyld. There is a ritual that must be performed in passing the crown on after the sovereign dies. However, to everyone's surprise a child named Laurel Von Bladen passed the test. So the Von Bladens ascended to the throne from noble status. The Kellans lost power and eventually left Wyld in disgrace. However, Laurel Von Bladen was in fact Laurel Kellan. The Von Bladens had stolen the child at birth under the noses of the Kellans! They are now a major part of the Alliance. Only the Damos family have a higher standing in this evil faction. This is ironic because the Damos family were in fact the servants of the Von Bladens when they ruled from the throne in Wyld. The servants betrayed their masters and turned them all into vampires. The Von Bladens were found out and lost the throne of Wyld. They fled with the Damos family and established their twin settlements. After many years the Von Bladens succeeded in taking the throne of Wyld back. They installed the Bane family as the new royalty. Most of the Von Bladens now live in Bladen, however a few remain in Wyld to support the Bane family. The Banes are not an actual family they are really Von Bladens as well. These vampires love titles and throw them around loosely.

Lord Gareth Von Bladen, male vampire warrior, lawful evil. Husband of Emma Von Bladen, Husband of Emma

Baroness Emma Von Bladen, female vampire spellcaster, lawful evil. Wife of Gareth Von Bladen

Lady Alyssa Von Bladen, female vampire lawful evil. Daughter of Gareth Von Bladen

Lord Brock Von Bladen, male vampire, lawful evil. Son of Gareth Von Bladen

Baron Ashton Von Bladen, male vampire, lawful evil. Son of Gareth Von Bladen

Lord Aidan Von Bladen, male vampire, lawful evil. Cousin

Lord Mattias Von Bladen, male vampire, lawful evil. Cousin

The Guardians of Bladen

These three evil paladins have small keeps near Bladen and provide extra protection for the city. Each dark knight has his own small force of Dark Guard and rides a blue dragon into battle.

Seth Karg, human male, 28 years old, anti-paladin¹, lawful evil
He rides an adult blue dragon named Kos. He wears magical gauntlets of strength and wields a powerful longsword.

Tollar Rask, human male, 26 years old, anti-paladin¹, lawful evil
He rides a young blue dragon named Yaw. He wields a magical greatsword that can behead its enemies.

Zadran Dunn, human male, 24 years old, anti-paladin¹, lawful evil
He rides a young blue dragon named Traethaw. He uses a magical shield that acts independently of its owner.

Nobles

The Baddock Family

The Baddocks are loyal to the Von Bladens. They own the Skull and the Ruby Vulture inns.

Rathal Baddock, human male, 45 years old, lawful evil. Husband of Mabbian

Mabbian Baddock, human female, 37 years old, chaotic evil. Wife of Rathal

Brooke Baddock, human female, 3rd level rogue, 21 years old, chaotic evil. Daughter
She plans to join the Thieves' Guild in Nox.

The Bane Family

This family is in fact simply a group of Von Bladens who have secretly seized the throne of

Wyld. Some live in Wyld, some in Bane, and the rest in Bladen.

Lord Calderon Bane, male vampire spellcaster, lawful evil

He founded the village of Bane many, many years ago. As the oldest surviving Bane he is the patriarch of the evil Banes. However, he had no interest in being part of the royal family in Wyld.

Rapier Bane, male vampire, lawful evil

The Grimes Family

The Grimes are strong supporters of the Von Bladens. They make Grim Manor on Shadow Hill their home

Carver Grimes, human male, 48 years old, 5th level fighter, lawful evil. Widower

Lavender Grimes, human female, 25 years old, 3rd level bard, lawful evil. Daughter

Maelen Grimes, human female, 18 years old, lawful evil. Daughter

The Moth Family

The Moth family would prefer it if the Damos family controlled Bladen. They visit Damos often and are good friends with Lord Balthazar. They live in Moth Manor and own the Iron Wolf tavern.

Sorgan Moth, human male, 51 years old, 7th level wizard, neutral evil. Husband of Gypsa

Gypsa Moth, human female, 38 years old, 4th level sorcerer, lawful evil. Wife of Sorgan

Arten Moth, human male, 25 years old, 5th level wizard, neutral evil. Son

Drusilla Moth, human female, 24 years old, 1st level sorcerer, neutral evil. Daughter

The Wallbridge Family

The Wallbridges support whoever is in power. They own the Royal Bladen Inn and the Royal Bear tavern. The Wallbridges live in Shadowden, a mansion on Shadow Hill.

Crystoph Wallbridge, human male, 53 years old, lawful evil. Husband of Wendy

Wendy Wallbridge, human female, 21 years old, lawful evil. Second wife of Crystoph

Walter Wallbridge, human male, 26 years old, 3rd level fighter, lawful evil. Son

Preston Wallbridge, human male, 25 years old, 1st level fighter, lawful evil. Son

Mandy Wallbridge, human female, 24 years old, lawful evil. Daughter

Claudius Fast

human male, 42 years old, 4th level wizard, chaotic evil

Claudius owns the Two Stallions tavern. He lives in Gythas Manor, located by the docks area. His brother, Jasper, lives in Wyld.

Savious Maug

human male, 61 years old, 6th level sorcerer, lawful evil.

Savious owns the Scarlet Swan tavern. He lives in a large suite above his tavern.

Damos

Leaders

The Damos Family

This noble family has a legendary past. They have risen from servant status to become one of the most powerful families in all of Myrr. Hundreds of years ago the Damos family were the servants of the Von Bladen royalty in Wyld. After being bitten in the village of Oren by a Narciso vampire, everything changed. The servants then turned their Von Bladen masters into vampires as well. Then they seized power and their former masters have been their lesser ever since. The Damos clan are the leaders of the Alliance. They are allied closely with the devils and it's not unusual for devils to visit their citadel in the city of Damos. The Damos family do not hide the fact they are undead creatures.

Lord Balthazar Damos, male vampire spellcaster, lawful evil. Husband of Olympia
Balthazar's eyes continuously glow red.

Olympia Damos, female vampire spellcaster, lawful evil. Wife of Lord Damos

Valeris Kyzan, human female, 42 years old, 10th level warlock, lawful evil. Mistress of Lord Damos One of the legendary Twelve. Her brother Landis lives in the village of Myrr.

Vyson Damos, male vampire, lawful evil. Son of Lord Damos. Twin of Vincent, Son

Vincent Damos, male vampire, lawful evil. Son of Lord Damos. Twin of Vyson, Son

Selena Damos, female vampire, lawful evil. Daughter

Mikael Damos, male vampire, lawful evil. Son

Sasha Damos, female vampire, lawful evil. Daughter

Deep Vale

Leaders

The Inner Sons

These monks are stationed in Deep Vale. Other members of their brotherhood often visit from their monasteries in the Mountains of the Sun.

Brother Josun, human male, 27 years old, 10th level monk, lawful good

Brother Bodin, human male, 27 years old, 10th level monk, lawful good

Brother Yodun, human male, 26 years old, 10th level monk, lawful good

Clerics

Cleric of Rogan **Eckhart Messam**, human male, 58 years old, 10th level cleric, lawful good.

Cleric of Balthor **Seena**, human female, 24 years old, 4th level cleric, neutral

Deus

Leaders

The Council of Nine

The Council of Nine rule the town of Deus. The tieflings arrived from Ma Zaan a few years ago.

Damakai, tiefling male, 46 years old, 12th level warlock, lawful evil. Head of the council

Ekamos, tiefling male, 41 years old, 10th level fighter, lawful evil

Rallista, tiefling female, 37 years old, 10th level fighter, lawful evil

Phakis, tiefling female, 26 years old, anti-paladin¹, lawful evil

Amnon, Knight Commander of the Hell Knights, human male, 31 years old, knight commander¹, lawful evil

Gallos Revere, human male, 29 years old, 7th level sorcerer, neutral evil

Nao Haidan, human female, 25 years old, 6th level fighter, lawful evil

Malia Morphane, human female, 23 years old, anti-paladin¹, lawful evil

Kaisak, human male, 56 years old, 9th level wizard, lawful evil

Gorn

Leaders

The Kellan family

The Kellans have a storied past. For many years their family ruled from the throne in Wyld. Then a young girl from another noble family completed the ritual and stole the throne from under them. They have no idea that the Von Bladens had actually stolen the young girl, Laurel, from them. The Kellans have moved on and have little interest in what happens away from the Mystwood. After the Mystwood Wars their family took over from the cruel Myre family. For the last number of years the

family has led the village of Gorn. The Kellans are loved by people all the way from Port Telvan to Gorn. They are known to have the highest integrity.

Duke Marcus Kellan, human male, 55 years old, 4th level fighter, lawful good, Ruler of Gorn Marcus is a kind, gentle ruler. His family are the antithesis of the brutal Myre family.

Lady Kiera Kellan, human female, 21 years old, 3rd level ranger, lawful good. Daughter She has little time for the life of a noble and enjoys the wilderness. Kiera is a talented ranger and hunter. Her good friend Deanna Hopkins lives in Saran. She can't stand her noble title of 'Lady'.

Hael

Leaders

Han Silverbeard

human male, 47 years old, 12th level fighter, chaotic good. Leader of the Fighters Guild He wears enchanted chain mail and wields a magical greatsword.

Krista Two-Blades

human female, 24 years old, 9th level fighter, chaotic neutral
Krista is very charming and seductive and will use these skills to her advance her position. She uses two magical shortswords.

Desmond Hawkeye

human male, 25 years old, 5th level ranger, chaotic good
Desmond is one of the finest archers in all of Myrr. He uses magical bracelets that help his archery skills.

Clerics

Cleric of Loh **Wilfred Lubb**, human male, 45 years old, 4th level cleric, chaotic neutral

Cleric of Fortus **Ketchal**, human male, 23 years old, 3rd level cleric, lawful good

Hills of Zoth

Brother Golman

human male, 29 years old, 12th level monk, lawful neutral
Zoth Brotherhood leader. He wields a magical quarterstaff.

Sorel

human male, 54 years old, 11th level monk, lawful evil

Thatcher

human male, 31 years old, bandit lord¹, chaotic evil
The Rock Ghosts bandit clan leader

Hommel

Leaders

The Lunac Family

This werewolf clan are originally from the western continent of Zogg.

King of the Hill, **Lupov** the demi god, male werewolf, werewolf lord¹/15th level fighter, lawful evil (see Deities of Myrr section)
He wields a magical longword which takes energy from its opponents.

Luvendia Lunac, female werewolf, lawful evil

Vorkoran Lunac, male werewolf, lawful evil

Rowan Buckman

male werewolf. Head of the Wolf Guard

Mason Rollins

male werewolf. Head of the Hill Guard

The Lain Family

The Lain family are supporters of the Hill King. However, they have no idea the Lucan family are werewolves.

Veldal Lain, human male, 36 years old, 3rd level fighter, neutral. Husband of Melda

Melda Lain, human female, 33 years old, neutral good. Wife of Reed

Celestine Lain, human female, 19 years old, neutral. Daughter

Celestina Lain, human female, 19 years old, neutral. Daughter

The Featherstone Family

The Featherstone family own many of the mines in the Hills of Zoth.

Teresa Featherstone, human female, 2nd level rogue, 41 years old, neutral evil. Wife of Warner

Warner Featherstone, human male, 36 years old, neutral evil. Husband of Teresa

Travan Featherstone, human male, 69 years old, chaotic evil. Grandfather

Wott Featherstone, human male, 3rd level fighter, 22 years old, chaotic evil. Son

Harman Featherstone, human male, 1st level fighter, 18 years old, chaotic evil. Son

Clerics

Cleric of Balthor, **Faller Gadd**, human male, 27 years old, 6th level cleric, neutral

Cleric of Amara, **Pernam**, human female, 25 years old, 4th level cleric, neutral good

Jade

Nobles

The Vagner Family

Larissa Vagner, human female, 6th level sorcerer, 38 years old, neutral evil

Larissa is now the leader of the Vagner family. The noble is responsible for the military seizing control

of Stonehelm. Larissa helped lay a trap which killed her husband, King Rolland Vagner. The noble is keeping her stepdaughter in the dark about almost everything.

Princess Cynthia Vagner, human female, 5th level fighter, 24 years old, lawful good. Daughter Cynthia is a very beautiful, but dim-witted noble. She is also a very naive and overly trusting individual. Cynthia isn't the brightest princess but her heart is in the right place.

Clerics

Cleric of Vaux **Muldath**, human male, 24 years old, 6th level cleric, neutral evil

Madros

Leaders

Arch Mage Faymus Rattle, human male, 18th level wizard, chaotic neutral

He is not a fan of the Wizard Council in Nox.

Faymus plans to start his own college for mages.

Nobles

The Hancock Family

The Hancocks are not pleased with the arch mage's leadership. They are plotting to kill the powerful wizard and take over the town.

Gladman Hancock, human male, 54 years old, 4th level fighter, lawful evil. Husband of Hester

Hester Hancock, human female, 40 years old, 4th level warlock, lawful evil. Wife of Gladman

Gabran Hancock, human male, 25 years old, 6th level fighter, chaotic evil. Son

Brandar Hancock, human male, 24 years old, 1st level fighter, chaotic evil. Son

Helena Hancock, human female, 23 years old, 1st level wizard, neutral evil. Daughter

The Watts Family

The Watts family are strong supporters of the arch mage.

Lorelle Watts, human female, 36 years old, 4th level paladin, lawful good. Wife of Arten

Arten Watts, human male, 36 years old, lawful good. Husband of Lorelle

Siella Watts, human female, 19 years old, 2nd level paladin, lawful good. Daughter
She plans to travel to Port Telvan and join the Telvan Knights. The young noble has already met Duke Highcliff and the leader of Port Telvan is eager to make her his fourth wife.

Kelvin Watts, human male, 18 years old. 1st level fighter, lawful good. Son

Mountains of the Sun

Inner Sons Leaders

Brother Egon, human male, 18th level monk, lawful good

This monk leads the Inner Sons brotherhood. He wants to grow the size of the Inner Sons and build monasteries across Myrr. Brother Egon also plans to send an emissary to all the knighthoods in the West and see if any allies would join the brotherhood in their fight against darkness. He wields a magical Quarterstaff of Light².

Inner Sons Brotherhood

Brother Hammond, human male, 42 years old, 16th level monk, lawful good

He feels that Brother Egon is too ambitious and the brotherhood is in danger of overextending itself. He wields a Quarterstaff of Light².

Other Inner Sons

Brother Tardun, human male, 32 years old, 16th level monk, lawful good

Brother Deran, human male, 30 years old, 15th level monk, lawful good

Brother Harden, human male, 28 years old, 12th level monk, lawful good

Brother Bolton, human male, 27 years old, 11th level monk, lawful good

Brother Handel, human male, 26 years old, 10th level monk, lawful good

Brother Holden, human male, 25 years old, 10th level monk, lawful good

The Ro Gard

All of these holy warriors wield magical maces.

Ro Tal, human male, 31 years old, 12 level cleric, lawful good

Ro Fas, human female, 29 years old, 11th level cleric, lawful good

Ro Han, human male, 25 years old, 8th level cleric, lawful good

Ro Gal, human male, 24 years old, 6th level cleric, lawful good

Ro Ban, human female, 21 years old, 4th level cleric, lawful good.

She is ready to prove herself. She is not impressed with the complete lack of female monks in the Inner Sons.

Ro Vas, human male, 21 years old, 4th level cleric, lawful good

Myrr (Village)

Landis Kyzan, human male, 42 years old, 12th level wizard (necromancer), neutral evil

One of the legendary Twelve. His sister Valeris lives in Damos.

Fragok, half-orc male, 49 years old, 7th level warlock, neutral evil

Stumpy, gnome male, 281 years old, 6th level wizard (necromancer), lawful evil

Mothgak, half-orc male, 21 years old, 5th level wizard (necromancer), lawful evil

Nerathian Kingdom

Leaders

The Amakiir Family

The Amakiir have ruled the Nerathian Kingdom for over three hundred years.

King Adran Amakiir, high elf male, 411 years old, 15th level druid, chaotic good. Husband of Kayleth
He wears Mithral chain mail armor.

Queen Jayleth Amakiir, high elf female, 288 years old, 14th level ranger, chaotic good. Wife of Adran
Wears Mithral chain mail armor.

Princess Thia Amakiir, Leader of the Nerathian Knights, high elf female, 135 years old, knight commander¹, lawful good. Daughter
Wears Mithral chain mail armor.

Princess Lorelei Amakiir, Ruler of Loren, high elf female, 126 years old, 7th level ranger, chaotic good. Daughter
Wears Mithral chain mail armor. She has become very concerned about the dark elf spies that have infiltrated the kingdom. Lorelei has secretly enlisted the Whisperers to hunt down any dark elf spies.

The Galakiir Family

The Galakiir family are supporters of the king and queen.

Madrastian Galakiir, high elf male, 376 years old, 8th level fighter, chaotic good, Husband of Valanaira

Valanaira Galakiir, high elf female, 345 years old, 10th level wizard, chaotic good. Wife of Madrastian

The Amacient Family

The Amacients are loyal to the king and queen.

Felenia Amacient, high elf female, 273 years old, 11th level druid, chaotic good. Wife of Harivol

Harivol Amacient, high elf male, 234 years old, 8th level sorcerer, chaotic good. Husband of Felenia

Theshanna Amacient, high elf female, 102 years old, 4th level bard, chaotic good. Daughter

Jelenna Amacient, high elf female, 100 years old, 2nd level fighter, chaotic neutral. Cousin

The Holastian Family

The Holastian family have no concerns with day to day events.

Geren Holastian, high elf male, 307 years old, 4th level fighter, chaotic neutral. Husband of Althynn

Althynn Holastian, high elf female, 300 years old, 1st level druid, neutral. Wife of Geren

Quardan Holastian, high elf male, 120 years old, 2nd level ranger, chaotic neutral. Son

Mindalis Holastian, high elf male, 108 years old, 2nd level fighter, neutral. Son

The Siandos Family

They are jealous of the Amakiir family and would love to rule in their place.

Sanaphia Siandos, high elf female, 212 years old, 7th level cleric, chaotic neutral. Wife of Riaron

Riaron Siandos, high elf male, 211 years old, 4th level fighter, chaotic neutral. Husband of Sanaphia

Saria Siandos, high elf female, 103 years old, 1st level fighter, chaotic neutral. Daughter

Tharia Siandos, high elf female, 103 years old, 1st level fighter, neutral evil. Daughter

Arannis Thorian

high elf female, 163 years old, 7th level rogue, neutral evil

She is a dark elf spy and was recruited by the demi-god Naivo.

Kiara Lesterai

high elf female, 146 years old, 6th level bard, chaotic good

Shia Amastion

wood elf female, 187 years old, 5th level ranger, chaotic good

Quaren Galacia

wood elf male, 212 years old, 7th level druid, chaotic neutral
He doesn't like high elves and is part of a rebel group of wood elves.

The Whisperers

A handful of elite rangers that work with the Nerathian Knights. All the rangers wear magical elven cloaks, wield magical longswords and use special quivers.

Sirius Moonlight, high elf male, 222 years old, 9th level ranger, chaotic good

Althaea Naicient, high elf female, 215 years old, 8th level ranger, chaotic good

Aelar Liados, high elf male, 167 years old, 8th level ranger, chaotic good

Quillath Siannos, high elf female, 138 years old, 7th level ranger, chaotic neutral

Laucian Siannos, high elf male, 111 years old, 7th level ranger, lawful good

Clerics

Cleric of Enariel **Theira Holimia**, high elf female, 123 years old, 8th level cleric, chaotic good

Cleric of Enariel **Menna Galadion**, high elf female, 111 years old, 6th level cleric, chaotic neutral

Cleric of Galinai **Laurivol Galadion**, high elf male, 201 years old, 4th level cleric, chaotic good

Nox

Leaders

The Wizard Council

All the members of the Wizard Council own magical flying carpets. They usually use these to travel to the Citadel of Aramoor on the far side of Lake Aramoor.

Arch Mage Agnon Bael, human male, 85 years old, 20th level wizard, neutral, head of the Wizard Council.

His familiar is a gray owl. He is much more interested in what happens at the Citadel of Aramoor than what happens in Nox. Wears the Cloak of the Arch Mage² and wields a Staff of Aramoor².

Cyril Sane, human male, 76 years old, 19th level wizard, lawful good

Cyril is easy to spot as he wears a very tall wizard hat. His familiar is a raven. He is concerned about the direction the Wizard Council has taken. He wears a Robe of Aramoor².

Vysa Lak, human female, 73 years old, 18th level wizard, chaotic neutral
She wields a magical cloak of invisibility.

Nevas Tyron, human male, 71 years old, 18th level wizard, neutral
He wears protective robes which also increase his powers.

Gya Lore, human female, 64 years old, 18th level wizard, lawful good
She uses a magical fire staff.

Syra Faez, human female, 63 years old, 18th level wizard, chaotic neutral
She has a wand which sends out fireballs.

Ecto Webb, human male, 60 years old, 18th level wizard, neutral evil
He has hidden his true agenda from the rest of the council. Ecto plans to assassinate the Arch Mage and take over the council. He is an ally of the Thieves' Guild. His familiar is a black cat and he wields a magical frost staff.

Uldan Ambassador

Rarrack Goldhammer, dwarf male, 4th level fighter, lawful good
He has a contingent of fifty Uldan Guard with him at the embassy.

Nerathian Ambassador

Valaneth Naidel, high elf female, 6th level ranger, chaotic neutral

She has a unit of three dozen Nerathian soldiers with her at the embassy.

The Seven Swords

A famous group of adventurers led by a noble paladin.

Godric Grayfield, human male, 27 years old, 6th level paladin, lawful good, leader of the Seven Swords

Godric is quite arrogant and not very popular with the people of Nox. He wields a magical greatsword and wears shining golden plate armor. His father was the legendary paladin Eric Grayfield who fought against the goblins many years ago. Godric lives with his adventuring party in Gray Castle in Nox.

Brenna, human female, 24 years old, 5th level cleric, lawful good

Narbadoth, wood elf male, 127 years old, 4th level monk, lawful good

Dunne, dwarf, 156 years old, 4th level fighter, lawful good

Topper, halfling male, 47 years old, 4th level bard, chaotic good

Jelessa, high elf female, 123 years old, 5th level fighter, chaotic good

Kairen, high elf male, 114 years old, 4th level wizard, lawful good

The Thieves' Guild

Guild Leader **The Shadow**, demi-god, lawful evil (see Deities of Myrr section)

Bartholomew, human male, 27 years old, 8th level rogue, lawful evil
He wields a poisonous dagger.

Mialanabalana, half-elf female, 45 years old, 7th level rogue, lawful evil

Jost Mobar, human male, 27 years old, 8th level fighter, lawful evil

Visrok, half-orc male, 18 years old, 6th level rogue, lawful evil

Tagog, half-orc male, 18 years old, 6th level rogue, chaotic evil

The Eclipse

Malakar Black, human male, 30 years old, 13th level monk, lawful evil

No one would guess he is actually the leader of the evil order of monks. He wears a magical black cloak that can let him breathe underwater and swim as fast as a dolphin.

Zoran Black, human male, 28 years old, 12th level monk, lawful evil

He wears a ring of invisibility and he wields a magical quarterstaff. Zoran has a manor in the city but usually lives in the UnderNox.

Rawdun Black, human male, 26 years old, 8th level monk, lawful evil

Smailing Black, human male, 25 years old, 8th level monk, lawful evil

Gothliss Black, human male, 22 years old, 8th level monk, lawful evil

Sazda Black, human female, 25 years old, 7th level monk, lawful evil

Jannus Black, human female, 21 years old, 6th level monk, lawful evil

The Draco Rak

A gang of dragonborn fighters and rogues.

Hogar, dragonborn male, 32 years old, 8th level fighter, chaotic evil

Ardinn, dragonborn male, 25 years old, 5th level fighter, chaotic evil

Tarnarr, dragonborn male, 23 years old, 6th level rogue, chaotic evil

Ghamash, dragonborn male, 19 years old, 4th level rogue, chaotic evil

Marhun, dragonborn male, 18 years old, 1st level rogue, chaotic evil

Nobles

The Chantry Family

The Chantrys are one of the wealthiest families in Nox. They own the Green Archer tavern and the Nervous Dwarf inn.

Warrick Chantry, human male, 61 years old, 9th level wizard, chaotic neutral. Widower

Ella Chantry, human female, 24 years old, paladin, 5th level paladin, lawful good. Daughter

The Rathbone Family

The Rathbones are part of the evil Alliance. Lord Rathbone often visits the Von Bladen family in Bladen. The family lives in Castle Rathbone in the city of Nox. The Rathbones are well known to host an annual jousting tournament in their large courtyard. They also own the rowdy Eager Princess tavern.

Lord Clyde Rathbone, human male, 37 years old, anti-paladin¹, lawful evil

Lord Rathbone is thought to be the most handsome man in all of Nox. He wears plate mail armor and wields a magical longsword.

Roxanne Rathbone, human female, 35 years old, lawful evil. Wife of Lord Rathbone

Lance Rathbone, human male, 21 years old, anti-paladin¹, lawful evil. Son

Damon Rathbone, human male, 20 years old, 4th level fighter, neutral evil. Son

Ariel Rathbone, human female, 19 years old, 3rd level fighter, chaotic neutral. Daughter

The Goodwin Family

The Goodwins own the Whistling Maiden inn.

Arthur Goodwin, human male, 45 years old, 7th level wizard, chaotic good. Husband of Miranda

Miranda Goodwin, human female, 42 years old, chaotic good. Wife of Arthur

Opha Goodwin, human female, 68 years old, 4th level sorcerer, lawful good, Grandmother

Chelsea Goodwin, human female, 28 years old, 1st level wizard, chaotic good. Daughter

The Underhill Family

The Underhills are a wealthy halfling family who reside in Nox. They own the Drunken Boar tavern.

Marret Underhill, halfling male, 128 years old, 1st level fighter, neutral good. Husband of Nora

Nora Underhill, halfling female, 110 years old, 1st level fighter, chaotic good. Wife of Marret

Carrie Underhill, halfling female, 27 years old, 6th level rogue, chaotic good. Carrie joined the Thieves' Guild but became disillusioned with their evil ways. She is good friends with Haley Jacks but has no idea about her friend's secret life. Daughter

Tani Underhill, halfling female, 25 years old, 3rd level bard, neutral good. Daughter

Brym Underhill, halfling female, 22 years old, 1st level sorcerer, lawful good. Daughter

The Elmore Family

The Elmores own the Lucky Bear tavern.

Lawrence Elmore, human male, 41 years old, 4th level wizard, lawful good. Husband of Alessandra He is well-known for his beautiful paintings.

Alessandra Elmore, human female, 31 years old, 1st level bard, lawful good. Wife of Lawrence

Nicole Elmore, human female, 18 years old, 4th level rogue, chaotic neutral. Daughter

Nicole and Badarai Naimion are in love but their families don't get along.

The Naimion Family

The Naimions are the only noble family of elves in Nox. They own the Seven Arrows inn.

Quillastra Naimion, high elf female, 287 years old, 4th level wizard, chaotic neutral. Wife of Harrian

Harrian Naimion, High elf male, 275 years old, 1st level fighter, neutral. Husband of Quillastra

Adris Naimion, high elf male, 134 years old, 4th level bard, chaotic neutral. Son

Badarai Naimion, high elf male, 130 years old, 3rd level ranger, chaotic neutral. Son of Badarai and Nicole Elmore are in love but their families don't get along.

Ennastra Naimion, high elf female, 127 year old, 1st level fighter, chaotic neutral. Daughter

Clerics

Cleric of Amara **Wobban Frall**, human male, 33 years old, 6th level cleric, chaotic neutral
He performs most of the unions (weddings) in Nox.

Cleric of Rand **Hugo Henning**, human male, 53 years old, 4th level cleric, chaotic neutral

Cleric of Rogan **Glar Morsley**, human male, 39 years old, 8th level cleric, lawful good
He uses a Staff of Healing.

Cleric of Balthor **Kali Reeves**, human female, 66 years old, 6th level cleric, neutral

Cleric of Vaux **Holgarth**, human male, 28 years old, 7th level cleric, neutral evil
He is a spy for Lord Toldath of Stonehelm.

Cleric of Rand **Mogallan**, human male, 32 years old, 4th level cleric, chaotic neutral.

Others

Pandora Wildheart

human female, 27 years old, 8th level sorcerer, chaotic neutral
She is part of the True Believers faction.

Ramdalan

human male (donkey), 25 years old, 5th level sorcerer, chaotic good
He has been turned into a donkey. Ramdalan is slowly regaining his sorcerer powers.

Sophie Skye

human female, 19 years old, 4th level wizard, neutral evil

This raven-haired, ambitious spellcaster will stop at nothing to gain power.

Haley Jacks

human female, 24 years old, 8th level rogue, chaotic neutral

A young rogue that used to be a member of the Thieves' Guild. Their evil ways led to her leaving the guild. She is now 'Jacks' a famous thief who is robbing the wealthy all over Myrr. She leaves a Jack playing card and gives most of her sizeable wealth to the poor. She is good friends with Carrie Underhill, who also left the guild.

Florian Starlock

human male, 36 years old, 11th level wizard, neutral.

He is the best known alchemist in the city.

Dark Dwarves Faction

Flint Balderk, dwarf male, 173 years old, 10th level fighter, lawful evil. Balderk clan.

Fargrim Ungard, dwarf male, 167 years old, 8th level barbarian, lawful evil. Ungard clan

Bardryn Ungard, dwarf male, 164 years old, 7th level rogue, lawful evil. Ungard clan

Port Telvan

Leaders

Duke William Highcliff

human male, 35 years old, 5th level fighter, chaotic good, ruler of Port Telvan

The Duke is basically a good man and enjoys all that life has to offer. However, he has caused controversy by taking three wives. One of his wives doesn't live in Port Telvan.

Lord Heath Cromwell

Knight Commander of the Telvan Knights, human male, 28 years old, knight commander¹, lawful good

Heath is not the biggest supporter of the Duke and was not impressed when his leader took a trio of wives. An ardent follower of Rogan, he upholds a code of honor. His paladins and knights follow him without hesitation. Heath wields a magical longsword and wears plate mail. His mount wears magical horseshoes that increase its speed.

Nobles

Wives of Duke Highcliff

Constance Vespa, human female, 20 years old, 4th level rogue, neutral evil. Wife of Duke Highcliff. Friend of Nail Cullen

Constance is trouble, there's no way around it. The duke has no idea what she's up to. She has recently gotten involved with the leader of the Vultures, a gang of bounty hunters. This young woman will do anything for fame and fortune.

Krista Ordon, human female, 19 years old, 3rd level fighter, chaotic neutral. Wife of Duke Highcliff

She believes she is a good person but has little interest in anyone else. Krista is vain, shallow, and arrogant. People wonder why the Duke has such poor taste.

Christina Fleming, human female, 18 years old, 4th level bard, chaotic neutral. Wife of Duke Highcliff. She spends most of her time in the village of Fleming in the Wyldwood. Her family actually settled the town about two hundred years ago. Christina is part of a group of dancers called the Tree Spirits. They often dance in Wyld and are well known in the north-western part of Myrr. She loves her dancing but does make sure to return to Port Telvan often.

The Gosford Family

This family own the Seven Sails and Minotaur taverns. They support Duke Highcliff.

Reinhold Gosford, human male, 48 years old, 3rd level fighter, lawful good. Husband of Grace

Grace Gosford, human female, 41 years old, lawful good. Wife of Reinhold

Channing Gosford, human male, 24 years old, 4th level paladin, lawful good. Son

Rickard Gosford, human male, 22 years old, 4th level ranger, lawful good. Son

Aileen Gosford, human female, 22 years old, 3rd level bard, lawful good. Daughter

Bo Gosford, Human female, 20 years old, 1st level druid, chaotic good. Daughter

The Huffman Family

The Huffmans are not interested in politics. They own the Seven Sails tavern.

Farlan Huffman, human male, 38 years old, chaotic good. Husband of Gillian Huffman

Gillian Huffman, human female, 38 years old, chaotic good. Wife of Farlan

Hannah Huffman, human female, 23 years old, 1st level bard, chaotic good. Daughter

She is an exceptional painter and has begun to sell paintings in Wyld.

Hillary Huffman, human female, 21 years old, 1st level sorcerer, chaotic neutral. Cousin

The Layton Family

The Laytons are strong supporters of the duke. They own the Wandering Whale inn.

Olivia Layton, human female, 49 years old, lawful good. Mother

Laurel Layton, human female, 20 years old, 1st level cleric, lawful good. Daughter

The Ordon Family

The Ordons own the Green Troll inn. They are not fans of the duke.

Mae Ordon, human female, 35 years old, 4th level sorcerer, neutral evil. Widow

Alana Ordon, human female, 19 years old, 2nd level rogue, chaotic evil. Daughter

Tysan Ordon, human male, 58 years old, 4th level warlock, chaotic evil. Grandfather

Liberty Ordon, human female, 19 years old, 1st level sorcerer, chaotic evil. Cousin

Clerics

Cleric of Jandar **Kipplehoff Kope**, halfling male, 111 years old, 4th level cleric, chaotic good

Cleric of Rogan **Henley Dodd**, human male, 25 years old, 6th level cleric, lawful good

Others

Head of the Vultures bounty hunter gang **Nail Cullen**, human male, 26 years old, 4th level rogue, neutral evil

He is a nasty piece of business and will do anything he can get away with. His gang are based in the poor halfling district in Port Telvan. Nail is having an affair with one of the Duke's wives, Constance Vespa.

Rocken

Leaders

The Council of Elders

The council of elders rules the town. There are many arguments as the group has very different ideas about the best way to lead.

Bram Lamb, human male, 37 years old, 7th level barbarian, lawful evil. Head Councillor and leader of the Three Suns Trading Guild

Mena Ville, human female, 50 years old, 3rd level fighter, neutral. Councillor

Horvald Duggan, human male, 43 years old, 4th level warlock, neutral evil. Councillor

Marley Maran, human female, 52 years old, 3rd level bard, neutral. Councillor

Traena Low-hill, halfling female, 63 years old, 3rd level fighter, lawful evil. Councillor

Gander Lakebottle, halfling male, 93 years old, 6th level wizard, lawful evil. Councillor

Kravok Danrunn, hill dwarf male, 175 years old, 5th level barbarian, lawful neutral. Councillor

Nobles

The Grayhill Family

These evil nobles own many stores as well as the Lake Monster inn. The Grayhills are friends with councillors Lamb and Duggan.

Welby Grayhill, human male, 45 years old, 3rd level fighter, neutral evil, Widower

Ronlin Grayhill, human male, 21 years old, 4th level rogue, chaotic evil, Son

The Owen Family

This family are surrounded by evil but find their way in the chaotic town. The Owens own the busy Talons inn.

Derry Owen, human female, 36 years old, lawful good. Wife of Garb

Garb Owen, human male, 52 years old, neutral good. Husband of Derry

Nydal Owen, human male, 23 years old, 2nd level fighter, neutral. Son

Helena Owen, human female, 22 years old, 3rd level cleric, lawful good. Daughter

Saran

Leaders

The Lunac Family

The Lunacs were the first werewolves to come to Myrr. The family owns the New Moon tavern. In fact they have a hidden lair under the tavern. Their other lair is in the nearby Bottomless Cavern. The locals believe the werewolves live in the far western part of the Wyldwood. People don't realize the Lunac clan are actually the handsome young men who rule Saran. The werewolves are infamous for

having defeated a powerful adventuring party in the Wyldwood. The battle was brief, with the werewolves destroying the overconfident explorers. All eight strangers were ripped apart by the dangerous werewolves. The werewolves kidnap young people to use in sacrificial ceremonies to honor their demi-god Lupov.

Joshua Lunac, werewolf lord¹, lawful evil

Dylan Lunac, werewolf male, lawful evil. Son

Clay Lunac, werewolf male, lawful evil. Cousin

Loup Lunac, werewolf male, lawful evil. Cousin

Others

Deanna Hopkins, human female, 19 years old, 3rd level sorcerer, chaotic good

Deanna is still getting used to the magic that began to stream through her body at a young age. The young sorcerer is in grave danger. The werewolf clan plan to sacrifice her to their demi-god Lupov. The leader plans to take Deanna and a few of his men (werewolves) to the city of Hommel for the ceremony. Her bluebird familiar, Boo, is always with her. She works and lives in the Yellow Rose.

Stonehelm

Leaders

Lord Toldar

Ruler of Stonehelm, human male, 51 years old, anti-paladin¹, neutral evil

He wields a magical longsword and wears a magical cloak over his plate mail armor. His cloak offers him protection from many spells.

Lord Dermott Chilcoat

human male, 25 years old, anti-paladin¹, lawful evil
He is in love with Princess Cynthia Vagner.

Knight Commander Jarrock Swordtongue

Knight Commander of the Stone Knights, human male, 34 years old, knight commander¹, lawful evil
Jarrock is a brutal individual who wants to crush any opposition by force. He wields a magical longsword and wears plate armor.

Nobles

The Saltwell Family

This family are the owners of the Rakkas Bay Trading Company. They also own the Iron Tankard in Stonehelm. They live in Eastwood Manor near the Rock.

Myron Saltwell, human male, 41 years old, 9th level fighter, neutral evil. Husband of Daneca

Daneca Saltwell, human female, 36 years old, 4th level sorcerer, neutral evil. Wife of Myron

Ty Saltwell, human male, 21 years old, 7th level bard, neutral evil. Son

Coral Saltwell, human female, 21 years old, 1st level fighter, neutral evil. Daughter

The Hinkson Family

The Hinksons are the only good nobles in all of Stonehelm. They are surrounded by evil families. However, the upcoming marriage of their son has got much of the noble class very excited. They make their home in Arbon Manor.

Ruben Hinkson, human male, 36 years old, 6th level fighter, lawful good. Husband of Sybil

Sybil Hinkson, human female, 23 years old, lawful good. Wife of Ruben

Yannis Hinkson, human female, 62 years old, 8th level sorcerer, lawful good, Grandmother

Gardy Hinkson, human male, 22 years old, 4th level ranger, lawful good. Cousin
He is very excited about his upcoming marriage to Nika Barlowe.

The Barlowe Family

The Barlowes own the Clumsy Queen inn. They live in Barlowe Manor near the east gate.

Milton Barlowe, human male, 54 years old, lawful evil. Wife of Iris

Iris Barlowe, human female, 32 years old, lawful evil. Husband of Milton

Jacqueline Barlowe, human female, 19 years old, 2nd level fighter, lawful good. Daughter
She is quite mature and responsible for her age.

Nika Barlowe, human female, 19 years old, 2nd level rogue, chaotic neutral. Daughter
She is very excited about her upcoming marriage to Gardy Hinkson. Nika is a free spirit and gets into a lot of trouble.

Tristan Barlowe, human male, 18 years old, neutral evil. Son

The Armfield Family

The Armfields are worshippers of Vaux, except for their daughter. They help fund the Hazzard slavers and own the Ruthless Hawk tavern. In fact most of the wealth of the Armfields comes from slavery operations. The Armfields make their home near the Rock.

Paulina Armfield, human female, 38 years old, 4th level cleric, neutral evil. Wife of Godman

Godman Armfield, human male, 37 years old, 3rd level cleric, neutral evil. Husband of Paulina

Rikard Armfield, human male, 22 years old, 1st level cleric, neutral evil. Son

Rikard is eager to become a cleric of Vaux.

Raven Armfield, human female, 18 years old, 3rd level rogue, chaotic neutral. Daughter
She is a very independent young woman who wants to leave Stonehelm and explore the world. Her parents want her to become a worshipper of Vaux. Raven owns a ring that can enable her to be invisible.

The Thornbarrel Family

The Thornbarrels are the richest halflings in Stonehelm. They own the Stone Castle and Grim Fool inns. They live in Hammerhorn Manor near the Rock.

Wellan Thornbarrel, halfling male, 83 years old, 4th level bard, neutral evil. Husband of Bridda

Bridda Thornbarrel, halfling female, 62 years old, neutral evil. Wife of Wellan

Rander Thornbarrel, halfling male, 41 years old, 4th level fighter, chaotic evil. Son

Fellby Thornbarrel, halfling male, 25 years old, 2nd level rogue, chaotic evil. Cousin

Clerics

Cleric of Vaux **Zuthdar Roth**, human male, 46 years old, 10th level cleric, neutral evil

Cleric of Vaux **Kaitor**, human male, 12th level cleric, lawful evil (performs unions)

Cleric of Vaux **Altor**, human male, 27 years old, 9th level cleric, lawful evil

Cleric of Vaux **Vellar Toll**, human male, 24 years old, 7th level cleric, neutral evil

Cleric of Vaux **Mersak**, human male, 23 years old, 6th level cleric, neutral evil

Cleric of Amara **Ademma**, human female, 36 years old, 6th level cleric, neutral good

She performs some of the unions (weddings) in Stonehelm. (They are secret ceremonies)

Thieves' Guild

The Shadow, demi-god (see Deities section). He is the leader of the Thieves' Guild
He owns a cloak that renders him invisible.

Damon Cross, human male, 31 years old, 12th level rogue, lawful evil

He wields a poisonous magical dagger and wears magical studded leather armor. Damon runs the guild when the Shadow is away.

Garrett Underbottle, halfling male, 73 years old, 10th level rogue, lawful evil

Mott, dragonborn male, 23 years old, 10th level fighter, chaotic evil

Svaldon

Leaders

The Baern Family

Jarl Baern Ekstrom (Jarl Baearn), King of the Barbarians, human male, 52 years old, 15th level barbarian, chaotic neutral

He wears no armor and wields a magical greataxe. He also has the magical Horn of Saul². The jarl is a patient and wise man. He is the head of the Snow Eagles clan and has no interest in taking more territory and warring with his neighbours. The Jarl is very content.

The Eriksson Family

They live in Eriksson Manor in the south of the City. Their home has an amazing view of the Sea of Tharn. They are part of the Ironbears clan.

Kav Eriksson, human male, 58 years old, neutral. Husband of Eastar

Eastar Eriksson, human female, 37 years old, 4th level cleric, neutral evil. Wife of Kav

Gayle Eriksson, human female, 24 years old, 6th level barbarian, chaotic good. Daughter
She is a wild young woman, however she does respect her elders and tradition. She is not a fan of the Ironbears and sides with the older Snow Eagles Clan. She is a talented writer and wants to visit more of Myrr. Gayle is a good friend of Velda Forsberg and a talented scribe.

Nobles

Alstrom Family

The Alstroms are strong supporters of Jarl Baern and are part of the Snow Eagles faction. They own the Two Bears tavern. The Alstroms live in Hagen Manor in the center of the city.

Niklas Alstrom, human male, 50 years old, chaotic good. Husband of Greta

Greta Alstrom, human male, 34 years old, chaotic good. Wife of Niklas

Bridget Alstrom, human female, 18 years old, 3rd level barbarian, chaotic good. Daughter

Jens Alstrom, human male, 18 years old, 1st level barbarian, neutral good. Cousin

Golmar Family

This noble family own The Lucky Hunter tavern. They are Snow Eagles.

Helga Golmar, human female, 40 years old, chaotic neutral. Wife of Jessan

Jessan Golmar, human male, 39 years old, chaotic neutral. Husband of Helga

Marten Golmar, human male, 24 years old, 5th level barbarian, neutral good. Son

Johan Golmar, human male, 18 years old, 1st level fighter, chaotic neutral. Cousin

The Lidstrom Family

This is the wealthiest family in Svaldon. They are Snow Eagles. The Lidstroms secretly fund the evil slaver gang known as the Skullbane. They also own the very busy Old Crone inn.

Rasmus Lidstrom, human male, 58 years old, lawful evil. Wife of Yelda

Yelda Lidstrom, human female, 37 years old, lawful evil. Husband of Rasmus

Linus Lidstrom, human male, 21 years old, 4th level fighter, lawful evil. Son

Ulf Lidstrom, human male, 21 years old. 3rd level barbarian, chaotic evil. Son

The Forsberg Family

The Forsbergs are part of the Snow Eagles clan. They own The Sleepy Ogre tavern.

Petra Forsberg, human female, 36 years old, chaotic good. Wife of Welmar

Welmar Forsberg, human male, 36 years old, chaotic good. Husband of Petra

Velda Forsberg, human female, 20 years old, 3rd level barbarian, lawful good. Daughter

This beautiful young Barbarian is to wed the leader of the Ironbears clan. It is to be a massive event in the city, many Barbarians are even coming from the home continent of Saul for the occasion. However, Velda's good friend Gayle Storm has let her know about the aggressive intentions of the Ironbears. Velda plans to flee the Barbarian territory and start a new life.

Clerics

Cleric of Saul **Steffan Soderberg**, human male, 34 years old, 6th level cleric, chaotic neutral

Cleric of Saul **Wilma Rikas**, human female, 22 years old, 5th level cleric, chaotic neutral

Cleric of Saul **Dag Dunstrom**, human male, 23 years old, 4th level cleric, chaotic neutral

Cleric of Amara **Yolanda Torgen**, human female, 27 years old, 4th level cleric, neutral good
She performs most of the unions (weddings) in Svaldon.

Tallen

Leaders

Duchess Eliza Hawthorn, Ruler of Tallen, human female, 31 years old, 7th level druid, chaotic good
The mysterious ruler is a druid who spends many hours in the Wyldwood. Eliza is concerned about all the omens she observes in the natural world. Tallen stands alone as a place of elegance and peace. The only similar place in western Myrr is Port Telvan.

Nobles

Farran Family

The Farrans are new arrivals to Tallen. The Farrans live in Cydros Manor near the port. They own a few

mines in the Mountains of the Stars and several stores.

Lady Sathra Farran, Uldan Ambassador, dwarf female, 184 years old, 4th level fighter, lawful good. Farran Clan.

The Uldan Empire are beginning to play a larger role in Myrr. They have sent one of their top diplomats to work from Tallen and scout out Western Myrr. Most of the dwarves in Tallen are actually Hill Dwarves.

Gunnra Farran, dwarf female, 157 years old, 1st level fighter, lawful good. Cousin

The BrawnFist Family

The BrawnFists are good friends with Duchess Hawthorne and the Farrans. They are the wealthiest dwarves in all of Tallen. The BrawnFists live in a large compound in the center of Tallen. They own many of the mines in the mountains. The BrawnFist clan are originally from the Hills of Gor on the continent of Ma Zaan.

Bruvok BrawnFist, hill dwarf male, 227 years old, lawful good. Husband of Eldanni

Eldanni BrawnFist, hill dwarf female, 217 years old, lawful good. Wife of Bruvok

Baren BrawnFist, hill dwarf male, 136 years old, 4th level fighter, lawful neutral. Son

Bardwynn BrawnFist, hill dwarf female, 128 years old, 1st level bard, lawful good. Daughter

The Bennett Family

They own the Emerald Toad and the Redbeard establishments. The family also own a few of the mines in the Mountains of the Stars. The Bennetts are trying to find a suitor for their young daughter. They live in Bennett Manor on the edge of Lake Cydros.

Fabian Bennett, human male, 65 years old, lawful good, husband of Audra

Audra Bennett, human female, 38 years old, chaotic neutral. Wife of Fabian
Many comment that Audra doesn't look much older than her daughter.

Evelyn Bennett, human female, 25 years old, 3rd level fighter, lawful good. Daughter
Evelyn is much more interested in going on adventures then settling down and getting married.

Uldan Empire

Leaders

The Frostbeard Family

The Frostbeards have ruled the Uldan Kingdom.

King Morgran Frostbeard, Ruler of the Uldan Empire, 291 years old, 15th level fighter, dwarf male, lawful good. Widower. Frostbeard clan.
He wears plate armor and wields a magical dwarven hammer.

Heldeth Frostbeard, dwarf female, 251 years old, lawful good. Grandmother

Rorik Frostbeard, dwarf male, 173 years old, 10th level barbarian, lawful good. Son

Kathra Frostbeard, dwarf female, 154 years old, 8th level cleric, lawful good. Daughter

Krystryd Frostbeard, dwarf female, 148 years old, 8th level fighter, lawful good. Daughter

The Ironfist Family

The Ironfists are loyal to King Frostbeard. Ironfist clan.

Thoradin Ironfist, dwarf male, 264 years old, 14th level fighter, lawful good. Widower

Adrik Ironfist, dwarf male, 132 years old, 10th level fighter, lawful good. Son

Raubon Ironfist, dwarf male, 131 years old, 4th level fighter, neutral. Son

Vongar Ironfist, dwarf male, 125 years old, 4th level fighter, lawful good. Son

Osrik Ironfist, dwarf male, 124 years old, 4th level barbarian, lawful good. Son

Flavok Ironfist, dwarf male, 135 years old, 5th level cleric, neutral good. Cousin

The Fireforge Family

The Fireforges secretly support the evil Dark Dwarf rebels. Fireforge clan.

Ulfgar Fireforge, dwarf male, 234 years old, 12 level barbarian, lawful evil. Husband of Marasa

Marasa Fireforge, dwarf female, 229 years old, 7th level warlock, lawful evil. Wife of Ulfgar

Bagran Fireforge, dwarf male, 120 years old, 4th level fighter, lawful evil. Son

Bruerik Fireforge, dwarf male, 343 years old, 4th level cleric, lawful evil. Grandfather

Dagra Fireforge, dwarf female, 340 years old, lawful neutral. Grandmother

Clerics

Cleric of Dalen **Ardeth Ironhelm**, dwarf female, 202 years old, 9th level cleric, lawful good. Ironhelm clan.

Cleric of Dalen **Vaern Dorunn**, dwarf male, 178 years old, 8th level cleric, lawful good. Dorunn clan.

Vald

Leaders

Lord Drake Sheppard

human male, 51 years old, 10th level paladin, lawful neutral, ruler of Vald, leader of the Knights of Truth
Lord Sheppard wields a magical longsword and wears plate mail. When riding his steed he uses a magical saddle which prevents him from being knocked off his mount.

Ravdan Os

human male, 37 years old, knight commander¹, lawful neutral

Clerics

Cleric of Rogan **Falanda Farrell**, human female, 24 years old, 6th level cleric, lawful good

Wyld

Leaders

The Bane Family

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

Queen Danara Bane, Ruler of Wyld, female vampire, lawful evil

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

Lord Hugo Bane, male vampire, lawful evil

Lord Hynes Bane, male vampire, lawful evil

The Von Bladen Family

Their residence in Wyld is called Evenglow Manor. This gothic manor is located in the High District next to a graveyard. The manor is protected by many enchantments. Rock has recently moved a Mirror of Travelling² to Bloodtooth Island.

Roch Von Bladen, vampire female, lawful evil

Syrus Von Bladen, vampire male, lawful evil

Morton Buckley

Steward of Wyld, human male, 33 years old, 7th level rogue, neutral evil

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

Cronem Berg

Captain of the Guard, human male, 42 years old, 8th level fighter, lawful neutral

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

Clerics

Cleric of Rogan **Brother Bean**, human male, 26 years old, 9th level cleric, lawful good.

Cleric of Amara **Eloise Penn**, human female, 25 years old, 8th level cleric, neutral good. She performs most of the unions (weddings) in Wyld.

Cleric of Balthor **Gorshaw**, human male, 38 years old, 8th level cleric, neutral.

Cleric of Vaux **Alaniz**, human female, 28 years old, 8th level cleric, neutral evil

Cleric of Sienna **Behalla**, human female, 22 years old, 4th level cleric, neutral

Nobles

The Lord Family

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

Malcolm Lord, human male, 47 years old, 9th level fighter, lawful evil. Husband of Meghan Lord. He uses a helm that enables him to teleport. He, his wife, and their youngest daughter are supporters of the Queen of Wyld. The powerful noble is also having an affair with the much younger Genie Greenwood.

Meghan Lord, human female, 39 years old, 4th level warlock, lawful evil. Wife of Malcolm Lord

Chase Lord, human male, 21 years old, 4th level rogue, chaotic good. Son

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

Justine Lord (Nya), human female, 25 years old, 9th level paladin, lawful good. Daughter

She is also Nya, the head of the Knights of the Moon. Although nobody knows about her secret identity. She has had a falling out with her family and is not welcome at their home in the High District. This young paladin lives in a castle in the Mountains of the Moon. Justine wields a magical longsword and wears plate armor.

Jordan Lord, human female, 24 years old, anti-paladin¹, lawful evil. Daughter

The Ashmore Family

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

Amber Ashmore, human female, 38 years old, 3rd level sorcerer, neutral evil. Wife of Sterling
She is very interested in Chase Lord, but the young rogue has spurned her advances.

Sterling Ashmore, human male, 36 years old, neutral evil. Husband to Amber

Gunnar Ashmore, human male, 22 years old, 4th level fighter, neutral evil. Son
He is an obnoxious, loud young man. Gunnar has fallen in love with the bard Maria Robbins.

Candyce Ashmore, human female, 21 years old, 4th level sorcerer, lawful good, Daughter
She is well-known in Wyld because the local tailors have her wear their outfits to galas and celebrations. Candyce has learned of her family's connection to the sinister Broken Circle slavers. She plans to tell the Wyld Guard everything she knows. The young fighter has no idea that the Wyld Guard are under orders to let the slavers operate freely. The evil steward is a supporter of the Broken Circle and can influence the Captain of the Guard.

The Stokes Family

They strongly support the queen, except for their daughter. Samantha is a free spirit and uninterested in politics. The Stokes own many of the warehouses in Wyld. They also own the rowdy Fiendish Friend

tavern. Unlike most nobles they live in a small mansion near the western gate.

Harlan Stokes, human male, 43 years old, neutral. Husband of Cori

Cori Stokes, human female, 36 years old, neutral evil. Wife of Harlan

Samantha Stokes, human female, 24 years old, 4th level wizard, chaotic neutral. Daughter

The Woodgrove Family

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

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

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

Vanity Woodgrove, human female, 22 years old, 1st level bard, neutral good. Daughter

The Greenwood Family

The Greenwoods are not happy with the leadership of the Queen. It is common knowledge that the Von Bladens associate with the queen and this worries the Greenwoods. They own the peaceful Lonely Unicorn inn. The nobles live in Greenwood Mansion in the expensive High District.

Roman Greenwood, human male, 60 years old, lawful good. Husband of Ashlyn

Ashlyn Greenwood, human female, 41 years old, lawful good. Wife of Roman

Genie Greenwood, human female, 21 years old, 4th level ranger, chaotic neutral. Daughter

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

Wesley Greenwood, human male, 21 years old, 3rd level fighter, chaotic neutral. Son

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

Rachel Greenwood, human female, 23 years old, 5th level ranger, lawful good. Daughter
She is a vampire hunter and has a hidden lair in the Wyld Catacombs. There is a secret entrance in her chamber into the catacombs. Her parents adore her and this makes her sister, Genie, even more jealous.

The Nagg Family

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

Fredrika Nagg, human female, 35 years old, chaotic neutral. Widow

Olivia Nagg, human female, 18 years old, 3rd level rogue, neutral evil. Daughter
Olivia will try to get away with anything she can. The young noble will cheat and steal whenever possible.

Caroline Nagg, human female, 18 years old, 4th level rogue, chaotic neutral. Daughter
Her heart was broken after the death of her father. She has met Milo Hilltopple and the evil halfling wants her to join his Wyld Gang. Caroline is also a talented dancer and painter.

The Myre Family

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

Jakkard Myre, human male, 46 years old, 6th level fighter, chaotic evil. Husband of Fran
He is the leader of the Myre family.

Fran Myre, human female, 38 years old, chaotic evil. Wife of Jakkard

Mabban Myre, human female, 61 years old, 7th level sorcerer, chaotic evil. Grandmother

Rickar Myre, human male, 42 years old, 3rd level fighter, chaotic evil. Cousin. Husband of Jalice

Jalice Myre, human female, 37 years old, chaotic evil. Cousin. Wife of Rickar

Gabriel Myre, human male, 28 years old, 5th level rogue, chaotic evil. Son of Mabban

Gavin Myre, human male, 21 years old, 4th level fighter, chaotic evil. Son of Mabban

Mylas Myre, human female, 18 years old, 3rd level fighter, chaotic evil. Daughter of Jakkard

Farley Myre, human male, 18 years old, 1st level fighter, chaotic evil. Cousin

Master Zachary Topping

human male, 43 years old, 4th level fighter, neutral evil

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

Jasper Fast

human male, 58 years old, 3rd level fighter, neutral evil

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

Murphy Meyer

human male, 38 years old, chaotic neutral

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

Ambassadors

The Nerathian Ambassador

Phandar Nillion, high elf female, 245 years old, 5th level ranger, chaotic good

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

Others

The Wyld Gang

Milo Hilltopple, Leader of the Wyld Gang, halfling male, 110 years old, 8th level rogue, neutral evil
Milo wears magical studded leather armour and uses two magical daggers. He also has a set of pipes that can control swarms of rats.

Red Apple, halfling male, 125 years old, 7th level wizard, neutral evil

Cora Hilltopple, halfling female, 87 years old, 6th level rogue, chaotic evil

Reed Hilltopple, halfling male, 65 years old, 5th level sorcerer, neutral evil

Naela Hilltopple, halfling female, 31 years old, 5th level rogue, neutral evil

Morrin Thornlow, halfling male, 25 years old, 4th level rogue, neutral evil

Cade Thornlow, halfling male, 23 years old, 4th level rogue, chaotic evil

Rinnan Thornlow, halfling male, 21 years old, 4th level rogue, neutral evil

Berric Thornlow, halfling male, 21 years old, 4th level fighter, neutral evil

Tinnan Thornlow, halfling male, 20 years old, 1st level rogue, chaotic evil

Baldin

mountain dwarf male, 204 years old, 8th level fighter, lawful neutral

Baldin is a legendary warrior and one of the Twelve. However, the former hero has become disillusioned and a drunk. He spends much of his time wandering through the taverns in Wyld. This mountain dwarf knows the dark secrets of the Twelve.

Maria Robbins

human female, 20 years old, 4th level bard, neutral evil

She is an aspiring singer in Wyld. This stunningly beautiful young bard gets lots of attention. Maria wants to be famous, no matter what the cost.

Eden Hawkins

human female, 27 years old, 8th level bard, neutral evil

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

Arah Fair

human female, 26 years old, 7th level bard, lawful good

As times have gotten darker in Wyld, a few individuals have stood against the tide of evil. One of those people is the bard, Arah Fair. Unlike Maria Robbins she is an established singer and well respected. Arah is graduate of the famous Raelen Bard College. Her large white mastiff Lily is always by her side and offers her protection.

Hireling **Tully ‘the disaster’ McFaster**, halfling male, 3rd level fighter, lawful good
This enthusiastic halfling is up for anything and is eager to join any adventuring party.

Wanderers

These NPCs are not based in one location.

The Folk

Jock, human male, 45 years old, 11th level fighter, chaotic neutral, leader of the Folk

He always travels with half a dozen heavily armed guards.

Cassandra, human female, 59 years old, 12th level wizard, neutral

She is a talented fortune teller. Cassandra charges a large amount of gold for her services. She has a magical crystal ball that can see the deepest of truths.

Sade, human female, 24 years old, 4th level rogue, chaotic neutral

Sade will fence goods for any group. The young gypsy often visits the city of Wyld.

Sabrina, human female, 19 years old, 4th level sorcerer, chaotic good

Hoss, human male, 18 years old, 3rd level fighter, chaotic neutral

Hirelings

Davelle Brooks, human female, 19 years old, fighter, neutral. A very strong young woman.

Bock, human male, 21 years old, ranger, chaotic neutral. Bock is a deadly archer (Dexterity 19).

Elyssa, high elf female, 121 years old, bard, chaotic good. A clumsy, awkward elf.

Flaven Foss, human male, 31 years old, wizard, chaotic good. A drunken fool.

Galirai Fallion, wood elf male, 110 years old, ranger, chaotic good. A young wood elf.

Gwen Hay, human female, 19 years old, bard, neutral good. She is a talented singer.

Gorrest, mountain dwarf male, 214 years old, barbarian, lawful good. This dwarf is an honest and loyal companion. He comes from a clan in the Mountains of the Sky.

Ivor Bersk, human male, 25 years old, cleric/wizard, chaotic good. He is rather anxious.

Jen Svensson, human female, 20 years old, barbarian, chaotic good. Jen is a loyal companion. She was born in Svaldon and is member of the Stone Eagles.

Jodelle Sarafin, human female, 21 years old, ranger, chaotic good. Jodelle is a charming, friendly young woman. She loves being the center of attention.

Jorgen Stonebear, human male, 25 years old, barbarian, chaotic neutral. Jorgen is a powerfully built warrior. He is a member of the Ironbears Barbarian clan.

Knucks, dragonborn male, 18 years old, bard, neutral. A loyal companion who excels at healing.

Lindy Lostwind, human female, 22 years old, rogue, neutral. Lindy will avoid heavy combat at all times.

Millayn, wood elf female, 178 years old, druid, neutral good. She favours the form of a wolf when she shapechanges.

Nazza Naw, human female, 35 years old, cleric, lawful neutral. A bold cleric.

Rhogar, dragonborn male, 22 years old, ranger, chaotic good. He is very loyal and will go to any lengths to protect his companions.

Snaps, gnome male, paladin, 145 years old, lawful good. He worships Rogan, the god of justice.

Sorsha, high elf female, 211 years old, fighter, chaotic good. This haughty high elf is up for anything. She wields a magical longsword. Sorsha has a temper and not much patience.

Temerity, tiefling female, 28 years old, warlock, chaotic neutral. This aggressive warlock detests humans.

Thumps, halfling male, 38 years old, bard/rogue, neutral good. Thumps is a halfling who has undergone a transformation. He is still grieving the death of his partner, Lucy, who was killed by a black dragon. He has named his raven familiar 'Lucy'.

Vaddock, half-orc male, 27 years old, barbarian, chaotic neutral. He lusts for battle above all else. Vaddock's favorite word is 'Smash'.

Varis, high elf male, 167 years old, sorcerer, chaotic neutral. This spellcaster is completely unpredictable. His magic missiles are card-shaped and he wields a magical fire staff.

Pirates

Captain Kale's Pirates

A band of pirates that operate from Vyson Bay all the way to the city of Wyld.

Captain Nathaniel Kale, human male, 46 years old, pirate captain¹, chaotic evil

Captain Kale is very clever and extremely dangerous. The sly captain will use violence to achieve his goals. He wears magical studded leather armor and wields two magical scimitars.

Maux Moggon, human male, 41 years old, pirate¹, chaotic evil

Haddock, human male, 28 years old, pirate¹, chaotic evil

Smedley, human male, 26 years old, pirate¹, chaotic evil

The Ice Pirates

A band of Barbarian pirates that operate in the Sea of Yarr.

Captain Elsa Skalk, human female, 35 years old, pirate captain¹, chaotic evil

Folk know her as Captain Skalk and few know she is female, as her face is usually wrapped in scarves. Her men and women would do anything for her.

Tiberius Forg, human male, 42 years old, pirate¹, neutral evil

Tiberius is second in command of this band of pirates. This man is highly intelligent and organizes their attacks.

Horst Wulf, human male, 29 years old, 4th level barbarian, chaotic evil

He is the tall, muscled partner of Elsa. They have recently taken part in their union (wedding) ceremony.

The Pirate Queens

A band of pirates that operate in Rakkas Bay. They are based in the village of Loh.

Sable, human female, 28 years old, pirate captain¹, neutral evil

Sable is the very intelligent leader of a group of pirates. She will try to get away with whatever she can. Sable is very pleased about her new partnership with the Quickblades bandit clan.

Quinn, human female, 25 years old, pirate¹, neutral evil

Quinn is usually at Sable's side.

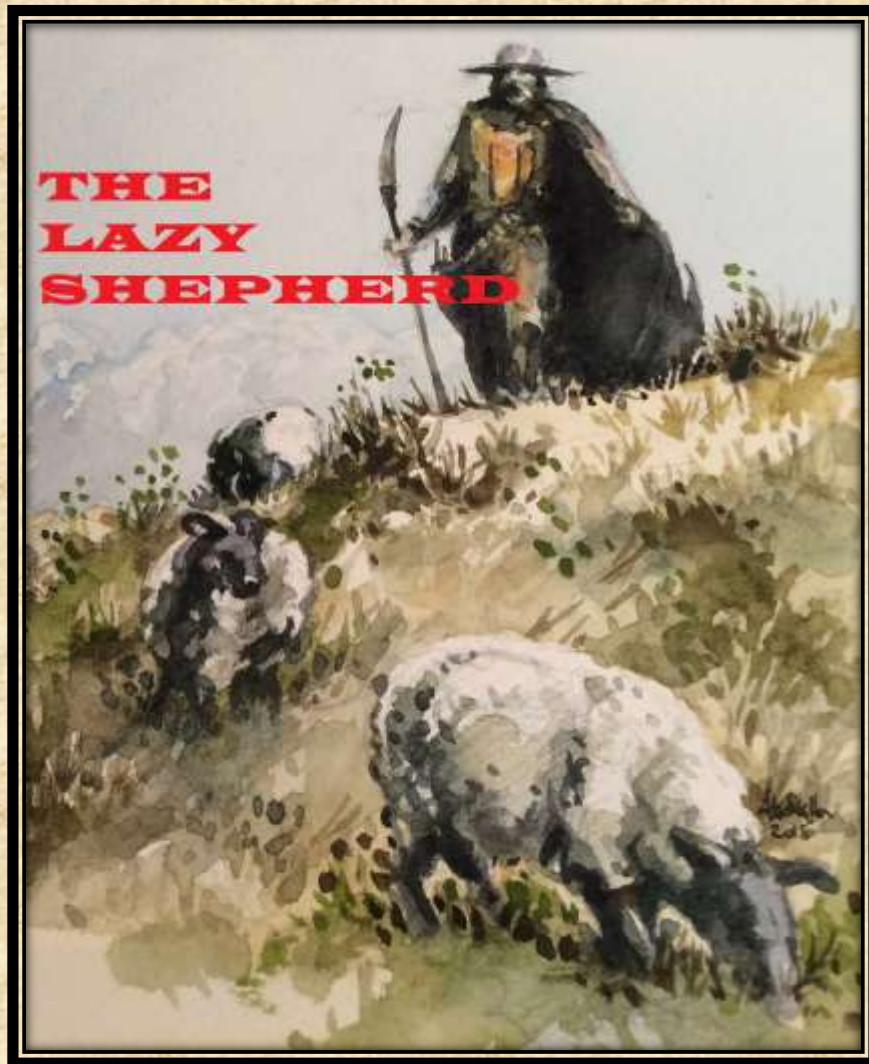
Thanks to the following people for sharing their player characters from the Adventures in Myrr campaigns to be used as non-player characters: Sarah Bagshaw, Kirk Chen, Joshua Pardy, Pavel Margolin, Jeff Porter, and Ana Lucia Alves.

THE TAVERNS AND INNS OF MYRR

Each and every inn and tavern on the continent of Myrr is listed here. The taverns only serve food and drink; they don't provide rooms. Some inns, however, contain a tavern. These are indicated with an asterisk (*).

Each establishment's location, name, type, and quality are listed. (Names may have a connection to the local culture.) For inns, the cost of rooms is directly connected to the quality of the establishment. Information about the innkeeper or barkeep includes name, race, gender, age, alignment, and class (if applicable). The number of staff gives a sense of the size of the business. Finally, a sample menu for establishments that serve food and drink is provided.

The taverns and inns are presented as they are found going west to east, but an alphabetical listing is also provided. There are also some roadside taverns and inns; these are listed at the very end of the section. Some of these establishments are owned by nobles. Refer to the Notable Characters section for more information. (What follows are two of the more than forty pages of taverns and inns)



Taverns And Inns Listed By Settlement

Aern.....	153	Gald.....	132	Pyre.....	132
Amara.....	150-151	Gorak.....	139-140	Rand.....	128
Amas.....	153	Gorn.....	117-118	Ricket.....	126
Atwood.....	120	Grimhollow.....	118-119	Roan.....	116
Balthos.....	129	Hael.....	138-139	Rocken.....	130
Bane.....	132-133	Hex.....	132	Rudd.....	120
Bellas.....	127	Hommel.....	128-129	Saran.....	120-121
Bend.....	119	Horan.....	136	Sea Wind.....	152
Bladen.....	133-134	Hud.....	144	Sojurn.....	115
Black Cliff.....	143-144	Hyde.....	151	Stonehelm.....	148-150
Brim.....	126	Jade.....	151	Svaldon.....	114-115
Brunan.....	145	Kay.....	127	Tallen.....	120
Calder.....	125	Karn.....	131	Tharn.....	116
Celandin.....	146-147	Kyan.....	144	Tindall.....	143
Cheslan.....	131	Land's End.....	152	Tor.....	143
Dagg.....	144	Laresh.....	127	Vald.....	137
Damos.....	135-136	Loh.....	129	Varen.....	153
Darlem.....	127	Loren.....	145-146	Vaux.....	151
Dawn.....	152	Lucen.....	128	Walden.....	145
Deep Vale.....	147-148	Lund.....	126	Wode.....	126
Edin.....	131	Lyra.....	118	Wyld.....	122-125
Enariel.....	148	Madros.....	137	Wyran.....	136-137
Falk.....	125	Myrr.....	126	Yaz.....	126
Fayne.....	136	Nizath.....	151	Random Roadside Taverns.....	154-155
Fleming.....	121-122	Nox.....	140-143	156-157
Freyas.....	128	Oren.....	127	Random Roadside Inns.....	156-157
Fynbos.....	125	Port Telvan.....	116-117	

Taverns and Inns: Svaldon

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Svaldon	Tavern	The Lucky Hunter	None	Modest	Yan human male, 44 CN	6	Salmon, boar ribs, potato soup	Farstad Mead, Two Hammers Mead
Svaldon	Tavern	The Honest Sailor	None	Poor	Ulf human male, 36 3 rd level barbarian CN	10	roast chicken, chicken stew, potato soup	Farstad Mead, Krull Mead, Ogre Mead
Svaldon	Tavern	Two Bears	None	Modest	Karl human male, 43 CN	8	wild boar, pike, apple crumble	Farstad Mead, Wyld Mead
Svaldon	Tavern	The Salty Spoon	None	Squalid	Tark gnome male, 230 CG	12	meat pie, rabbit stew	Krull Mead
Svaldon	Tavern	The Red Tankard	None	Poor	Rika human female, 24 CG	8	roast chicken, rabbit stew	Farstad Mead, Myrr Mead, Ogre Mead
Svaldon	Inn	The Sleepy Ogre	5sp	Modest	Bjorn human male, 26 LG	6	None	None
Svaldon	Inn	Sven's	7cp	Squalid	Sven human male, 32 CG	5	None	None

Taverns and Inns: Svaldon and Sojurn

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Svaldon	Inn	The Lost Boar	5sp	Modest	Stefan human male, 38 CN	8	pike, salmon, wild boar	Farstad Mead, Wyld Mead
Svaldon	Inn	The Old Crone	5sp	Modest	Fredrick human male, 28 3rd level bard NE	7	apple pie, carrot soup, meat pie, salmon, wild boar	Two Hammers Mead, Wyld Mead
Sojurn	Tavern	The Ice Castle	1sp	Poor	Oscar human male, 41 NG	12	meat pie, rabbit	Farstad Mead
Sojurn	Tavern	The Flying Troll	1sp	Poor	Torsten human male, 25 CN	7	chicken pie, rabbit stew	Farstad Mead, Myrr Mead
Sojurn	Inn	The Snow Eagle	5sp	Modest	Uschi human female, 22 3 rd level barbarian CG	8	None	None
Sojurn	Inn	The Red King	5sp	Modest	Anna human female, 25 CN	7	None	None
Sojurn	Inn	Two Rivers Inn	1sp	Poor	Edvar human male, 45 CN	6	pike, rabbit	Myrr Mead

Taverns and Inns: Tharn, Roan, and Port Telvan

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Tharn	Tavern	The Summit	None	Poor	Boone gnome male, 120 2 nd level fighter CG	10	chicken soup, pike	Farstad Mead, Krull Mead, Myrr Mead
Tharn	Tavern	The Crazy Bear	None	Poor	Jykan human male, 28 3 rd level wizard N	7	meat pie, mushroom soup, pike	Krull Mead, Myrr Mead
Tharn	Inn	The Hydra	5sp	Modest	Theo mountain dwarf male, 212 NE	6	None	None
Tharn	Inn	The Dead Pirate	1sp	Poor	Max human male, 24 CN	7	None	None
Tharn	Inn*	The Last Dragon Inn	5sp	Modest	Uther human male, 48 CN	6	chicken, pike, rabbit stew, smoked salmon	Krull Mead, Two Hammers Mead, Rock Bear Mead, Wyld Mead
Roan	Inn	The Young Mage	1sp	Poor	Kaspar human male, 22 CN	7	bark soup, mushroom soup, wild boar	Farstad Mead, Krull Mead, Myrr Mead
Port Telvan	Tavern	The Full Halfling	None	Modest	Yabbi halfling male, 74 4 th level sorcerer CG	9	apple pie, baked goat, mushroom soup, venison	Queen's Ale, Rock Bear Mead, Two Hammers Mead

Taverns and Inns: Port Telvan and Gorn

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Port Telvan	Tavern	Seven Sails	None	Comfortable	Elesstra half-elf female, 64 LG	12	cherry pie, mutton, roast stag	Queen's Ale, Raven 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 Mean, Rock Bear Mead
Port Telvan	Tavern	The Minotaur	None	Poor	Raif human male, 24 3 rd level fighter LG	7	chicken soup, salmon, turkey 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 2 nd level rogue NE	8	None	None
Port Telvan	Inn*	The Wandering Whale	8sp	Comfortable	Raesha half-elf female, 24 3 rd level fighter CG	7	apple pie, fruitcake, smoked salmon, wild boar	Queen's Ale, Roan Mead, Raven Mead, Wyld Mead
Gorn	Tavern	The Thirsty Knight	1sp	Poor	Christy human female, 20 3 rd level rogue CG	6	bark soup, potato soup, wild turkey	Krull Mead, Two Hammers Mead, Wyld Mead

Taverns and Inns: Gorn, Lyra, and Grimhollow

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Gorn	Inn*	The Friendly Falcon	5sp	Modest	Ethan human male, 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
Lyra	Tavern	The Brass Bowl	None	Poor	Jabb gnome male, 71 CG	6	bark soup, mushroom soup, roast grouse	Krull Mead, Myrr Mead
Grimhollow	Tavern	The Drunken Bugbear	None	Squalid	Rickar tiefling male, 23 NE	14	cabbage stew, fish soup, rabbit stew	Krull Mead, Rock Bear Mead
Grimhollow	Tavern	The Lighthouse	None	Poor	Haugan hill dwarf male, 175 LN	7	chicken stew, pike, wild boar chop	Krull Mead, Myrr Mead, Rock Bear Mead, Wyld Mead
Grimhollow	Tavern	The North Wolf	None	Poor	Wenny human female, 59 CN	8	apple pie, chicken stew, pike, turkey soup	Krull Mead, Myrr Mead, Rock Bear Mead
Grimhollow	Tavern	Eight Paladins	None	Modest	Isaak human male, 25 4 th level rogue NE	12	cherry pie, roast stag, squash soup, venison, wild boar	Queen's Ale, Raven Mead, Two Hammers Mead, Wyld Mead, Wyld Wine

Taverns and Inns: Grimhollow and Bend

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Grimhollow	Inn*	The Mermaid	1sp	Poor	Randall human male, 35 NE	14	chicken soup, meat pie, rabbit	Krull Mead, Myrr Mead
Grimhollow	Inn*	The Lucky Fool	1sp	Poor	Fran human female, 52 CN	7	bark soup, cabbage soup, wild turkey	Farstad Mead, Krull Mead, Wyld Wine
Grimhollow	Inn	The Lost Sailors Inn	5sp	Modest	Orson human male, 27 CG	6	None	None
Grimhollow	Inn	Midnight Inn	1sp	Poor	Jodea human female, 20 NE	10	None	None
Bend	Tavern	The Wanderers	5sp	Modest	Gabol gnome male, 123 LG	8	onion soup, roast stag	Rock Mead, Wyld Mead
Bend	Tavern	The Stern Eagle	5sp	Modest	Penner human male, 55 3 rd level wizard CG	7	baked goat, carrot soup, trout	Myrr Mead, Wyld Mead
Bend	Inn	The Deep Woods Inn	8sp	Comfortable	Vance human male, 31 NG	9	None	None

Taverns and Inns: Tallen, Atwood, Rudd, and Saran

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Tallen	Tavern	The Emerald Toad	None	Comfortable	Kaylea human female, 25 LG	12	quail, roast grouse, squash soup, trout	Queen's Ale, Raven Mead, Wyld Mead, Wyld Wine
Tallen	Tavern	Redbeard	None	Modest	Rodun hill dwarf male, 164 LG	9	meat pie, onion soup, turkey soup, trout	Myrr Mead, Two Hammers Mead, Wyld Mead
Tallen	Inn	The Jolly Fish Inn	5sp	Modest	Bolo hill dwarf male, 237 LG	7	None	None
Tallen	Inn	The Gray Squirrel	4gp	Aristocratic	Syanda human female, 47 CN	12	None	None
Atwood	Inn*	The Timid Dragon	1sp	Poor	Ganwen human male, 51 N	5	cabbage soup, chicken soup, fish soup	Myrr Mead, Two Hammers Mead
Rudd	Tavern	The Raven	1sp	Poor	Tanner half-elf male, 32 1 st level fighter N	6	chicken stew, wild boar chop	Myrr Mead, Wyld Mead
Saran	Tavern	The Yellow Rose	5sp	Modest	Astrid human female, 30 CN	7	meat pie, potato soup, wild boar	Myrr Mead, Wyld Mead

Taverns and Inns: Saran and Fleming

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Saran	Tavern	The New Moon	None	Poor	Lane human male, 26 NE	6	bark soup, chicken stew, leek soup	Krull Mead, Myrr Mead
Saran	Inn	The Elven Sisters	7cp	Squalid	Morgin human male, 47 CN	6	None	None
Saran	Inn	The Echo Inn	1sp	Poor	Dawlan human male, 35 NE	8	None	None
Saran	Inn	The Green Harpy	1sp	Poor	Oshry gnome male, 164 NE	6	None	None
Fleming	Tavern	The Crafty Gnome	None	Modest	Killian human male, 31 NE	8	apple pie, onion soup, wild boar, wild turkey	Myrr Mead, Queen's Ale, Wyld Mead
Fleming	Tavern	Christina's	None	Poor	Christina human female, 18 4 th level bard CN	9	chicken stew, fish soup, meat pie	Krull Mead, Myrr Mead
Fleming	Inn	The Old Roots Inn	8sp	Comfortable	Valen hill dwarf male, 148 LG	9	None	None

Taverns and Inns: Fleming and Wyld

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Fleming	Inn	The Sad Giant	1sp	Poor	Warren human male, 25 3 rd level wizard CG	6	None	None
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 3 rd 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

Taverns and Inns: Wyld I

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 tielfling 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 5 th 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

Taverns and Inns: Wyld II

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 4 th 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 1 st level fighter CG	10	boar ribs, chicken stew, pike, potato soup	Krull Mead, Myrr Mead, Wyld Mead

Taverns and Inns: Wyld, Calder, Falk, and Fynbos

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Wyld	Inn	The Dancing Maiden	1sp	Poor	Hobbs halfling male, 138 NE	12	None	None
Wyld	Inn	The Cyclops	1sp	Poor	Kylie half-elf female, 21 CG	9	None	None
Calder	Tavern	Crossroads	None	Modest	Faldir human male, 40 N	8	apple pie, fish soup, squash soup, roast grouse	Llynd Mead, Queen's Ale, Rock Mead, Wyld Mead
Calder	Inn	The Red Hawk Inn	8sp	Comfortable	Harben hill dwarf male, 111 4 th level fighter LG	9	None	None
Calder	Inn	The Fat Trout	5sp	Modest	Perrin halfling male, 167 CG	7	None	None
Falk	Inn*	The Pendrell	1sp	Poor	Anton human male, 25 CN	6	cherry pie, mushroom soup, pike, wild boar chop	Myrr Mead, Wyld Mead
Fynbos	Inn*	The Cliff Inn	1sp	Poor	Sasha human female, 23 NE	5	baked goat, fish soup, pike	Hill Mead

Taverns and Inns: Ricket, Brim, Yaz, Myrr, and Lund

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Ricket	Inn*	The Lost Cleric	7cp	Squalid	Fandoss human male, 53 NE	5	bark soup, cabbage soup, wild boar chop	Hill Mead, Myrr Mead
Brim	Inn*	The Red Lantern	1sp	Poor	Zorda human female, 48 CE	5	bark soup, chicken stew, meat pie	Hill Mead, Myrr Mead
Yaz	Inn*	The Gray Owl	1sp	Poor	Murjan goblin male, 18 NE	9	onion soup, wild boar chop, wild turkey	Hill Mead
Wode	Inn*	The Scarecrow	7cp	Squalid	Lankson human male, 22 LG	5	chicken, chicken stew, meat pie	Hill Mead
Myrr	Inn*	Oswald's	7cp	Squalid	Viserth human male, 24 5 th level warlock LE	5	chicken stew, fish soup, pike	Hill Mead
Lund	Tavern	The Shipwreck	None	Poor	Jilson human male, 25 LG	8	chicken, pike, salmon	Hill Mead, RedHawk Mead
Lund	Inn	The Blue Dagger	5sp	Modest	Wodford human male, 47 CN	6	None	None

Taverns and Inns: Darlem, Bellas, Laresh, Cay, and Oren

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Darlem	Tavern	The Trident	1sp	Poor	Margolan human male, 37 N	7	cabbage stew, meat pie, pike, pumpkin pie	Hill Mead, RedHawk Mead
Bellas	Inn*	The Wild Wizard Inn	5sp	Modest	Kergan human male, 44 CN	6	fish soup, pike, pumpkin pie, turkey soup	Hill Mead, Rand Wine, RedHawk Mead
Laresh	Tavern	The Old Whale	None	Modest	Miri human female, 35 4 th level fighter LG	10	crab, fish soup, pike, turkey soup	Hill Mead, Rand Wine, RedHawk Mead
Laresh	Tavern	Six Dwarves	None	Poor	Thoran hill dwarf male, 244 3 rd level fighter LG	8	meat pie, fish soup, pike	Hill Med, Rand Wine
Laresh	Inn	The Sleepy Bard	1sp	Poor	Maethryn human female, 24 LG	7	None	None
Kay	Inn*	The South Coast Inn	7cp	Squalid	Tablen human male, 31 CN	5	meat pie, fish soup	Hill Mead
Oren	Inn*	Narciso Inn	7cp	Squalid	Yazbar tiefling male, 19 4 th level rogue LE	4	chicken, fish soup	Hill Mead

Taverns and Inns: Rand, Lucen, Freyas, and Hommel

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Rand	Inn*	The Flying Mage	5sp	Modest	Welandar half-elf male, 27 4 th level wizard CN	5	crab, fish soup, pumpkin pie, wild boar	Hill Mead, Rand Wine, RedHawk Mead
Lucen	Inn*	Two Moons	7cp	Squalid	Oggas human male, 60 NE	5	cabbage stew, chicken, fish soup	Hill Mead
Freyas	Tavern	The Drunken Harpy	None	Squalid	Ezaebian human male, 52 N	6	chicken stew, meat pie, pike	Hill Mead
Hommel	Tavern	The Smiling Bear Tavern	None	Modest	Malarn half-elf male, 28 3 rd level sorcerer CN	12	chicken soup, pumpkin pie, quail, rabbit	Hill Mead, Rand Wine, RedHawk Mead, Southern Mead
Hommel	Tavern	Darkest Dreams	None	Poor	Jessel human male, 50 NE	15	chicken stew, meat pie, onion soup	Hill Mead, RedHawk Mead, Southern Mead
Hommel	Tavern	The Roper	None	Squalid	Ferrin halfling male, 93 4 th level rogue CE	9	chicken, chicken soup	Hill Mead, RedHawk Mead, Southern Mead
Hommel	Inn	The Friendly Hills Inn	5sp	Modest	Ben human male, 23 6 th level monk CN	12	None	None

Taverns and Inns: Hommel, Balthos, and Loh

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Hommel	Inn*	The Greedy Gargoyle	8sp	Comfortable	Noel human male, 24 3 rd level wizard LG	16	pheasant, pumpkin pie, quail, wild boar	Hill Mead, Rand Wine, Southern Mead
Hommel	Inn	The Red Naga	1sp	Poor	Cynda human female, 37 CE	12	None	None
Balthos	Inn*	The Purple Trout	1sp	Poor	Pardy human male, 24 CN	7	meat pie, onion soup, wild boar chop	Southern Mead
Balthos	Tavern	The Broken Arrow	None	Poor	Jamek human male, 45 CG 1 st level wizard	8	fish soup, pumpkin pie, trout, wild boar chop	Hill Mead, Southern Mead
Loh	Tavern	The Young Queen	None	Poor	Baggas human male, 53 NE	7	cabbage stew, pike, pumpkin pie	Hill Mead, Southern Mead
Loh	Inn*	The Shark Inn	1sp	Poor	Margolin human male, 36 N	6	apple crumble, chicken stew, fish soup, pike	Hill Mead
Loh	Inn	Three Skulls	1sp	Poor	Kirka halfling female, 25 NE	7	None	None

Taverns and Inns: Rocken

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Rocken	Tavern	The Loyal Flock	None	Poor	Midda halfling female, 29 LN	9	fish soup, perch, wild turkey	Hill Mead, Southern Mead
Rocken	Tavern	The Stoneheart	None	Poor	Middleton human male, 31 LE	8	None	None
Rocken	Tavern	Wyrms Hunters Tavern	None	Squalid	Orgril hill dwarf male, 209 4 th level fighter LE	8	apple crumble, cabbage stew, fish soup, wild boar chop	Edin Mead, Windrider Mead
Rocken	Tavern	The Wagon Wheel Tavern	None	Poor	Hudson human male, 24 3 rd level fighter CG	12	fish soup, perch, potato soup, pumpkin pie, rabbit, wild boar	Damos Wine, Edin Mead, Wyld Mead, Windrider Mead
Rocken	Tavern	Talons	None	Poor	Tabbark hill dwarf male, 134 LG	12	cabbage soup, chicken stew, meat pie	Edin Mead, Myrr Mead, Windrider Mead
Rocken	Inn	The Lake Monster	1sp	Poor	Gellby halfling male, 52 1 st level rogue CE	9	onion soup, perch, salmon	Edin Mead, Myrr Mead, Windrider Mead
Rocken	Inn	The Black Sheep Inn	1sp	Poor	Smitty human male, 29 4 th level fighter NE	10	None	None

Taverns and Inns: Karn, Cheslan, and Edin

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Karn	Tavern	The Dragon Turtle	None	Poor	Nate human male, 39 LN	7	fish soup, perch, wild turkey	Hill Mead, Southern Mead
Karn	Inn	The Flaming Centaur	1sp	Poor	Petrie human female, 61 CG	8	None	None
Cheslan	Inn	The Owlbear Inn	7cp	Squalid	Rabba halfling male, 34 4 th level fighter NE	8	apple crumble, cabbage stew, fish soup, wild boar chop	Edin Mead, Windrider Mead
Edin	Tavern	The Lucky Hound	None	Modest	Allessa human female, 25 3 rd level bard CG	12	fish soup, perch, potato soup, pumpkin pie, rabbit, wild boar	Damos Wine, Edin Mead, Wyld Mead, Windrider Mead
Edin	Tavern	The Happy Halfling Tavern	None	Poor	Trott hill dwarf male, 85 N	8	cabbage soup, chicken stew, meat pie	Edin Mead, Myrr Mead, Windrider Mead
Edin	Tavern	The Bloody Rogue	None	Poor	Florian human male, 28 2 nd level rogue CE	9	onion soup, perch, salmon	Edin Mead, Myrr Mead, Windrider Mead
Edin	Inn	The Sea Cave	1sp	Poor	Rivv dragonborn male, 17 4 th level fighter NE	7	None	None

Taverns and Inns: Gald, Hex, Pyre, and Bane

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Gald	Inn*	Horns Inn	7cp	Squalid	Cedrian half-elf male, 117 NE	6	fish soup, meat pie, onion soup	Myrr Mead
Hex	Tavern	The Sleeping Lizard Tavern	None	Modest	Rafael human male, 45 LE	9	chicken soup, fish soup, wild boar	Amber Mead, Edin Mead, Gargoyle Mead, Myrr Mead
Hex	Inn	Four Giants Inn	5sp	Modest	Jonas human male, 26 N	6	None	None
Pyre	Inn	The Sly Ogre	8sp	Comfortable	Hugo human male, 34 4 th level warlock LE	7	None	None
Pyre	Inn*	The Clever Mare	5sp	Modest	Bandarr dragonborn male, 52 1 st level fighter NE	8	fish soup, meat pie, salmon	Amber Mead, Damos Wine, Edin Mead, Gargoyle Mead
Bane	Tavern	The Blue River Tavern	None	Poor	Pappan halfling male, 39 CG	7	apple crumble, chicken, fish soup, onion soup	Amber Mead, Edin Mead, Myrr Mead, Wyld Mead
Bane	Tavern	Mervan's	None	Squalid	Mervan human male, 53 N	9	chicken stew, potato soup, wild boar chop	Krull Mead, Myrr Mead

Taverns and Inns: Bane and Bladen

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Bane	Inn	The Leaping Goat Inn	5sp	Modest	Larramog gnome male, 401 LG	10	None	None
Bladen	Tavern	The Scarlet Swan	None	Aristocratic	Ramnon tiefling male, 19 CE 5 th level sorcerer LE	16	apple crumble, roast grouse, smoked salmon, venison	Gargoyle Mead, Moon Wine, Queen's Ale, Raven Mead
Bladen	Tavern	Two Stallions	None	Wealthy	Sebb human male, 67 N	15	mushroom soup, pumpkin pie, salmon, venison	Gargoyle Mead, Queen's Ale, Raven Mead, Moon Wine
Bladen	Tavern	The Royal Bear	None	Wealthy	Sahanna human female, 29 3 rd level rogue CE	18	pumpkin pie, smoked salmon, wild boar	Blackcliff Wine, Gargoyle Mead, Roan Mead
Bladen	Tavern	The Iron Wolf	None	Wealthy	Edmund human male, 23 CE	20	apple pie, salmon, turkey soup, wild boar	Gargoyle Mead, Queen's Ale, Raven Mead
Bladen	Tavern	The Crimson Jester	None	Modest	Kaitlyn human female, 27 LE	15	apple crumble, meat pie, onion soup, salmon	Amber Mead, Gargoyle Mead, Myrr Mead
Bladen	Tavern	The Dark King	None	Poor	Raenen half elf male, 43 LE	14	cabbage, chicken pie, potato soup	Amber Mead, Gargoyle Mead

Taverns and Inns: Bladen

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Bladen	Tavern	The Shady Goblin	None	Squalid	Backdar human male, 47 2 nd level fighter LE	12	fish soup, meat pie, potato soup	Amber Mead, Krull Mead
Bladen	Inn	The Skull	8sp	Comfortable	Jaseth tiefling female, 22 CE	12	None	None
Bladen	Inn	The White Wyvern	5sp	Modest	Sedrash dragonborn male, 27 LE	11	None	None
Bladen	Inn	The Ruby Vulture	8sp	Comfortable	Madrall human male, 56 4 th level wizard LE	10	None	None
Bladen	Inn	The Royal Bladen Inn	4gp	Aristocratic	Dongalin human male, 62 LE	16	None	None
Bladen	Inn	The Rakkas Inn	5sp	Modest	Aran human male, 44 CE	14	None	None
Bladen	Inn	Rats and Bats	1sp	Poor	Nandar human male, 26 4 th level fighter LE	12	None	None

Taverns and Inns: Damos

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Damos	Tavern	The Red Tide	None	Poor	Ogden human male, 35 LE	18	cabbage stew, fish soup, potato soup	Amber Mead, Gargoyle Mead
Damos	Tavern	The Grim Gargoyle	None	Squalid	Ryder human male, 26 4th level rogue CE	15	fish soup, onion soup, wild boar chop	Amber Mead, Krull Mead
Damos	Tavern	The Oathbreaker	None	Poor	Fathan human male, 63 CE	14	cabbage stew, chicken, pike	Amber Mead, Krull Mead, Myrr Mead
Damos	Tavern	Stormwind	None	Squalid	Igor human male, 27 3rd level warlock LE	18	fish soup, wild boar chop	Krull Mead, Myrr Mead
Damos	Tavern	The Cauldron	None	Poor	Brykass tiefling female, 24 LE	14	chicken stew, onion soup, pike	Amber Mead, Krull Mead, Myrr Mead
Damos	Inn	The Three Hags	1sp	Poor	Dalian human male, 29 LE	12	None	None
Damos	Inn	The Old Serpent	1sp	Poor	Neralam human female, 54 CE	15	None	None

Taverns and Inns: Damos, Horan, Fayne, and Wyran

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Damos	Inn	The Smiling Toad	1sp	Poor	Vlalus human male, 36 CE	12	None	None
Damos	Inn	The Silver Ship Inn	5sp	Modest	Wanda human female, 25 LE	14	None	None
Damos	Inn	The Wandering Crab Inn	1sp	Poor	Morilath human male, 28 5 th level sorcerer NE	11	None	None
Horan	Tavern	The Salty Hound	None	Poor	Jardun human male, 48 CE	9	chicken soup, rabbit stew, salmon	Amber Mead, Gargoyle Mead
Horan	Tavern	The Ebony Knight	None	Modest	Rykal tiefling male, 26 LE	12	potato soup, salmon, wild boar	Amber Mead, Damos Wine, Gargoyle Mead
Fayne	Inn*	The Laughing Donkey	1sp	Poor	Torik hill dwarf male, 135 LG	6	apple pie, smoked salmon, wild turkey	Myrr Mead, Nox Mead
Wyran	Tavern	The Purple Warlock	1sp	Poor	Pakaria tiefling female, 33 CN	8	cabbage stew, chicken, wild boar chop	Krull Mead, Myrr Mead, Nox Mead, Roan Mead

Taverns and Inns: Wyran, Vald, and Madros

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Wyran	Inn	The Lazy Queen	5sp	Modest	Carling human female, 25 3 rd level rogue CG	6	None	None
Vald	Tavern	The Hungry Mare	None	Modest	Nate human male, 27 1 st level fighter LG	7	meat pie, potato soup, wild boar	Aramoor Wine, Myrr Mead, Nox Mead, Roan Mead
Vald	Tavern	The Faithful Knight	None	Comfortable	Xander human male, 36 CG	9	baked goat, squash soup, wild boar	Aramoor Wine, Nox Mead, Roan Mead, Wyld Mead
Vald	Tavern	The Last Blade Tavern	None	Poor	Wardun mountain dwarf male, 256 LG	6	cabbage stew, chicken stew, wild boar	Krull Mead, Myrr Mead
Vald	Inn	The Sky Serpent	5sp	Modest	Palin human male, 38 LN	6	None	None
Madros	Tavern	The Grim Giant	None	Comfortable	Monty human male, 53 5 th level wizard CG	9	squash soup, roast grouse, trout, wild boar	Aramoor Wine, Blackcliff Mead, Damos Wine, Nox Mead, Raven Mead
Madros	Inn	Two Wagons Inn	5sp	Modest	Quagga halfling male, 187 CN	6	None	None

Taverns and Inns: Hael

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Hael	Tavern	The Laketown Tavern	None	Modest	Sonnak human male, 55 N	12	apple pie, onion soup, wild boar, venison	Aramoor Wine, Blackcliff Mead, Myrr Mead, Nox Mead
Hael	Tavern	Dale's Tavern	None	Poor	Dale human male, 28 1st level bard CN	9	chicken, fish soup, trout	Krull Mead, Myrr Mead, Nox Mead
Hael	Tavern	The Gentle Griffon	None	Modest	Ivalios high elf male, 324 CG 6 th level ranger	9	chicken stew, roast grouse, wild boar	Aern Wine, Aramoor Wine, Blackcliff Mead, Moon Wine, Nox Mead
Hael	Tavern	The Fountain	None	Poor	Taran human male, 47 CN	8	cabbage stew, meat pie, trout	Krull Mead, Myrr Mead
Hael	Tavern	The Drunken Hawk	None	Squalid	Thoradal hill dwarf male, 122 LN	8	chicken soup, fish soup, potato soup	Aramoor Wine, Krull Mead, Myrr Mead
Hael	Tavern	The Copper Trout	None	Poor	Gobaggan halfling male, 64 CG	7	cabbage stew, onion soup, wild boar chop, trout	Aramoor Wine, Krull Mead, Nox Mead
Hael	Inn	The Charming Fool	8sp	Comfortable	Myshella human female, 25 CG	9	None	None

Taverns and Inns: Hael and Gorak

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Hael	Inn	The Red Shield	5sp	Modest	Ennis human male, 62 N	7	None	None
Hael	Inn	The Rowboat	1sp	Poor	Uma human female, 50 CG	7	None	None
Hael	Inn*	The Green Man	1sp	Poor	Elaeran half-elf male, 27 CN	8	chicken, fish soup, onion soup, meat pie	Krull Mead, Myrr Mead
Gorak	Tavern	The Red Devil	None	Poor	Wilkes human male, 29 4 th level fighter CN	12	chicken stew, onion soup, trout, wild boar chop	Krull Mead, Myrr Mead, Nox Mead
Gorak	Tavern	The Eager Warlock	None	Squalid	Yrogg orc male, 17 CE	11	cabbage stew, fish soup	Amber Mead, Krull Mead, Myrr Mead
Gorak	Tavern	Ten Rabbits	None	Poor	Torg half-orc male, 19 3 rd level barbarian CE	9	chicken stew, meat pie, potato soup, trout	Amber Mead, Myrr Mead, Nox Mead
Gorak	Tavern	The Bronze Toad	None	Modest	Warrock orc male, 16 CE	12	onion soup, pumpkin pie, roast duck, wild boar	Amber Mead, Aramoor Wine, Nox Mead, Roan Mead

Taverns and Inns: Gorak and Nox

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Gorak	Tavern	Worgs and Witches	None	Poor	Bakorg half-orc male, 15 CE	11	cabbage stew, meat pie, trout	Krull Mead, Nox Mead
Gorak	Tavern	The Dancing Dragon	None	Modest	Yengor half orc male, 20 CE	12	boar ribs, mushroom soup, pumpkin pie, trout	Amber Mead, Aramoor Wine, Nox Mead, Roan Mead
Gorak	Inn	The Angry Troll	1sp	Poor	Gokk half-orc male, 51 CE	9	None	None
Gorak	Inn	The Lonely Ogre Inn	8sp	Comfortable	Zarock half-orc male, 18 3 rd level fighter CE	12	None	None
Gorak	Inn	Bones Inn	1sp	Poor	Urlag orc male, 17 CN	11	None	None
Gorak	Inn	The Loud Harlot	1sp	Poor	Zarmok half-orc male, 18 CE	9	None	None
Nox	Tavern	The Drunken Boar	5sp	Modest	Reskann dragonborn male, 17 CN	14	chicken stew, mushroom soup, trout, wild boar	Nox Mead, Roan Mead

Taverns and Inns: Nox I

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Nox	Tavern	The Green Archer	None	Wealthy	Raefalen high elf male, 344 CG	15	apple pie, mutton, trout, venison	Moon Wine, Nox Mead, Raven Mead, Roan Mead
Nox	Tavern	The Lucky Bear Tavern	None	Modest	Lowell human male, 28 4 th level fighter LG	12	cooked beef, pumpkin pie, trout	Aramoor Wine, Nox Mead, Roan Mead
Nox	Tavern	The Nervous Dwarf	None	Comfortable	Tharivan half-elf male, 110 CG	12	apple crumble, tomato soup, trout, roast stag	Moon Wine, Nox Mead, Raven Mead, Road Mead
Nox	Tavern	The Clever Wizard	None	Poor	Harlen human male, 41 N	11	cabbage stew, fish soup, turkey pie	Krull Mead, Nox Mead
Nox	Tavern	The Grinning Raven	None	Modest	Waywick gnome male, 314 3 rd level wizard	12	boar ribs, mushroom soup, pumpkin pie, trout	Amber Mead, Raven Mead, Roan Mead
Nox	Tavern	The Eager Princess	None	Modest	Hermanus human male, 32 NE	15	meat pie, potato soup, wild boar chop	Aramoor Wine, Aern Wine, Nox Mead, Roan Mead
Nox	Tavern	The Naughty Fey	None	Squalid	Malakos tiefling male, 28 CE	14	chicken stew, potato soup	Krull Mead, Nox Mead

Taverns and Inns: Nox II

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Nox	Tavern	The Black Cat	None	Poor	Amber human female, 24 3 rd level bard CN	12	cabbage stew, fish soup, wild boar chop	Aern Wine, Nox Mead, Roan Mead
Nox	Inn	The Golden Horse	8sp	Comfortable	Endar half-elf male, 31 CG	12	None	None
Nox	Inn	The Lonely Rat Inn	1sp	Poor	Rydos human male, 37 LN	7	None	None
Nox	Inn	The Whistling Maiden	4gp	Aristocratic	Mayla human female, 48 LG	12	None	None
Nox	Inn	The Endless Tome	2gp	Wealthy	Farrack mountain dwarf male, 239 LG	14	None	None
Nox	Inn	The Apprentice	5sp	Modest	Dabeddo gnome male, 478 N	12	None	None
Nox	Inn	The Stubborn Scholar	1sp	Poor	Rardian high elf male, 371 CG	7	None	None

Taverns and Inns: Nox, Tindall, Tor, and Black Cliff

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Nox	Inn	The Seven Arrows Inn	1sp	Poor	Burlan human male, 26 3 rd level fighter NE	6	None	None
Tindall	Tavern	The Lost Mare	None	Poor	Eramil half-elf male, 21 CG	7	chicken stew, fish soup, potato soup, smoked salmon	Aern Wine, Nox Mead, Roan Mead
Tindall	Inn	The Clumsy Goblin	5sp	Modest	Brie human female, 21 3 rd level rogue CG	5	None	None
Tor	Inn	The Leaping Demon	1sp	Poor	Boyd human male, 25 CN	5	None	None
Black Cliff	Tavern	The Charming Snake	None	Comfortable	Egard human male, 53 4 th level sorcerer CE	11	apple pie, potato soup, pumpkin pie, roast stag, wild boar	Aern Wine, Blackcliff Mead, Forest Mead, Nox Mead
Black Cliff	Tavern	The Friendly Fox	None	Modest	Kaelar half-elf male, 156 CN	9	smoked salmon, turkey pie, wild boar	Blackcliff Mead, Forest Mead, Nox Mead
Black Cliff	Tavern	The Bold Hawk	None	Poor	Nyka human female, 32 LE	8	onion soup, meat pie, wild boar chop	Aern Wine, Blackcliff Mead

Taverns and Inns: Black Cliff, Hud, Kyan, and Dagg

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Black Cliff	Tavern	Three Wanderers Tavern	None	Poor	Rosetta human female, 31 CN	7	chicken stew, mushroom soup, wild boar chop	Aern Wine, Blackcliff Mead, Forest Mead, Nox Mead
Black Cliff	Inn	The Brave Boar	2gp	Wealthy	Gabriel human male, 37 NE	12	None	None
Black Cliff	Inn	The Iron Devil	1sp	Poor	Taere half-elf male, 20 N	6	None	None
Hud	Tavern	The Drunken Ranger	None	Poor	Pilar human female, 54 1 st level fighter CG	7	bark soup, potato soup, wild boar chop	Aern Wine, Blackcliff Mead, Forest Mead, Nox Mead
Hud	Inn	The Dancing Druid	1sp	Poor	Adrion wood elf male, 677 LG	5	None	None
Kyan	Inn*	The Aramoor Inn	5sp	Modest	Olenda human female, 38 CN	6	onion soup, mushroom soup, potato soup, wild boar	Aern Wine, Moon Wine
Dagg	Inn*	The Everwood	5sp	Modest	Gussett human male, 40 CG	6	chicken stew, potato soup, wild turkey	Aern Wine, Moon Wine

Taverns and Inns: Brunan, Walden, and Loren

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Brunan	Inn*	The Blue Deer	5sp	Modest	Jalessian half-elf male, 25 3 rd level ranger CN	5	fish soup, mushroom soup, trout, wild boar	Aern Wine, Blackcliff Mead, Nox Mead
Walden	Inn*	The Four Imps Inn	5sp	Modest	Ernairen half-elf male, 23 1st level sorcerer CG	6	chicken stew, potato soup, trout, wild turkey	Blackcliff Mead, Nox Mead
Loren	Tavern	The Last Keg	None	Modest	Naila high elf female, 121 NG	7	roast pheasant, trout, wild boar chop	Aern Wine, Moon Wine
Loren	Tavern	The Ancient Elk	None	Modest	Quaren high elf male, 276 4 th level wizard CN	14	cherry pie, mushroom soup, trout, venison	Aern Wine
Loren	Tavern	The Honest Centaur	None	Comfortable	Tharis high elf male, 184 CG	10	apple pie, onion soup, trout, wild turkey	Aern Wine, Moon Wine
Loren	Inn	The Lazy Badger	5sp	Modest	Jelanai high elf female, 612 CG	9	None	None
Loren	Inn	The Faithful Prince	8sp	Comfortable	Sindar high elf female, 355 CG	8	None	None

Taverns and Inns: Loren and Celandin

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Loren	Inn	The Charming Jester	2gp	Wealthy	Leshalla high elf female, 279 CG	12	None	None
Celandin	Tavern	The Old Oak	None	Modest	Shanara high elf female, 111 CN	15	roast grouse, trout, venison	Aern Wine, Moon Wine
Celandin	Tavern	The Crystal Faerie	None	Modest	Anastria high elf female, 165 4 th level ranger CG	14	mushroom soup, potato soup, rout, venison	Moon Wine, Sunfire
Celandin	Tavern	The Gray Dragon	None	Modest	Arannen high elf male, 532 CN	14	trout, venison	Aern Wine, Moon Wine, Sunfire
Celandin	Tavern	Wild Rivers Tavern	None	Modest	Ivellion high elf male, 108 CG	16	roast grouse, roast stag, wild boar	Aern Wine, Moon Wine, Sunfire
Celandin	Inn	The Bold Archer	5sp	Modest	Denna high elf female, 347 CG	12	None	None
Celandin	Inn	The Crafty Deer	5sp	Modest	Mariel high elf female, 591 N	11	None	None

Taverns and Inns: Celandin and Deep Vale

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Celandin	Inn	Starshine Inn	8sp	Comfortable	Valanthia high elf female, 301 4 th level bard CG	14	None	None
Celandin	Inn	The Pegasus	2gp	Wealthy	Sarienna high elf female, 235 CN	18	None	None
Celandin	Inn	The Emerald Hawk Inn	4gp	Aristocratic	Immerial half-elf male, 368 5 th level wizard CN	20	None	None
Celandin	Inn	The Silverleaf Inn	4gp	Aristocratic	Alindann high elf male, 673 4 th level ranger CG	22	None	None
Deep Vale	Tavern	The Faithful Falcon	None	Modest	Nyella halfing female, 43 CG	8	boar ribs, chicken soup, venison, wild boar	Sunfire, Vale Wine
Deep Vale	Tavern	The Laughing Pixie	None	Comfortable	Glenda human female, 28 5 th level sorcerer LG	9	mutton, potato soup, venison, wild turkey	Aern Wine, Moon Wine, Sunfire, Vale Wine
Deep Vale	Tavern	The Vale	None	Poor	Vardorra half-elf female, 145 CG	12	bark soup, chicken stew, potato soup	Vale Wine

Taverns and Inns: Deep Vale, Enariel, and Stonehelm

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Deep Vale	Inn	The Honest Monk	1sp	Poor	Randorn human male, 26 4 th level ranger CG	7	None	None
Deep Vale	Inn	The Yellow Sun	1sp	Poor	Falenna human female, 27 LG	5	None	None
Deep Vale	Inn	The Happy Spirit	5sp	Modest	Locke human male, 56 CG	7	None	None
Deep Vale	Inn	The Golden Angel	5sp	Modest	Hopda halfling male, 163 LG	8	None	None
Enariel	Inn*	The Treant	8sp	Comfortable	Shiveri high elf female, 180 CG	10	boar ribs, mushroom stew, smoked salmon	Aern Wine, Moon Wine, Sunfire
Stonehelm	Tavern	The Ruthless Hawk	None	Modest	Galdarn human male, 31 5 th level bard NE	12	chicken stew, onion soup, potato soup, wild boar	Aern Wine, Blackcliff Mead, Jade Mead, Raven Mead, Sunfire
Stonehelm	Tavern	The Lucky Virgin	None	Poor	Zardun human male, 26 1st level fighter LE	11	chicken stew, fish soup, wild boar chop	Blackcliff Mead, Emerae Mead, Jade Mead, Stonehelm Mead

Taverns and Inns: Stonehelm

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Stonehelm	Tavern	The Angry Wolf Tavern	None	Squalid	Balagar dragonborn male, 27 LE	14	chicken, fish soup, meat pie	Jade Mead
Stonehelm	Tavern	The Thirsty Stallion	None	Comfortable	Toska human male, 36 2 nd level fighter N	15	smoked salmon, squash soup, venison	Blackcliff Mead, Emerae Mead, Moon Wine, Raven Mead
Stonehelm	Tavern	The Iron Tankard	None	Modest	Skaamon tiefling male, 23 CE	12	apple pie, salmon, wild turkey	Blackcliff Mead, Moon Wine, Raven Mead
Stonehelm	Tavern	The Lonely Harlot	None	Squalid	Graydon human male, 39 NG	14	bark soup, chicken stew	Blackcliff Mead, Jade Mead
Stonehelm	Tavern	The Clumsy Queen	None	Modest	Jackson human male, 28 NE	16	salmon, wild boar, wild turkey	Blackcliff Mead, Jade Mead, Saralyn Wine, Stonehelm Mead
Stonehelm	Tavern	The Little Sailor	None	Aristocratic	Weldos halfling male, 24 3 rd level fighter CN	18	cherry pie, onion soup, roast stag, smoke salmon	Emerae Mead, Raven Mead, Stonehelm Mead
Stonehelm	Inn	The Broken Mast	1sp	Poor	Willy human male, 66 NE	6	None	None

Taverns and Inns: Stonehelm and Amara

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Stonehelm	Inn	The Greedy Witch Inn	7cp	Squalid	Myanna human female, 35 NE	5	None	None
Stonehelm	Inn	The Stone Castle	7cp	Squalid	Ellywock gnome female, 288 LE	6	None	None
Stonehelm	Inn	The Eager Pirate	1sp	Poor	Razelon human male, 57 4 th level wizard NE	8	None	None
Stonehelm	Inn	The Two Farmers	5sp	Modest	Hugh human male, 38 3 rd level bard CG	12	None	None
Stonehelm	Inn	The Grim Fool	1sp	Poor	Dycknar human male, 27 4 th level fighter LE	10	None	None
Stonehelm	Inn	The Hearth Inn	2gp	Wealthy	Sylara half-elf female, 117 NE	15	None	None
Amara	Tavern	The Sunflower	None	Modest	Lohman human male, 46 1 st level fighter LN	7	apple pie, potato soup, trout, venison	Blackcliff Mead, Emerae Mead, Saralyn Wine, Stonehelm Mead

Taverns and Inns: Amara, Jade, Vaux, Nizath, and Hyde

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drinks
Amara	Tavern	The Dancing Hedgehog	None	Modest	Hedgy gnome male, 354 CN	6	apple crumble, bark soup, meat pie, trout	Blackcliff Mead, Jade Mead
Amara	Inn	The Laughing Wolf	5sp	Modest	Wallace human male, 36 NE	5	None	None
Jade	Tavern	The Hungry Bear	None	Modest	Brynn human female, 25 CN	7	cherry pie, squash soup, wild boar, trout	Aern Wine, Blackcliff Mead, Emerae Mead, Stonehelm Mead
Jade	Inn	The Quiet Pony	5sp	Modest	Andraess high elf female, 412 CG	6	None	None
Vaux	Inn*	The Stone Mace	5sp	Modest	Noren human male, 38 4 th level fighter LE	5	apple pie, squash soup, trout, wild turkey	Emerae Mead, Jade Mead, Sunfire, Stonehelm Mead
Nizath	Inn	The Three Brooms Inn	1sp	Poor	Farina human female, 40 CN	6	None	None
Hyde	Inn*	Eastwood Inn	5sp	Modest	Celaerian half-elf male, 24 5 th level ranger CG	6	cherry pie, potato soup, smoked salmon, trout	Aern Wine, Jade Mead, Moon Wine, Sunfire

Taverns and Inns: Land's End, Sea Wind, and Dawn

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Land's End	Tavern	The Lucky Poet	None	Poor	Topher human male, 27 CG	8	bark soup, fish soup, salmon	Aern Wine, Faen Wine
Land's End	Inn	The End	1sp	Poor	Heinan half-elf male, 32 CG	7	None	None
Sea Wind	Tavern	The Seawind Tavern	None	Poor	Maelar wood elf male, 376 3 rd level fighter CG	9	potato soup, smoked salmon, wild boar	Aern Wine, Faen Wine
Sea Wind	Inn	The Coral Inn	1sp	Poor	Nana human female, 53 CG	6	None	None
Dawn	Tavern	The Singing Fish Tavern	None	Modest	Rexx human male, 42 CG	8	cherry pie, onion soup, fish soup, venison	Aern Wine, Faen Wine
Dawn	Tavern	The Noisy Dragon	None	Modest	Gannett human male, 36 LG	7	salmon, wild boar	Aern Wine, Moon Wine
Dawn	Inn*	The Shady Rabbit	5sp	Modest	Maniak human male, 26 4 th level ranger CG	6	fish soup, meat pie	Aern Wine

Taverns and Inns: Amas, Aern, and Varen

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Amas	Tavern	The Singing Sprite	None	Poor	Drenna wood elf female, 156 2 nd level fighter CN	8	bark soup, fish soup, salmon	Aern Wine, Faen Wine
Amas	Inn	The Raelen Inn	1sp	Poor	Fanielle high elf female, 309 CG	7	None	None
Aern	Tavern	The Quiet Satyr	None	Poor	Tharivas high elf male, 245 3 rd level wizard CG	9	potato soup, smoked salmon, wild boar	Aern Wine, Faen Wine
Aern	Inn	The Golden Arrow Inn	1sp	Poor	Miava high elf female, 126 4 th level ranger NG	6	None	None
Varen	Tavern	The Dancing Dryad	None	Modest	Erevon high elf male, 201 CG	8	cherry pie, onion soup, fish soup, venison	Aern Wine, Faen Wine
Varen	Inn	The Seashell	None	Modest	Gallias high elf male, 265 NE	7	salmon, wild boar	Aern Wine, Moon Wine
Varen	Inn	The Ladrian Inn	5sp	Modest	Varielle high elf female, 176 3 rd level ranger CG	6	fish soup, meat pie	Aern Wine

Taverns and Inns: Random Roadside Taverns I

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Roadside	Tavern	Five Flumphs	None	Comfortable	Seranna half-elf female, 21 3 rd level fighter CG	8	apple pie, squash soup, venison, wild turkey	Moon Wine, Raven Mead, Wyld Mead
Roadside	Tavern	The Wailing Wyvern	None	Modest	Toldin human male, 32 N	6	mutton, potato soup, wild boar	Myrr Mead, Roan Mead
Roadside	Tavern	The Flying Fungi	None	Modest	Abnar human male, 51 CN	7	baked goat, mushroom soup, wild boar	Raven Mead, Roan Mead
Roadside	Tavern	The Laughing Hag Tavern	None	Poor	Larek human male, 26 NE	5	chicken, onion soup, salmon	Krull Mead, Myrr Mead, Wyld Mead
Roadside	Tavern	The Green Golem	None	Poor	Yoggan halfling male, 231 NG	6	chicken soup, meat pie	Myrr Mead
Roadside	Tavern	The Dancing Bugbear	None	Poor	Weldon human male, 47 LG	6	cabbage stew, wild boar chop	Myrr Mead, Wyld Mead
Roadside	Tavern	The Rowdy Roper	None	Squalid	Seldari human female, 23 CG	5	chicken stew, meat pie	Krull Mead, Myrr Mead

Taverns and Inns: Random Roadside Taverns II

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Roadside	Tavern	The Young Prince	None	Comfortable	Rassakar human male, 21 4 th level warlock CE	8	squash soup, venison, wild turkey	Aern Wine, Raven Mead, Wyld Mead
Roadside	Tavern	The Enchanted Hound	None	Modest	Baladinn dragonborn male, 16 3 rd level paladin LG	6	chicken soup, potato soup, wild boar	Aern Wine, Myrr Mead, Roan Mead
Roadside	Tavern	The Grumpy Priest	None	Poor	Oslorn human male, 24 CG	5	bark soup, mushroom soup, wild boar	Raven Mead, Roan Mead
Roadside	Tavern	The Grinning Troll Tavern	None	Poor	Marret halfling male, 104 4 th level rogue LE	5	chicken soup, onion soup, salmon	Krull Mead, Myrr Mead, Wyld Mead
Roadside	Tavern	The Honest Hero	None	Poor	Bimpnab gnome female, 153 NE	6	bark soup, meat pie	Myrr Mead
Roadside	Tavern	The Dusty Flagon	None	Poor	Degranett human male, 30 N	6	chicken soup, wild boar chop	Krull Mead, Myrr Mead
Roadside	Tavern	The Stubborn Snake	None	Squalid	Fashda human female, 28 2 nd level sorcerer CG	5	chicken stew, meat pie	Krull Mead, Myrr Mead

Taverns and Inns: Random Roadside Inns I

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Roadside	Inn*	The Blue Basilisk Inn	8sp	Comfortable	Calen human male, 29 LG	7	cherry pie, mutton, roast grouse, venison	Aern Wine, Raven Mead, Wyld Mead
Roadside	Inn*	The Moody Manticore	5sp	Modest	Fordak hill dwarf male, 237 3 rd level barbarian LN	5	apple crumble, baked goat, roast pheasant, wild boar	Nox Mead, Myrr Mead
Roadside	Inn*	The Sleeping Boar	5sp	Modest	Hogar human male, 33 4 th level fighter CN	7	baked goat, meat pie, mushroom soup, wild boar	Myrr Mead, Roan Mead, Wyld Mead
Roadside	Inn*	The Kraken	1sp	Poor	Jassella human female, 25 CE	6	chicken stew, mushroom soup, wild turkey	Krull Mead
Roadside	Inn*	The Flameskull	1sp	Poor	Vada tiefling female, 18 NE	4	cabbage stew, fish soup, meat pie	Krull Mead, Myrr Mead, Roan Mead
Roadside	Inn*	The Prancing Pegasus	7cp	Squalid	Galdor human male, 25 CG	5	chicken, potato soup, wild boar chop	Krull Mead, Myrr Mead
Roadside	Inn*	The Humble Homunculus	7cp	Squalid	Abigail human female, 56 LG	4	cabbage stew, fish soup, meat pie	Krull Mead

Taverns and Inns: Random Roadside Inns II

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Roadside	Inn*	The Nimble Fox	8sp	Comfortable	Elnaress half-elf female, 23 CG	7	cherry pie, mutton, roast grouse, venison	Aern Wine, Raven Mead, Wyld Mead
Roadside	Inn*	The Dusty Shield Inn	7cp	Squalid	Kayorn human male, 26 CE	5	apple crumble, baked goat, roast pheasant, wild boar	Nox Mead, Myrr Mead
Roadside	Inn*	The Jolly Hedgehog	5sp	Modest	Tora halfling female, 89 LG	8	baked goat, meat pie, mushroom soup, wild boar	Myrr Mead, Roan Mead, Wyld Mead
Roadside	Inn*	The Grim Knight	8sp	Comfortable	Fadelle human female, 33 4 th level fighter NE	6	chicken stew, mushroom soup, wild turkey	Krull Mead
Roadside	Inn*	The Lucky Warlock	1sp	Poor	Tharamil half-elf male, 27 CG	4	cabbage stew, fish soup, meat pie	Krull Mead, Myrr Mead, Roan Mead
Roadside	Inn*	The Sad Squire	7cp	Squalid	Baren hill dwarf male, 127 LG	4	chicken, potato soup, wild boar chop	Krull Mead, Myrr Mead
Roadside	Inn*	The Naughty Vulture Inn	7cp	Squalid	Tasark human male, 54 N	4	cabbage stew, fish soup, meat pie	Krull Mead

Tavern Menu Prices

Food

Meat/Seafood (one portion)

Baked Goat.....	3sp
Boar Ribs	4sp
Chicken	3sp
Cooked Beef.....	4sp
Meat Pie	5sp
Mutton.....	6sp
Perch	3sp
Pike	3sp
Pork Chop	1sp
Quail.....	5sp
Rabbit.....	1sp
Roast Grouse.....	3sp
Roast Stag	4sp
Salmon	1sp
Sausage	3sp
Trout (Myrr Trout).....	2sp
Turkey Pie.....	6sp
Venison	3sp
Wild Boar	4sp
Wild Boar Chop	1sp
Wild Turkey	4sp

BREADS

Common, loaf	2cp
Flatbread, loaf	4cp
Myrrbread, loaf	1sp
Sweetbread, loaf.....	5cp

CHEESE

Common, one serving	1sp
Wyld Cheese, one serving.....	2sp

FRUIT and VEGETABLES

Assorted Greens	7cp
Thistle Salad.....	5cp
Vegetables include: Carrots, Cabbage, Leeks, Turnips, Onions, Beets, Pumpkin	
Fruits include: Blueberries, Apples, Cranberries, Tomatoes, Squash, Plums, Peaches, Strawberries	

SOUPS

Acorn Soup	3cp
Bark Soup.....	2cp
Cabbage Soup	5cp
Chicken Soup	6cp
Fish Soup	6cp
Leek Soup	3cp
Minted Pea Soup.....	4cp
Mushroom Soup.....	5cp
Onion Soup	3cp
Potato Soup	4cp
Squash Soup.....	1sp
Tomato Soup.....	4cp
Turkey Soup.....	6cp

STEWES

Cabbage Stew.....	7cp
Rabbit Stew.....	8cp

DESSERTS

Apple Pie.....	2sp
Apple Crumble.....	2sp
Blueberry Pie	3sp
Cherry Pie	3sp
Cranberry Pie	3sp
Fruitcake	1sp
Pumpkin Pie.....	1sp
Sweet roll	5cp
Treacle.....	1sp

Drinks

CIDER

Apple.....	7cp
------------	-----

TEA

Bark Tea.....	1cp
Ginger Tea	1cp
Lemon Tea	1cp
Mint Tea.....	1cp
Sage Tea.....	1cp

WINE (made in)

Aern Wine (Celandin).....	3sp
Crown Wine (Wyld)	8sp
Damos Wine (Damos).....	5gp
Edin Wine (Edin)	5sp
Faen Wine (Loren).....	5gp
Moon Wine (Stonehelm).....	15gp
Mystwood Wine (Wyld)	8sp
Rand Wine (Rand)	1gp
Saralyn Wine (Amara)	10gp
Sunfire (Stonehelm).....	1gp
Vale Wine (Deep Vale).....	10gp
Wyld Wine (Wyld)	3sp

MEAD (Brewed in)

Amber Mead (Bladen)	6cp
Blackcliff Mead (Black Cliff).....	9cp
Dragon Mead (Stonehelm).....	1sp
Edin Mead (Edin).....	5cp
Emerae Mead (Stonehelm)	4cp
Farstad Mead (Tharn)	5cp
Forest Mead (Black Cliff).....	5cp
Gargoyle Mead (Bladen).....	1sp
Hill Mead (Hommel).....	5cp
Jade Mead (Jade).....	5cp
Krull Mead (Hael).....	3cp
Myrr Mead (Wyld).....	4cp
Nox Mead (Hael)	5cp
Queen's Ale (Wyld).....	8cp
Raven Mead (Wyld).....	5sp
Redhawk Mead (Hommel).....	1sp
Roan Mead (Port Telvan).....	7cp
Rock Bear Mead (Port Telvan).....	5cp
Southern Mead (Karn)	4cp
Stonehelm Mead (Stonehelm).....	2sp
Two Hammers Mead (Hael)	1sp
Windrider Mead (Edin).....	8cp
Wyld Mead (Wyld).....	5cp



Encounter Tables

Bladen	162	Mountains of the Sky (West)	185
Castles, Keeps, and Fortresses	163	Mountains of the Stars	186
Caverns	164	Mountains of the Sun	187
Celandin	165	Mystwood	188
Damos	166	Nox.....	189
The DarkNox	167	The Old Wood.....	190
Dungeons	168	Rakkas Bay	191
Eastwood (North).....	169	Salamar Sea.....	192
Eastwood (South).....	170	The Shadowy Hills.....	193
The Fields of Wyld	171	The Southern Territories	194
Forest of Aramoor.....	172	Stonehelm	195
Hills of Oz.....	173	Svaldon	196
Hills of Zoth.....	174	The Sea of Tharn.....	197
Hommel.....	175	Towns and Villages.....	198
Inns and Taverns	176	Uldan.....	199
Krull	177	Wyld.....	200
Ladrian Sea	178	The Wyld Catacombs.....	201
Lake Aramoor	179	Wyldwood.....	202
Lakes and Rivers.....	180	Sea of Yarr	203
Manors	181		
Mojin.....	182		
Mountains of the Moon.....	183		
Mountains of the Sky (East)	184		

In the following tables,
* indicates an encounter on a vessel.

Encounter Table: Bladen

D100 Encounter

01-02 Vampire (spellcaster)
03-04 Vampire
05-06 Stone Golem
07-08 Assassin
09-10 Cloaker
11-12 Wraith
13-14 Mage
15-16 Hell Hound
17-18 Nightmare
19-20 Giant Rat
21-22 Banshee
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Wererat
31-32 Vampire Spawn
33-34 Acolyte
35-36 Swarm of Bats
37-38 Shadow
39-40 Elite Guard Patrol
41-42 Commoner
43-44 Raven
45-46 Bat
47-48 Wolf
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Thug
57-58 Commoner
59-60 Spy
61-62 Zombie
63-64 Slavers
65-66 Noble
67-68 Commoner
69-70 Tavern Brawler
71-72 Elite Guard Patrol
73-74 Merchants
75-76 Gargoyle
77-78 Thieves
79-80 Swarm of Rats
81-82 Elite Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Night Hag
89-90 Cloaker
91-92 Witch
93-94 Vampire Spawn
95-96 Clay Golem
97-98 Vampire
99-00 Vampire (Warrior)

Encounter Table: Castles, Keeps, and Fortresses

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Guard
03-04	Knight Commander	53-54	Acolyte
05-06	Invisible Stalker	55-56	Swarm of Rats
07-08	Vampire Spawn	57-58	Noble
09-10	Arch Mage	59-60	Guard Patrol
11-12	High Priest	61-62	Commoner
13-14	Pseudodragon	63-64	Priest
15-16	Flying Sword	65-66	Guard Patrol
17-18	Clay Golem	67-68	Rat
19-20	Veteran	69-70	Knight
21-22	Gargoyle	71-72	Swarm of Rats
23-24	Guard Commander	73-74	Priest
25-26	Elite Guard	75-76	Commoner
27-28	Animated Armor	77-78	Guard Commander
29-30	Guard Patrol	79-80	Cult Fanatic
31-32	Spy	81-82	Stone Golem
33-34	Mastiff	83-84	Specter
35-36	Commoner	85-86	Ghost
37-38	Noble	87-88	Scout
39-40	Swarm of Rats	89-90	Berserker
41-42	Cultists	91-92	Gladiator
43-44	Entertainers	93-94	Mage
45-46	Commoner	95-96	High Priest
47-48	Guard	97-98	Iron Golem
49-50	Swarm of Rats	99-00	Vampire

Encounter Table: Caverns

D100	Encounter	D100	Encounter
01-02	Night Hag (In Coven)	51-52	Bat
03-04	Troll	53-54	Giant Rat
05-06	Ogre	55-56	Stirge
07-08	Green Hag	57-58	Bandit
09-10	Giant Wolf Spider	59-60	Swarm of Rats
11-12	Cultists	61-62	Giant Rat
13-14	Stirge	63-64	Thug
15-16	Roper	65-66	Giant Wolf Spider
17-18	Thugs	67-68	Brown Bear
19-20	Smother	69-70	Giant Centipede
21-22	Giant Centipede	71-72	Swarm of Bats
23-24	Swarm of Rats	73-74	Thugs
25-26	Scout	75-76	Half-Ogre
27-28	Bandit Patrol	77-78	Cultists
29-30	Cult Fanatic	79-80	Swarm of Rats
31-32	Poisonous Snake	81-82	Bandit Captain
33-34	Giant Rat	83-84	Giant Rat
35-36	Brown Bear	85-86	Bugbear
37-38	Thug	87-88	Wolf
39-40	Bandit	89-90	Ghost
41-42	Swarm of Rats	91-92	Roper
43-44	Giant Rat	93-94	Cultists
45-46	Swarm of Bats	95-96	Troll
47-48	Lizard	97-98	Mage
49-50	Stirge	99-00	Green Hag

Encounter Table: Celandin

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Entertainers
03-04	Knights Patrol (High Elves)	53-54	Commoner (High Elf)
05-06	Mage (High Elf)	55-56	Merchants
07-08	Monk Brotherhood	57-58	Hawk
09-10	Elite Guard Patrol (High Elves)	59-60	Elite Guard Patrol (High Elves)
11-12	Monk	61-62	Elk (Mount)
13-14	Veteran	63-64	Entertainers
15-16	Commoner (High Elf)	65-66	Knight (High Elf)
17-18	Thief	67-68	Cultists
19-20	Scout Patrol (High Elves)	69-70	Owl
21-22	Noble (High Elf)	71-72	Noble (High Elf)
23-24	Commoner (High Elf)	73-74	Scout (High Elf)
25-26	Knight (High Elf)	75-76	Commoner (High Elf)
27-28	Owl	77-78	Mage (High Elf)
29-30	Druid	79-80	Entertainers
31-32	Commoner (High Elf)	81-82	Merchants
33-34	Knights Patrol (High Elves)	83-84	Elite Guard Patrol (High Elves)
35-36	Noble (High Elf)	85-86	Commoner (High Elf)
37-38	Merchants	87-88	Noble (High Elf)
39-40	Elk (Mount)	89-90	Knights Patrol (High Elves)
41-42	Entertainers	91-92	Druid (High Elf)
43-44	Hawk	93-94	Spy
45-46	Commoner (High Elf)	95-96	Griffon
47-48	Owl	97-98	Monk
49-50	Giant Rat	99-00	Doppelganger

Encounter Table: Damos

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner
03-04	Horned Devil	53-54	Merchants
05-06	Monk Brotherhood	55-56	Slavers
07-08	Hobgoblin Patrol	57-58	Hobgoblin
09-10	Vampire Spawn	59-60	Tavern Brawler
11-12	Night Hag	61-62	Hobgoblin Patrol
13-14	Shadow	63-64	Bat
15-16	Commoner	65-66	Giant Rat
17-18	Swarm of Rats	67-68	Commoner
19-20	Spy	69-70	Slavers
21-22	Imp	71-72	Thugs
23-24	Elite Guard	73-74	Hobgoblin Patrol
25-26	Vampire Spawn	75-76	Swarm of Rats
27-28	Swarm of Bats	77-78	Raven
29-30	Wererat	79-80	Vampire Spawn
31-32	Commoner	81-82	Wolf
33-34	Hobgoblin Captain	83-84	Monk
35-36	Slavers	85-86	Swarm of Bats
37-38	Elite Guard	87-88	Cultists
39-40	Commoner	89-90	Bearded Devil
41-42	Wolf	91-92	Elite Guard
43-44	Cultist	93-94	Doppelganger
45-46	Hobgoblin	95-96	Hobgoblin Captain
47-48	Thug	97-98	Nightmare
49-50	Giant Rat	99-00	Vampire

Encounter Table: The DarkNox

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Rat
03-04	Invisible Stalker	53-54	Spider
05-06	Shambling Mound	55-56	Giant Rat
07-08	Vampire Spawn	57-58	Cultist
09-10	Black Pudding	59-60	Commoner
11-12	Commoner	61-62	Thieves
13-14	Thieves	63-64	Mastiff
15-16	Ghost	65-66	Swarm of Rats
17-18	Doppelganger	67-68	Pseudodragon
19-20	Swarm of Rats	69-70	Gray Ooze
21-22	Thugs	71-72	Swarm of Insects
23-24	Monk Brotherhood	73-74	Wererat
25-26	Berserker	75-76	Rust Monster
27-28	Bugbear	77-78	Bugbear
29-30	Gelatinous Cube	79-80	Cultists
31-32	Specter	81-82	Ochre Jelly
33-34	Giant Rat	83-84	Gelatinous Cube
35-36	Slavers	85-86	Mimic
37-38	Commoner	87-88	Thugs
39-40	Wererat	89-90	Banshee
41-42	Thieves	91-92	Gladiator
43-44	Swarm of Rats	93-94	Assassin
45-46	Crawling Claw	95-96	Shambling Mound
47-48	Thug	97-98	Vampire Spawn
49-50	Homunculus	99-00	Mage

Encounter Table: Dungeons

D100 Encounter

01-02 Assassin
03-04 Night Hag
05-06 Invisible Stalker
07-08 Vampire Spawn
09-10 Scout Party
11-12 Cultists
13-14 Will-o'-Wisp
15-16 Wight
17-18 Priest
19-20 Bandit Captain
21-22 Gargoyle
23-24 Cult Fanatic
25-26 Thugs
27-28 Slavers
29-30 Bandit Patrol
31-32 Spy
33-34 Half-Ogre
35-36 Commoner
37-38 Thug
39-40 Smother
41-42 Gray Ooze
43-44 Zombie
45-46 Commoner
47-48 Cultist
49-50 Swarm of Rats

D100 Encounter

51-52 Guard
53-54 Giant Rat
55-56 Swarm of Bats
57-58 Bandit Patrol
59-60 Cultist
61-62 Giant Rat
63-64 Bandit
65-66 Skeleton
67-68 Bat
69-70 Black Pudding
71-72 Swarm of Rats
73-74 Thugs
75-76 Acolyte
77-78 Cultists
79-80 Rust Monster
81-82 Zombie
83-84 Specter
85-86 Ghost
87-88 Scout
89-90 Berserker
91-92 Gladiator
93-94 Spy
95-96 Doppelganger
97-98 Mage
99-00 Vampire

Encounter Table: Eastwood (North)

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Wolf
03-04	Knights Patrol (High Elves)	53-54	Knight (High Elf)
05-06	Wyvern	55-56	Boar
07-08	Troll	57-58	Giant Spider
09-10	Wereboar	59-60	Brown Bear
11-12	Night Hag	61-62	Knights Patrol (High Elves)
13-14	Ettin	63-64	Elk
15-16	Cultist	65-66	Commoner (High Elf)
17-18	Berserker	67-68	Eagle
19-20	Green Hag	69-70	Giant Owl
21-22	Bandit	71-72	Ogre
23-24	Giant Elk	73-74	Giant Boar
25-26	Owl	75-76	Goat
27-28	Elite Guard Patrol (High Elves)	77-78	Doppelganger
29-30	Commoner (High Elf)	79-80	Worg
31-32	Half-Ogre	81-82	Berserker
33-34	Elk	83-84	Veteran
35-36	Druid	85-86	Wereboar
37-38	Giant Rat	87-88	Spy
39-40	Badger	89-90	Hill Giant
41-42	Hawk	91-92	Troll
43-44	Giant Boar	93-94	Commoner (High Elf)
45-46	Deer	95-96	Mage
47-48	Elite Guard Patrol (High Elves)	97-98	Wyvern
49-50	Elk	99-00	Night Hag (In Coven)

Encounter Table: Eastwood (South)

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Badger
03-04	Troll	53-54	Deer
05-06	Unicorn	55-56	Owl
07-08	Bugbear	57-58	Commoner
09-10	Spy	59-60	Guard Patrol
11-12	Scout	61-62	Elk
13-14	Knights Patrol	63-64	Knight
15-16	Bugbear	65-66	Giant Spider
17-18	Slavers	67-68	Rat
19-20	The Greens	69-70	The Greens
21-22	Guard Patrol	71-72	Giant Boar
23-24	Centaur	73-74	Spy
25-26	Priest	75-76	Berserker
27-28	Satyr	77-78	Priest
29-30	Commoner	79-80	Centaur
31-32	The Greens	81-82	Slavers
33-34	Owl	83-84	Veteran
35-36	Elk	85-86	Doppelganger
37-38	Druid	87-88	Ghost
39-40	Noble	89-90	Treant
41-42	Dryad	91-92	Green Hag
43-44	Commoner	93-94	Mage
45-46	Guard Patrol	95-96	Wyvern
47-48	Boar	97-98	Knights Patrol
49-50	Commoner	99-00	Night Hag (In Coven)

Encounter Table: The Fields of Wyld

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner
03-04	Veteran	53-54	Hawk
05-06	Entertainers	55-56	Guard Patrol
07-08	Berserker	57-58	Merchants
09-10	Guard Patrol	59-60	Deer
11-12	Doppelganger	61-62	Bandit
13-14	Wererat	63-64	Hawk
15-16	Slavers	65-66	Commoner
17-18	Swarm of Insects	67-68	Boar
19-20	Bugbear	69-70	Guard
21-22	Bandit	71-72	Commoner
23-24	Priest	73-74	Bugbear
25-26	Goat	75-76	Spy
27-28	Guard Patrol	77-78	Brown Bear
29-30	Cult Fanatic	79-80	Swarm of Rats
31-32	Commoner	81-82	Merchants
33-34	Thug	83-84	Bandit Captain
35-36	Swarm of Rats	85-86	Commoner
37-38	Cultist	87-88	Slavers
39-40	Raven	89-90	Thugs
41-42	Noble	91-92	Druid
43-44	Boar	93-94	Ghost
45-46	Hawk	95-96	Thieves
47-48	Commoner	97-98	Veteran
49-50	Swarm of Rats	99-00	Mage

Encounter Table: Forest of Aramoor

D100	Encounter	D100	Encounter
01-02	Witch	51-52	Eagle
03-04	Ogre	53-54	Rat
05-06	Troll	55-56	Cultist
07-08	Brown Bear	57-58	Commoner
09-10	Night Hag	59-60	Giant Spider
11-12	Veteran	61-62	Owl
13-14	Doppelganger	63-64	Deer
15-16	Swarm of Rats	65-66	Badger
17-18	Giant Boar	67-68	Giant Rat
19-20	Slavers	69-70	Hawk
21-22	Druid	71-72	Boar
23-24	Cult Fanatic	73-74	Poisonous Snake
25-26	Cultists	75-76	Cultists
27-28	Berserker	77-78	Deer
29-30	Deer	79-80	Guard Patrol
31-32	Hawk	81-82	Cult Fanatic
33-34	Bandit Captain	83-84	Thug
35-36	Giant Spider	85-86	Giant Owl
37-38	Guard Patrol	87-88	Druid
39-40	Commoner	89-90	Green Hag
41-42	Owl	91-92	Spy
43-44	Deer	93-94	Brown Bear
45-46	Bandit	95-96	Mage
47-48	Commoner	97-98	Wyvern
49-50	Cultist	99-00	Night Hag (In Coven)

Encounter Table: Hills of Oz

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Goat
03-04	Wyvern	53-54	Hawk
05-06	Berserker	55-56	Swarm of Rats
07-08	Druid	57-58	Dire Wolf
09-10	Darog	59-60	Boar
11-12	Green Hag	61-62	Goat
13-14	Swarm of Bats	63-64	Cultists
15-16	Dire Wolf	65-66	Commoner
17-18	Bat	67-68	Slavers
19-20	Swarm of Rats	69-70	Hawk
21-22	Dire Wolf	71-72	Dire Wolf
23-24	Slavers	73-74	Giant Boar
25-26	Swarm of Bats	75-76	Elite Guard Patrol
27-28	Brown Bear	77-78	Swarm of Bats
29-30	Elite Guard Patrol	79-80	Giant Vulture
31-32	Swarm of Rats	81-82	Cultist
33-34	Goat	83-84	Ghost
35-36	Dire Wolf	85-86	Cult Fanatic
37-38	Commoner	87-88	Brown Bear
39-40	Cultist	89-90	Dire Wolf
41-42	Slavers	91-92	Green Hag (In Coven)
43-44	Hawk	93-94	Ogre
45-46	Dire Wolf	95-96	Darog
47-48	Boar	97-98	Berserker
49-50	Bat	99-00	Wyvern

Encounter Table: Hills of Zoth

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Blood Hawk
03-04	Bandit Patrol	53-54	Bandit
05-06	Goblin Patrol	55-56	Boar
07-08	Berserker	57-58	Wolf
09-10	Monk Brotherhood	59-60	Bandit Patrol
11-12	Werewolf	61-62	Slavers
13-14	Harpy	63-64	Goat
15-16	Wereboar	65-66	Swarm of Insects
17-18	Boar	67-68	Monk Brotherhood
19-20	Wolf	69-70	Poisonous Snake
21-22	Poisonous Snake	71-72	Blood Hawk
23-24	Goat	73-74	Guard Patrol
25-26	Swarm of Insects	75-76	Wolf
27-28	Wolf	77-78	Boar
29-30	Monk	79-80	Monk
31-32	Blood Hawk	81-82	Wereboar
33-34	Monk Brotherhood	83-84	Harpy
35-36	Slavers	85-86	Slavers
37-38	Bandit Patrol	87-88	Druid
39-40	Monk	89-90	Werewolf
41-42	Goat	91-92	Harpy
43-44	Wolf	93-94	Goblin Patrol
45-46	Boar	95-96	Spy
47-48	Swarm of Insects	97-98	Monk Brotherhood
49-50	Bandit Patrol	99-00	Green Hag (In Coven)

Encounter Table: Hommel

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Merchants
03-04	Monk Brotherhood	53-54	Commoner
05-06	Mage	55-56	Guard
07-08	Wereboar	57-58	Tavern Brawler
09-10	Commoner	59-60	Giant Rat
11-12	Werewolf	61-62	Bandit
13-14	Druid	63-64	Entertainers
15-16	Cult Fanatic	65-66	Guard Patrol
17-18	Thugs	67-68	Slavers
19-20	Cultists	69-70	Commoner
21-22	Commoner	71-72	Cultist
23-24	Elite Guard	73-74	Bandit
25-26	Berserker	75-76	Thug
27-28	Swarm of Rats	77-78	Bandit Captain
29-30	Guard	79-80	Slavers
31-32	Merchants	81-82	Elite Guard
33-34	Monk	83-84	Werewolf
35-36	Guard Patrol	85-86	Wererat
37-38	Slavers	87-88	Monk
39-40	Giant Rat	89-90	Spy
41-42	Merchants	91-92	Doppelganger
43-44	Commoner	93-94	Knight
45-46	Guard	95-96	Thugs
47-48	Entertainers	97-98	Werewolf
49-50	Giant Rat	99-00	Monk Brotherhood

Encounter Table: Inns and Taverns

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner
03-04	High Priest	53-54	Entertainer
05-06	Invisible Stalker	55-56	Merchant
07-08	Vampire Spawn	57-58	Tavern Brawler
09-10	Ghost	59-60	Cultist
11-12	Veteran	61-62	Mastiff
13-14	Doppelganger	63-64	Bandit
15-16	Guard Patrol	65-66	Entertainers
17-18	Priest	67-68	Noble
19-20	Bandit Captain	69-70	Cat
21-22	Half-Ogre	71-72	Swarm of Rats
23-24	Cult Fanatic	73-74	Thugs
25-26	Thugs	75-76	Acolyte
27-28	Commoner	77-78	Cultists
29-30	Tavern Brawler	79-80	Rat
31-32	Spy	81-82	Scout
33-34	Half-Ogre	83-84	Druid
35-36	Commoner	85-86	Slavers
37-38	Thug	87-88	Thieves
39-40	Swarm of Rats	89-90	Berserker
41-42	Guard	91-92	Gladiator
43-44	Thief	93-94	Spy
45-46	Commoner	95-96	Vampire Spawn
47-48	Noble	97-98	Mage
49-50	Merchants	99-00	Vampire

Encounter Table: Krull

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Giant Rat
03-04	Orc Shaman	53-54	Dire Wolf
05-06	Doppelganger	55-56	Orc Patrol
07-08	Troll	57-58	Orc
09-10	Orc	59-60	Worg
11-12	Spy	61-62	Eagle
13-14	Half-Ogre	63-64	Giant Rat
15-16	Orc Shaman	65-66	Orc Patrol
17-18	Orc	67-68	Orc Shaman
19-20	Ogre	69-70	Worg
21-22	Giant Rat	71-72	Swarm of Rats
23-24	Orc Patrol	73-74	Eagle
25-26	Ghost	75-76	Giant Rat
27-28	Orc Shaman	77-78	Orc Patrol
29-30	Orc Patrol	79-80	Orc Shaman
31-32	Swarm of Rats	81-82	Orc
33-34	Worg	83-84	Troll
35-36	Eagle	85-86	Ogre
37-38	Orc	87-88	Giant Rat
39-40	Giant Rat	89-90	Orc Shaman
41-42	Orc Patrol	91-92	Wererat
43-44	Dire Wolf	93-94	Hill Giant
45-46	Swarm of Rats	95-96	Night Hag (In Coven)
47-48	Orc	97-98	Spy
49-50	Orc Shaman	99-00	Assassin

Encounter Table: Ladrian Sea

D100 Encounter

01-02 Dragon Turtle
 03-04 Merrow
 05-06 Giant Shark
 07-08 Merfolk
 09-10 Sea Hag
 11-12 Giant Turtle
 13-14 Doppelganger*
 15-16 Whale
 17-18 Spy*
 19-20 Merrow
 21-22 Dolphin
 23-24 Merfolk
 25-26 Commoner*
 27-28 Octopus
 29-30 Reef Shark
 31-32 Giant Sea Horse
 33-34 Elite Guard Patrol*
 35-36 Merfolk
 37-38 Commoner*
 39-40 Reef Shark
 41-42 Seal
 43-44 Cultist *
 45-46 Commoner*
 47-48 Giant Crab
 49-50 Elite Guard Patrol*

D100 Encounter

51-52 Crab
 53-54 Commoner*
 55-56 Octopus
 57-58 Merchants*
 59-60 Elite Guard Patrol*
 61-62 Crab
 63-64 Merfolk
 65-66 Merchants*
 67-68 Entertainers*
 69-70 Cultists*
 71-72 Commoner*
 73-74 Knights Patrol*
 75-76 Crab
 77-78 Bandit Patrol*
 79-80 Giant Octopus
 81-82 Merrow
 83-84 Reef Shark
 85-86 Merfolk
 87-88 Slavers*
 89-90 Spy*
 91-92 Seal
 93-94 Giant Shark
 95-96 Mage*
 97-98 Knights Patrol*
 99-00 Merrow

Encounter Table: Lake Aramoor

D100 Encounter

01-02 Assassin*
 03-04 Wyvern
 05-06 Spy*
 07-08 Priest*
 09-10 Veteran*
 11-12 Folk Caravan*
 13-14 Knights Patrol
 15-16 Cult Fanatic*
 17-18 Thugs*
 19-20 Giant Toad
 21-22 Bandit*
 23-24 Giant Frog
 25-26 Slavers*
 27-28 Thieves*
 29-30 Folk Caravan*
 31-32 Merchants*
 33-34 Swarm of Insects
 35-36 Thugs*
 37-38 Commoner*
 39-40 Entertainers*
 41-42 Guard Patrol*
 43-44 Cultists*
 45-46 Swarm of Insects
 47-48 Merchants*
 49-50 Folk Caravan*

D100 Encounter

51-52 Commoner*
 53-54 Giant Frog*
 55-56 Merchants*
 57-58 Entertainers*
 59-60 Acolyte*
 61-62 Swarm of Insects
 63-64 Commoner*
 65-66 Folk Caravan*
 67-68 Merchants*
 69-70 Giant Toad
 71-72 Commoner*
 73-74 Guard Patrol
 75-76 Cultists*
 77-78 Thieves*
 79-80 Scout*
 81-82 Slavers*
 83-84 Folk Caravan*
 85-86 Priest*
 87-88 Druid*
 89-90 Doppelganger*
 91-92 Slavers*
 93-94 Knights Patrol*
 95-96 Green Hag
 97-98 Troll
 99-00 Mage*

Encounter Table: Lakes and Rivers

D100	Encounter	D100	Encounter
01-02	Assassin*	51-52	Quipper
03-04	Troll	53-54	Commoner*
05-06	Quipper	55-56	Folk Caravan*
07-08	Lizardfolk	57-58	Merchants*
09-10	Water Elemental	59-60	Quipper
11-12	Cultists*	61-62	Guard Patrol*
13-14	Commoner*	63-64	Bandit*
15-16	Folk Caravan*	65-66	Commoner*
17-18	Swarm of Quippers	67-68	Giant Frog
19-20	Acolyte*	69-70	Folk Caravan*
21-22	Druid*	71-72	Merchants*
23-24	Giant Toad	73-74	Thugs*
25-26	Thugs*	75-76	Priest*
27-28	Merchants*	77-78	Cultists*
29-30	Commoner*	79-80	Commoner*
31-32	Folk Caravan*	81-82	Folk Caravan*
33-34	Giant Frog	83-84	Giant Toad
35-36	Commoner*	85-86	Swarm of Quippers
37-38	Thug*	87-88	Commoner*
39-40	Guard Patrol*	89-90	Folk Caravan*
41-42	Swarm of Quippers	91-92	Lizardfolk Raiders
43-44	Folk Caravan*	93-94	Spy*
45-46	Commoner*	95-96	Troll
47-48	Quipper	97-98	Mage*
49-50	Merchants*	99-00	Water Elemental

Encounter Table: Manors

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner
03-04	Knight Commander	53-54	Guard
05-06	Invisible Stalker	55-56	Mastiff
07-08	High Priest	57-58	Guard Patrol
09-10	Flying Sword	59-60	Noble
11-12	Cultists	61-62	Commoner
13-14	Specter	63-64	Flying Sword
15-16	Shadow	65-66	Elite Guard
17-18	Veteran	67-68	Animated Armor
19-20	Noble	69-70	Rug of Smothering
21-22	Gargoyle	71-72	Knight
23-24	Commoner	73-74	Noble
25-26	Cat	75-76	Acolyte
27-28	Mastiff	77-78	Entertainers
29-30	Entertainers	79-80	Priest
31-32	Noble	81-82	Noble
33-34	Guard Patrol	83-84	Elite Guard Patrol
35-36	Commoner	85-86	Ghost
37-38	Knight	87-88	Mage
39-40	Swarm of Rats	89-90	Knight
41-42	Rug of Smothering	91-92	Gladiator
43-44	Guard Patrol	93-94	Spy
45-46	Commoner	95-96	Assassin
47-48	Noble	97-98	Arch Mage
49-50	Guard	99-00	Vampire

Encounter Table: Mojin

D100 Encounter

01-02 Assassin
03-04 Goblin Patrol
05-06 Ghost
07-08 Harpy
09-10 Goblin
11-12 Swarm of Rats
13-14 Slavers
15-16 Brown Bear
17-18 Goblin
19-20 Worg
21-22 Goblin Patrol
23-24 Shadow
25-26 Goblin Shaman
27-28 Stirge
29-30 Goblin
31-32 Goat
33-34 Swarm of Spiders
35-36 Worg
37-38 Stirge
39-40 Eagle
41-42 Goblin Patrol
43-44 Swarm of Rats
45-46 Goblin Shaman
47-48 Goblin
49-50 Giant Rat

D100 Encounter

51-52 Goblin
53-54 Spider
55-56 Goblin Patrol
57-58 Swarm of Rats
59-60 Slavers
61-62 Goblin
63-64 Eagle
65-66 Goblin Shaman
67-68 Worg
69-70 Swarm of Spiders
71-72 Goblin
73-74 Goblin Patrol
75-76 Giant Rat
77-78 Werebear
79-80 Goblin
81-82 Stirge
83-84 Goblin Shaman
85-86 Worg
87-88 Harpy
89-90 Goblin Patrol
91-92 Slavers
93-94 Worg
95-96 Shadow
97-98 Harpy
99-00 Troll

Encounter Table: Mountains of the Moon

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Goblin
03-04	Roc	53-54	Cultist
05-06	Knights Patrol	55-56	Harpy
07-08	Night Hag (In Coven)	57-58	Goblin Patrol
09-10	Goat	59-60	Swarm of Rats
11-12	Wereboar	61-62	Brown Bear
13-14	Goblin Shaman	63-64	Worg
15-16	Brown Bear	65-66	Giant Boar
17-18	Berserker	67-68	Goblin
19-20	Werebear	69-70	Stirge
21-22	Roc	71-72	Slavers
23-24	Goblin	73-74	Ogre
25-26	Druid	75-76	Werewolf
27-28	Goblin	77-78	Goblin Patrol
29-30	Worg	79-80	Troll
31-32	Goblin Patrol	81-82	Cult Fanatic
33-34	Cultists	83-84	Harpy
35-36	Stirge	85-86	Knights Patrol
37-38	Boar	87-88	Goblin Patrol
39-40	Goat	89-90	Green Hag
41-42	Goblin	91-92	Slavers
43-44	Slavers	93-94	Werewolf
45-46	Giant Vulture	95-96	Mage
47-48	Eagle	97-98	Roc
49-50	Goblin Patrol	99-00	Wyvern

Encounter Table: Mountains of the Sky (East)

D100	Encounter	D100	Encounter
01-02	Ancient White Dragon	51-52	Commoner
03-04	Night Hag (In Coven)	53-54	Scout
05-06	Dark Dwarf Raiders	55-56	Dire Wolf
07-08	Adult White Dragon	57-58	Black Bear
09-10	Spy	59-60	Eagle
11-12	Troll	61-62	Giant Spider
13-14	Ettin	63-64	Dire Wolf
15-16	Bandit	65-66	Cultists
17-18	Doppelganger	67-68	Winter Wolf
19-20	Berserker	69-70	Hawk
21-22	Hawk	71-72	Giant Eagle
23-24	Cult Fanatic	73-74	Druid
25-26	Dire Wolf	75-76	Spy
27-28	Cultists	77-78	Giant Spider
29-30	Giant Eagle	79-80	Cult Fanatic
31-32	Ogre	81-82	Druid
33-34	Dire Wolf	83-84	Troll
35-36	Goat	85-86	Ogre
37-38	Eagle	87-88	Black Bear
39-40	Winter Wolf	89-90	Ghost
41-42	Dire Wolf	91-92	Ettin
43-44	Hawk	93-94	Night Hag
45-46	Black Bear	95-96	Spy
47-48	Goat	97-98	Roc
49-50	Eagle	99-00	Mage

Encounter Tables: Mountains of the Sky (West)

D100 Encounter

01-02 Adult White Dragon
03-04 Storm Giant
05-06 Orc Shaman
07-08 Young Black Dragon
09-10 Hill Giant
11-12 Giant Eagle
13-14 Orc
15-16 Goat
17-18 Orc Patrol
19-20 Eagle
21-22 Giant Eagle
23-24 Minotaur
25-26 Ogre
27-28 Winter Wolf
29-30 Guard Patrol
31-32 Goat
33-34 Orc Patrol
35-36 Worg
37-38 Bear Rider
39-40 Ogre
41-42 Eagle
43-44 Dire Wolf
45-46 Guard Patrol
47-48 Orc
49-50 Goat

D100 Encounter

51-52 Guard Patrol
53-54 Eagle
55-56 Worg
57-58 Orc Patrol
59-60 Winter Wolf
61-62 Giant Goat
63-64 Elite Guard Patrol
65-66 Dire Wolf
67-68 Guard Patrol
69-70 Polar Bear
71-72 Bear Rider
73-74 Orc Patrol
75-76 Winter Wolf
77-78 Orc
79-80 Slavers
81-82 Berserker
83-84 Orc
85-86 Dark Dwarf Rebels
87-88 Hill Giant
89-90 Young Black Dragon
91-92 Orc Patrol
93-94 Dire Wolf
95-96 Storm Giant
97-98 Roc
99-00 Fire Giant

Encounter Table: Mountains of the Stars

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Boar
03-04	Ettin	53-54	Wolf
05-06	Half-Ogre	55-56	Swarm of Bats
07-08	Troll	57-58	Commoner
09-10	Bugbear Gang	59-60	Bugbear
11-12	Giant Eagle	61-62	Eagle
13-14	Bugbear Chief	63-64	Goat
15-16	Commoner	65-66	Troll
17-18	Troll	67-68	Brown Bear
19-20	Giant Boar	69-70	Swarm of Bats
21-22	Eagle	71-72	Commoner
23-24	Wolf	73-74	Ogre
25-26	Brown Bear	75-76	Wolf
27-28	Commoner	77-78	Goat
29-30	Ogre	79-80	Bugbear Gang
31-32	Swarm of Bats	81-82	Boar
33-34	Wolf	83-84	Giant Goat
35-36	Goat	85-86	Troll
37-38	Bugbear	87-88	Brown Bear
39-40	Commoner	89-90	Druid
41-42	Brown Bear	91-92	Berserker
43-44	Boar	93-94	Half-Ogre
45-46	Eagle	95-96	Bugbear
47-48	Commoner	97-98	Ettin
49-50	Goat	99-00	Bugbear Gang

Encounter Table: Mountains of the Sun

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Lizard
03-04	Night Hag (In Coven)	53-54	Poisonous Snake
05-06	Chimera	55-56	Wolf
07-08	Ettin	57-58	Goat
09-10	Spy	59-60	Eagle
11-12	Hippogriff	61-62	Cultists
13-14	Ghost	63-64	Poisonous Snake
15-16	Ogre	65-66	Monk
17-18	Druid	67-68	Wolf
19-20	Berserker	69-70	Knights Patrol
21-22	Scout	71-72	Giant Eagle
23-24	Giant Vulture	73-74	Druid
25-26	Monk Brotherhood	75-76	Spy
27-28	Cultists	77-78	Monk Brotherhood
29-30	Giant Eagle	79-80	Cult Fanatic
31-32	Wolf	81-82	Giant Boar
33-34	Knights Patrol	83-84	Troll
35-36	Goat	85-86	Ogre
37-38	Eagle	87-88	Veteran
39-40	Monk Brotherhood	89-90	Monk Brotherhood
41-42	Cultists	91-92	Giant Poisonous Snake
43-44	Poisonous Snake	93-94	Night Hag
45-46	Vulture	95-96	Chimera
47-48	Wolf	97-98	Mage
49-50	Eagle	99-00	Roc

Encounter Table: Mystwood

D100	Encounter	D100	Encounter
01-02	Witch	51-52	Owl
03-04	Mage	53-54	Boar
05-06	Orc Shaman	55-56	Brown Bear
07-08	Orc Patrol	57-58	Orc
09-10	Troll	59-60	Deer
11-12	Orc Shaman	61-62	Lizardfolk Raiders
13-14	Guard Patrol	63-64	Wolf
15-16	Elk	65-66	Giant Wolf Spider
17-18	Lizardfolk	67-68	Giant Frog
19-20	Commoner	69-70	Boar
21-22	Eagle	71-72	Thugs
23-24	Wolf	73-74	Lizardfolk
25-26	Lizardfolk	75-76	Guard Patrol
27-28	Swarm of Rats	77-78	Giant Frog
29-30	Will-o'-Wisp	79-80	Orc Patrol
31-32	Giant Wolf Spider	81-82	Doppelganger
33-34	Giant Frog	83-84	Knights Patrol
35-36	Boar	85-86	Ogre
37-38	Wolf	87-88	Shambling Mound
39-40	Lizardfolk	89-90	Druid
41-42	Deer	91-92	Orc Patrol
43-44	Owl	93-94	Orc Shaman
45-46	Commoner	95-96	Lizardfolk Raiders
47-48	Hawk	97-98	Troll
49-50	Elk	99-00	Young Black Dragon

Encounter Table: Nox

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner
03-04	Monk Brotherhood	53-54	Merchants
05-06	Arch Mage	55-56	Guard
07-08	Cult Fanatic	57-58	Thug
09-10	Mage	59-60	Giant Rat
11-12	Raven	61-62	Spy
13-14	Doppelganger	63-64	Guard Patrol
15-16	Elite Guard Patrol	65-66	Apprentice
17-18	Slavers	67-68	Thieves
19-20	Monk	69-70	Commoner
21-22	Thieves	71-72	Tavern Brawler
23-24	Commoner	73-74	Bounty Hunter
25-26	Wererat	75-76	Giant Rat
27-28	Thieves	77-78	Slavers
29-30	Merchants	79-80	Commoner
31-32	Thugs	81-82	Half-Ogre
33-34	Guard Patrol	83-84	Cultists
35-36	Cultist	85-86	Elite Guard Patrol
37-38	Swarm of Rats	87-88	Mage
39-40	Entertainers	89-90	Gladiator
41-42	Apprentice	91-92	Berserker
43-44	Swarm of Insects	93-94	Night Hag
45-46	Commoner	95-96	Witch
47-48	Homunculus	97-98	Monk Brotherhood
49-50	Rat	99-00	Arch Mage

Encounter Table: The Old Wood

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Owl
03-04	Lich	53-54	Boar
05-06	Ghoul	55-56	Swarm of Insects
07-08	Witch	57-58	Deer
09-10	Night Hag	59-60	Shadow
11-12	Ghost	61-62	Raven
13-14	Giant Spider	63-64	Swarm of Rats
15-16	Green Hag	65-66	Ghoul
17-18	Shambling Mound	67-68	Deer
19-20	Giant Boar	69-70	Boar
21-22	Wererat	71-72	Swarm of Insects
23-24	Wraith	73-74	Harpy
25-26	Ghoul	75-76	Ghast
27-28	Worg	77-78	Worg
29-30	Harpy	79-80	Goblin Patrol
31-32	Will-o'-Wisp	81-82	Harpy
33-34	Goblin Patrol	83-84	Brown Bear
35-36	Giant Spider	85-86	Worg
37-38	Swarm of Ravens	87-88	Shadow
39-40	Shadow	89-90	Wereboar
41-42	Owl	91-92	Ghost
43-44	Zombie	93-94	Witch
45-46	Boar	95-96	Banshee
47-48	Swarm of Rats	97-98	Night Hag (In Coven)
49-50	Raven	99-00	Lich (In Lair)

Encounter Table: Rakkas Bay

D100 Encounter

01-02 Assassin*
 03-04 Sea Hag
 05-06 Mage*
 07-08 Hunter Shark
 09-10 Veteran*
 11-12 Spy*
 13-14 Giant Octopus
 15-16 Pirate Band*
 17-18 Crab
 19-20 Bandit Captain*
 21-22 Slavers*
 23-24 Guard Patrol*
 25-26 Hunter Shark
 27-28 Bandit Patrol*
 29-30 Thugs*
 31-32 Commoner*
 33-34 Pirate Band*
 35-36 Octopus
 37-38 Hunter Shark
 39-40 Merchants*
 41-42 Entertainers*
 43-44 Commoner*
 45-46 Giant Crab
 47-48 Guard Patrol*
 49-50 Crab

D100 Encounter

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

Encounter Table: Salamar Sea

D100	Encounter	D100	Encounter
01-02	Whale	51-52	Commoner*
03-04	Hydra	53-54	Reef Shark
05-06	Dragon Turtle	55-56	Crab
07-08	Mage*	57-58	Merchants*
09-10	Giant Octopus	59-60	Octopus
11-12	Reef Shark	61-62	Reef Shark
13-14	Berserker*	63-64	Giant Crab
15-16	Sahuagin	65-66	Dolphin
17-18	Giant Sea Horse	67-68	Seal
19-20	Commoner*	69-70	Pirate Band*
21-22	Thugs*	71-72	Sahuagin
23-24	Giant Turtle	73-74	Giant Sea Horse
25-26	Sahuagin	75-76	Sea Lion
27-28	Octopus	77-78	Reef Shark
29-30	Crab	79-80	Giant Crab
31-32	Reef Shark	81-82	Cultists*
33-34	Commoner*	83-84	Sahuagin
35-36	Sahuagin Raiders	85-86	Cult Fanatic*
37-38	Pirate Band*	87-88	Sahuagin Raiders
39-40	Giant Octopus	89-90	Giant Sea Horse
41-42	Sahuagin	91-92	Reef Shark
43-44	Commoner*	93-94	Giant Octopus
45-46	Crab	95-96	Dragon Turtle
47-48	Octopus	97-98	Whale
49-50	Merchants*	99-00	Hydra

Encounter Table: The Shadowy Hills

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Wolf
03-04	Roc	53-54	Bandit
05-06	Green Hag	55-56	Commoner
07-08	Berserker	57-58	Cultists
09-10	Spy	59-60	Wolf
11-12	Mage	61-62	Hawk
13-14	Merchants	63-64	Thug
15-16	Bandit Captain	65-66	Slavers
17-18	Commoner	67-68	Bandit
19-20	Giant Boar	69-70	Merchants
21-22	Cult Fanatic	71-72	Cultist
23-24	Hawk	73-74	Commoner
25-26	Swarm of Rats	75-76	Thugs
27-28	Cultists	77-78	Swarm of Rats
29-30	Bandit	79-80	Giant Vulture
31-32	Slavers	81-82	Merchants
33-34	Cult Fanatic	83-84	Cult Fanatic
35-36	Druid	85-86	Druid
37-38	Giant Boar	87-88	Slavers
39-40	Cultist	89-90	Cultists
41-42	Wolf	91-92	Spy
43-44	Commoner	93-94	Veteran
45-46	Hawk	95-96	Griffon
47-48	Boar	97-98	Green Hag (In Coven)
49-50	Commoner	99-00	Roc

Encounter Table: The Southern Territories

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Blood Hawk
03-04	Manticore	53-54	Bandit
05-06	Werewolf	55-56	Poisonous Snake
07-08	Blood Hawk	57-58	Wolf
09-10	Wereboar	59-60	Bandit Patrol
11-12	Griffon	61-62	Goat
13-14	Blood Hawk	63-64	Swarm of Rats
15-16	Cultists	65-66	Entertainers
17-18	Bandit Patrol	67-68	Monk Brotherhood
19-20	Boar	69-70	Bandit Patrol
21-22	Commoner	71-72	Merchants
23-24	Slavers	73-74	Bandit Captain
25-26	Eagle	75-76	Wolf
27-28	Wolf	77-78	Cultists
29-30	Merchants	79-80	Berserker
31-32	Commoner	81-82	Bandit Patrol
33-34	Bandit Captain	83-84	Cult Fanatic
35-36	Slavers	85-86	Slavers
37-38	Bandit Patrol	87-88	Griffon
39-40	Goat	89-90	Boar
41-42	Bandit	91-92	Knight Patrol
43-44	Wolf	93-94	Werewolf
45-46	Commoner	95-96	Spy
47-48	Cultist	97-98	Monk Brotherhood
49-50	Bandit Patrol	99-00	Veteran

Encounter Table: Stonehelm

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner
03-04	Thief	53-54	Rat
05-06	Spy	55-56	Merchants
07-08	Knights Patrol	57-58	Guard Patrol
09-10	Night Hag	59-60	Cat
11-12	Gladiator	61-62	Gladiator
13-14	Entertainers	63-64	Commoner
15-16	Swarm of Rats	65-66	Bounty Hunter
17-18	Cult Fanatic	67-68	Entertainers
19-20	Knight	69-70	Thug
21-22	Thugs	71-72	Thieves
23-24	Slavers	73-74	Merchants
25-26	Thieves	75-76	Slavers
27-28	Acolyte	77-78	Cultists
29-30	Entertainers	79-80	Swarm of Ravens
31-32	Priest	81-82	Commoner
33-34	Commoner	83-84	Knights Patrol
35-36	Guard	85-86	Bandit Captain
37-38	Merchants	87-88	Thugs
39-40	Thug	89-90	Druid
41-42	Tavern Brawler	91-92	Swarm of Rats
43-44	Raven	93-94	Veteran
45-46	Commoner	95-96	Doppelganger
47-48	Guard Patrol	97-98	Assassin
49-50	Giant Rat	99-00	Mage

Encounter Table: Svaldon

D100 Encounter

01-02 Assassin
03-04 Mage
05-06 Wereboar
07-08 Slavers
09-10 Veteran
11-12 Elite Guard Patrol
13-14 Cultists
15-16 Entertainers
17-18 Berserker
19-20 Swarm of Rats
21-22 Thugs
23-24 Priest
25-26 Slavers
27-28 Guard Patrol
29-30 Berserker
31-32 Merchants
33-34 Swarm of Rats
35-36 Eagle
37-38 Guard Patrol
39-40 Commoner
41-42 Giant Rat
43-44 Guard
45-46 Acolyte
47-48 Entertainers
49-50 Merchants

D100 Encounter

51-52 Commoner
53-54 Acolyte
55-56 Guard Patrol
57-58 Merchants
59-60 Tavern Brawler
61-62 Elite Guard
63-64 Merchants
65-66 Guard
67-68 Commoner
69-70 Thug
71-72 Entertainers
73-74 Guard Patrol
75-76 Commoner
77-78 Cultist
79-80 Elite Guard Patrol
81-82 Thugs
83-84 Slavers
85-86 Spy
87-88 Cult Fanatic
89-90 Berserker
91-92 Wererat
93-94 Veteran
95-96 Priest
97-98 Gladiator
99-00 Doppelganger

Encounter Table: Sea of Tharn

D100	Encounter	D100	Encounter
01-02	Dragon Turtle	51-52	Merchants*
03-04	Sea Hag	53-54	Dolphin
05-06	Hydra	55-56	Pirate Band*
07-08	Knight Patrol*	57-58	Crab
09-10	Whale	59-60	Merchants*
11-12	Giant Octopus	61-62	Commoner*
13-14	Sahuagin Raiders	63-64	Pirate Band*
15-16	Commoner*	65-66	Octopus
17-18	Sahuagin	67-68	Sea Lion
19-20	Seal	69-70	Thugs*
21-22	Giant Seahorse	71-72	Commoner*
23-24	Dolphin	73-74	Merchants*
25-26	Commoner*	75-76	Sea Lion
27-28	Merchants*	77-78	Giant Seahorse
29-30	Crab	79-80	Seal
31-32	Thugs*	81-82	Merchants*
33-34	Pirate Band*	83-84	Commoner*
35-36	Octopus	85-86	Giant Octopus
37-38	Whale	87-88	Dolphin
39-40	Pirate Band*	89-90	Berserker*
41-42	Commoner*	91-92	Sahuagin Raiders
43-44	Merchants*	93-94	Knights Patrol*
45-46	Crab	95-96	Dragon Turtle
47-48	Pirate Band*	97-98	Sea Hag
49-50	Commoner*	99-00	Hydra

Encounter Table: Towns and Villages

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner
03-04	Night Hag	53-54	Entertainers
05-06	Invisible Stalker	55-56	Merchants
07-08	Vampire Spawn	57-58	Tavern Brawler
09-10	Ghost	59-60	Cultist
11-12	Veteran	61-62	Mastiff
13-14	Doppelganger	63-64	Bandit
15-16	Guard Patrol	65-66	Priest
17-18	Priest	67-68	Noble
19-20	Bandit Captain	69-70	Cat
21-22	Commoner	71-72	Swarm of Rats
23-24	Cult Fanatic	73-74	Thugs
25-26	Thugs	75-76	Acolyte
27-28	Slavers	77-78	Cultists
29-30	Cultists	79-80	Rat
31-32	Spy	81-82	Commoner
33-34	Half-Ogre	83-84	Merchants
35-36	Commoner	85-86	Slavers
37-38	Thug	87-88	Thieves
39-40	Swarm of Rats	89-90	Berserker
41-42	Guard	91-92	Gladiator
43-44	Thief	93-94	Spy
45-46	Commoner	95-96	Ghost
47-48	Cultist	97-98	Mage
49-50	Swarm of Rats	99-00	Vampire

Encounter Table: Uldan

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner (M. Dwarf)
03-04	Spy	53-54	Merchants (M. Dwarf)
05-06	Bear Rider	55-56	Swarm of Bats
07-08	Night Hag	57-58	Swarm of Rats
09-10	Slavers (M. Dwarf)	59-60	Commoner (M. Dwarf)
11-12	Veteran (M. Dwarf)	61-62	Priest (M. Dwarf)
13-14	Dark Dwarves	63-64	Bear Rider
15-16	Guard Patrol	65-66	Guard Patrol
17-18	Dark Dwarf Rebels	67-68	Commoner (M. Dwarf)
19-20	Thug (M. Dwarf)	69-70	Giant Rat
21-22	Goat	71-72	Swarm of Spiders
23-24	Swarm of Rats	73-74	Half-Ogre
25-26	Commoner (M. Dwarf)	75-76	Commoner (M. Dwarf)
27-28	Thugs (M. Dwarf)	77-78	Priest (M. Dwarf)
29-30	Bear Rider	79-80	Merchants (M. Dwarf)
31-32	Merchants (M. Dwarf)	81-82	Bear Rider
33-34	Commoner (M. Dwarf)	83-84	Acolyte (M. Dwarf)
35-36	Priest (M. Dwarf)	85-86	Commoner (M. Dwarf)
37-38	Giant Rat	87-88	Guard Patrol
39-40	Swarm of Bats	89-90	Doppelganger
41-42	Acolyte (M. Dwarf)	91-92	Dark Dwarf Rebels
43-44	Guard Patrol	93-94	Mage (M. Dwarf)
45-46	Commoner (M. Dwarf)	95-96	Spy
47-48	Entertainers (M. Dwarf)	97-98	Assassin
49-50	Giant Rat	99-00	Night Hag (In Coven)

Encounter Table: Wyld

D100 Encounter

01-02 Assassin
03-04 Vampire Spawn
05-06 Invisible Stalker
07-08 Mage
09-10 Noble
11-12 Thieves
13-14 Elite Guard Patrol
15-16 Bandit Captain
17-18 Commoner
19-20 Swarm of Rats
21-22 Half-Ogre
23-24 Cultists
25-26 Commoner
27-28 Scout
29-30 Entertainers
31-32 Swarm of Insects
33-34 Commoner
35-36 Acolyte
37-38 Merchants
39-40 Rat
41-42 Tavern Brawler
43-44 Guard Patrol
45-46 Mastiff
47-48 Cat
49-50 Noble

D100 Encounter

51-52 Guard
53-54 Swarm of Rats
55-56 Commoner
57-58 Thug
59-60 Spy
61-62 Veteran
63-64 Hawk
65-66 Elite Guard Patrol
67-68 Bandit
69-70 Bounty Hunter
71-72 Thugs
73-74 Priest
75-76 Slavers
77-78 Guard Patrol
79-80 Commoner
81-82 Merchants
83-84 Entertainers
85-86 Swarm of Rats
87-88 Cult Fanatic
89-90 Ghost
91-92 Wererat
93-94 Doppelganger
95-96 Vampire Spawn
97-98 Gladiator
99-00 Mage

Encounter Table: The Wyld Catacombs

D100 Encounter

01-02 Assassin
03-04 Vampire Spawn
05-06 Ghost
07-08 Shambling Mound
09-10 Cave Hydra
11-12 Swarm of Rats
13-14 Doppelganger
15-16 Pirate Band
17-18 Ochre Jelly
19-20 Swarm of Insects
21-22 Thieves
23-24 Bugbear
25-26 Ghost
27-28 Black Pudding
29-30 Spider
31-32 Gray Ooze
33-34 Giant Rat
35-36 Slavers
37-38 Pirate Band
39-40 Swarm of Rats
41-42 Thieves
43-44 Ochre Jelly
45-46 Thugs
47-48 Giant Rat
49-50 Swarm of Insects

D100 Encounter

51-52 Crawling Claw
53-54 Swarm of Rats
55-56 Spider
57-58 Cat
59-60 Thieves
61-62 Giant Centipede
63-64 Giant Rat
65-66 Pirate Band
67-68 Thug
69-70 Rat
71-72 Black Pudding
73-74 Rust Monster
75-76 Gelatinous Cube
77-78 Thieves
79-80 Swarm of Rats
81-82 Thugs
83-84 Bugbear
85-86 Swarm of Insects
87-88 Shadow
89-90 Thieves
91-92 Invisible Stalker
93-94 Wererat
95-96 Spy
97-98 Banshee
99-00 Mage

Encounter Table: Wyldwood

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner
03-04	Werewolf	53-54	Boar
05-06	Ghost	55-56	Merchants
07-08	Bugbear Gang	57-58	Badger
09-10	Giant Wolf Spider	59-60	Deer
11-12	Berserker	61-62	Commoner
13-14	Owlbear	63-64	Raven
15-16	Swarm of Ravens	65-66	Wolf
17-18	Druid	67-68	Owl
19-20	Commoner	69-70	Guard Patrol
21-22	Deer	71-72	Brown Bear
23-24	Elk	73-74	Entertainers
25-26	Folk Caravan	75-76	Boar
27-28	Merchants	77-78	Rat
29-30	Commoner	79-80	Swarm of Ravens
31-32	Raven	81-82	Giant Wolf Spider
33-34	Wolf	83-84	Scout
35-36	Commoner	85-86	Druid
37-38	Merchants	87-88	Will-o'-Wisp
39-40	Guard Patrol	89-90	Veteran
41-42	Owl	91-92	Elk
43-44	Commoner	93-94	Green Hag
45-46	Deer	95-96	Half-Ogre
47-48	Raven	97-98	Troll
49-50	Elk	99-00	Mage

Encounter Table: Sea of Yarr

D100 Encounter

01-02 Assassin*
 03-04 Hydra
 05-06 Sea Hag
 07-08 Whale
 09-10 Berserker*
 11-12 Merchants*
 13-14 Guard Patrol*
 15-16 Scout*
 17-18 Veteran*
 19-20 Giant Octopus
 21-22 Orc Patrol*
 23-24 Whale
 25-26 Giant Crab
 27-28 Seal
 29-30 Merrow
 31-32 Octopus
 33-34 Guard Patrol*
 35-36 Orc Patrol*
 37-38 Merchants*
 39-40 Cultists*
 41-42 Seal
 43-44 Commoner*
 45-46 Crab
 47-48 Octopus
 49-50 Guard Patrol

D100 Encounter

51-52 Orc Patrol*
 53-54 Commoner*
 55-56 Merchants*
 57-58 Acolyte*
 59-60 Giant Octopus
 61-62 Commoner*
 63-64 Guard Patrol*
 65-66 Octopus
 67-68 Slavers*
 69-70 Crab
 71-72 Merchants*
 73-74 Cultists*
 75-76 Guard Patrol*
 77-78 Seal
 79-80 Giant Crab
 81-82 Orc Patrol*
 83-84 Veteran*
 85-86 Cult Fanatic*
 87-88 Guard Patrol*
 89-90 Doppelganger*
 91-92 Sea Hag
 93-94 Orc Patrol*
 95-96 Spy*
 97-98 Hydra
 99-00 Kraken

Monsters



Monster Lists by Region

Bladen	206	Mountains of the Sky East	228
Castles, Keeps, and Fortresses	207	Mountains of the Sky West.....	229
Caverns	208	Mountains of the Stars	230
Celandin	209	Mountains of the Sun	231
Damos	210	Mystwood	232
The DarkNox	211	Nox.....	233
Dungeons	212	The Old Wood.....	234
Eastwood North	213	Rakkas Bay	235
Eastwood South	214	Salamar Sea.....	236
Fields of Wyld.....	215	The Shadowy Hills.....	237
Forest of Aramoor.....	216	The Southern Territories	238
Hills of Oz.....	217	Stonehelm	239
Hills of Zoth.....	218	Svaldon	240
Hommel.....	219	The Sea of Tharn.....	241
Inns and Taverns.....	220	Towns and Villages.....	242
Krull	221	Uldan.....	243
Ladrian Sea	222	The Understone	244
Lake Aramoor	223	Wyld.....	245
Lakes and Rivers.....	224	Wyld Catacombs	246
Manors	225	Wyldwood.....	247
Mojin.....	226	The Sea of Yarr.....	248
Mountains of the Moon.....	227		

Monster List: Bladen

Monsters	CR
Bat, Commoner ¹ , Rat, Raven	0
Giant Rat, Noble	1/8
Acolyte (Evil), Elite Guard ² , Swarm of Bats, Swarm of Rats, Wolf, Zombie	1/4
Shadow, Thug	1/2
Entertainers ³ , Spy, Tavern Brawler ³	1
Gargoyle, Merchants ³ , Slavers ³ , Thugs ² , Wererat	2
Hell Hound, Nightmare, Thief ² , Veteran	3
Banshee, Elite Guard Patrol ² , Ghost	4
Night Hag, Vampire Spawn, Wraith	5
Mage	6
Night Hag (In Coven), Thieves ²	7
Assassin, Cloaker	8
Clay Golem	9
Stone Golem	10
Vampire	13
Vampire (Spellcaster), Vampire (Warrior)	15

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Elite guards are the Dark Guard. Thieves are the Wyld Gang (see Groups/New Monsters and Factions sections)

³Entertainers, Merchants, Slavers, Tavern Brawler, Thugs (see Groups/New Monsters section)

Monster List: Castles, Keeps, and Fortresses

Monsters	CR
Commoner ¹ , Rat	0
Cultist, Giant Rat, Guard, Mastiff, Noble	1/8
Acolyte, Elite Guard ² , Flying Sword, Pseudodragon, Swarm of Rats	1/4
Scout	1/2
Animated Armor, Entertainers ² , Specter, Spy	1
Berserker, Gargoyle, Guard Patrol, Guard Commander, Priest, Slavers ²	2
Knight, Veteran	3
Elite Guard Patrol, Ghost	4
Gladiator, Knight Commander ² , Vampire Spawn	5
High Priest ² , Invisible Stalker, Mage	6
Assassin	8
Clay Golem	9
Stone Golem	10
Arch Mage	12
Vampire	13
Iron Golem	16

¹Commoner: Artist, Baker, Blacksmith, Cart Driver, Harlot, Jeweler, Messenger, Peasant, Pilgrim, Scribe, Tailor

²Elite guard, Entertainers, High Priest, Knight Commander, Slavers (see Groups/New Monsters section)

Monster List: Caverns

Monsters	CR
Bat, Commoner ¹ , Lizard, Rat	0
Bandit, Cultist, Giant Rat, Poisonous Snake, Stirge	1/8
Giant Centipede, Giant Wolf Spider, Swarm of Bats, Swarm of Rats, Wolf	1/4
Scout, Swarm of Insects, Thug	1/2
Brown Bear, Bugbear, Half-Ogre	1
Bandit Captain, Bandit Patrol, Cult Fanatic, Cultists ² , Ogre, Slavers ² , Thugs ² , Wererat ²	2
Doppelganger, Green Hag, Thief ²	3
Ghost, Smother ²	4
Roper, Troll	5
Mage	6
Night Hag (In Coven), Thieves ²	7
Assassin	8

¹Commoner: Hunter, Miner, Messenger, Peasant

²Cultists, Slavers, Smother, Thieves, Thugs (see Groups/New Monsters and Factions sections)

Monster List: Celandin

Monsters	CR
Commoner ¹ (High Elf), Goat, Hawk, Owl	0
Noble (High Elf)	1/8
Elite Guard ² , Elk (Mount)	1/4
Satyr, Scout (Wood Elf or High Elf)	1/2
Entertainers ³ , Spy	1
Cultists ³ , Druid, Griffon, Merchants ³	2
Doppelganger, Knight, Thief ³ , Veteran	3
Elite Guard Patrol ² , Monk, Scout Patrol ³	4
Mage (High Elf)	6
Assassin	8
Knights Patrol ²	9
Monk Brotherhood ²	11

¹Commoner (high elf): Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Messenger, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Weaver

²Elite guards are Nerathian Soldiers. Knights are the Nerathian Knights. Monks are the Inner Sons (see Groups/New Monsters and Factions sections)

³Entertainers, Merchants, Thieves (see Groups/New Monsters section)

Monster List: Damos

Monsters	CR
Bat, Commoner ¹	0
Cultist, Giant Rat	1/8
Swarm of Bats, Swarm of Rats, Wolf	1/4
Shadow, Thug	1/2
Hobgoblin, Imp, Spy, Tavern Brawler ²	1
Cult Fanatic, Merchants ² , Slavers ² , Thugs ² , Wererat	2
Bearded Devil, Doppelganger, Thief ²	3
Hobgoblin Patrol ³ , Monk ³	4
Night Hag	5
Thieves ²	7
Assassin	8

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Merchants, Slavers, Tavern Brawler, Thieves, Thugs (see Groups/New Monsters section)

³Hobgoblin Patrol are the Blood Guard. Monks are Eclipse monks (see Groups/New Monsters and Factions sections)

Monster List: The DarkNox

Monsters	CR
Commoner ¹ , Homunculus, Rat	0
Cultist, Giant Rat, Mastiff	1/8
Pseudodragon, Swarm of Rats	1/4
Gray Ooze, Rust Monster, Swarm of Insects, Thug	1/2
Bugbear, Specter, Spy	1
Berserker, Cult Fanatic, Cultists ² , Gelatinous Cube, Mimic, Ochre Jelly, Slavers ² , Wererat	2
Doppelganger	3
Banshee, Black Pudding, Ghost, Monk ³	4
Gladiator, Shambling Mound, Vampire Spawn	5
Invisible Stalker, Mage	6
Assassin, Cloaker	8
Monk Brotherhood ³	11

¹Commoner: Harlot, Jeweler, Messenger, Moneylender, Peasant, Pilgrim, Street Urchin, Tavern/Inn worker

²Cultists, Slavers (see Groups/New Monsters section)

³Monks are Eclipse monks (see Groups/New Monsters and Factions sections)

Monster List: Dungeons

Monsters	CR
Bat, Cat, Commoner ¹ , Rat	0
Bandit, Cultist, Giant Rat	1/8
Acolyte, Skeleton, Swarm of Bats, Swarm of Rats	1/4
Gray Ooze, Rust Monster, Scout, Thug, Zombie	1/2
Half-Ogre, Specter, Spy	1
Bandit Captain, Berserker, Cult Fanatic, Cultists ² , Gargoyle, Priest, Slavers ² , Will-o'-Wisp	2
Doppelganger, Wight	3
Black Pudding, Ghost, Scout Party ² , Smother ²	4
Gladiator, Night Hag, Vampire Spawn	5
Invisible Stalker, Mage	6
Assassin	8
Vampire	13

¹Commoner: Messenger, Peasant, Pilgrim

²Cultists, Scout Party, Slavers, Smother (see Groups/New Monsters section)

Monster List: Eastwood (North)

Monsters	CR
Badger, Commoner ¹ , Deer, Goat, Hawk, Owl, Rat	0
Bandit, Cultist, Giant Rat	1/8
Boar, Elk, Giant Owl, Wolf	1/4
Thug, Worg	1/2
Dire Wolf, Giant Eagle, Giant Spider, Half-Ogre, Spy	1
Berserker, Cult Fanatic, Druid, Giant Boar, Ogre, Slavers ²	2
Doppelganger, Green Hag, Knight, Veteran 3	3
Elite Guard Patrol ³ , Ettin, Wereboar 4	4
Green Hag, Hill Giant, Night Hag, Troll 5	5
Knights Patrol ³ , Mage, Wyvern 6	6
Night Hag (in Coven) 7	7
Assassin 8	8

¹Commoner: Artist, Cart Driver, Fisherfolk, Forester, Hunter, Miner, Messenger, Peasant, Pilgrim, Tavern/Inn worker, Weaver

²Slavers (see Groups/New Monsters section)

³Elite guards are Nerathian Soldiers. Knights are Nerathian Knights (see Groups/New Monsters and Factions sections)

Monster List: Eastwood (South)

Monsters	CR
Badger, Commoner ¹ , Deer, Hawk, Owl, Rat	0
Guard ² , Noble, Poisonous Snake	1/8
Boar, Elk	1/4
Satyr	1/2
Bugbear, Dryad, Giant Eagle, Giant Spider, Spy	1
Berserker, Druid, Giant Boar, Guard Patrol ² , Priest, Slavers ³	2
Doppelganger, Green Hag, Knight, Veteran	3
Ghost	4
Troll, Unicorn	5
Mage, Wyvern	6
Night Hag (In Coven), The Greens ³	7
Assassin	8
Knights Patrol ² , Tread	9

¹Commoner: Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Hunter, Messenger, Peasant, Pilgrim, Tavern/Inn worker, Weaver

²Guards are Stone Guard. Knights are Stone Knights (see Groups/New Monsters and Factions sections)

³Slavers, The Greens (see Groups/New Monsters and Factions sections)

Monster List: The Fields of Wyld

Monsters	CR
Commoner ¹ , Deer, Goat, Hawk, Raven	0
Bandit, Cultist, Guard ² , Noble	1/8
Boar, Swarm of Rats, Wolf	1/4
Swarm of Insects, Thug	1/2
Brown Bear, Bugbear	1
Bandit Captain, Berserker, Cult Fanatic, Druid, Guard Patrol ² , Merchants ³	2
Priest, Slavers ³ , Veteran, Wererat	3
Ghost	4
Mage	6
Thieves ²	7
Assassin	8

¹Commoner: Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Hunter, Messenger, Peasant, Pilgrim

²Guards are the Wyld Guard. Thieves are the Wyld Gang (see Factions and Groups/New Monsters sections)

³Merchants, Slavers (See Groups/New Monsters section)

Monster List: The Forest of Aramoor

Monsters	CR
Badger, Commoner ¹ , Deer, Eagle, Rat, Owl	0
Bandit, Cultist, Giant Rat, Poisonous Snake	1/8
Boar, Swarm of Rats, Wolf	1/4
Thug	1/2
Brown Bear, Giant Spider	1
Bandit Captain, Cult Fanatic, Cultists ² , Druid, Merchants ² , Ogre, Slavers ²	2
Doppelganger, Green Hag	3
Veteran	4
Green Hag, Troll	5
Mage, Wyvern	6
Witch ²	9

¹Commoner: Blacksmith, Cart Driver, Fisherfolk, Forester, Hunter, Messenger, Peasant, Pilgrim, Tavern/Inn worker, Weaver

²Cultists, Merchants, Slavers, Witch (see Groups/New Monsters section)

Monster List: Hills of Oz

Monsters	CR
Bat, Commoner ¹ , Goat, Hawk	0
Bandit, Cultist	1/8
Boar, Swarm of Bats, Swarm of Rats	1/4
Brown Bear, Dire Wolf, Giant Vulture, Spy	1
Bandit Patrol, Berserker, Cult Fanatic, Cultists ² , Druid, Giant Boar, Ogre, Slavers ²	2
Elite Guard Patrol ³ , Green Hag	3
Darog ² , Ghost	4
Green Hag (In Coven)	5
Mage, Wyvern	6
Assassin	8
Roc	11

¹Commoner: Fisherfolk, Hunter, Messenger, Miner, Peasant, Pilgrim

²Cultists, Darog, Slavers (see Groups/New Monsters section)

³Elite guard patrol are the Dark Guard (see Factions and Groups/New Monsters sections)

Monster List: Hills of Zoth

Monsters	CR
Bat, Commoner ¹ , Goat	0
Bandit, Blood Hawk, Poisonous Snake	1/8
Boar, Wolf	1/4
Swarm of Insects	1/2
Harpy, Spy	1
Bandit Captain ² , Bandit Patrol ² , Berserker, Druid, Guard Patrol ² , Slavers ³	2
Werewolf	3
Goblin Patrol ³ , Wereboar	4
Assassin	8
Monk Brotherhood ² , Roc	11

¹Commoner: Fisherfolk, Hunter, Messenger, Miner, Peasant, Pilgrim

²Bandits are the Rock Ghosts. Guards are the Hill Guard. Monks are the Zoth brotherhood (see Factions and Groups/New Monsters sections)

³Goblin Patrol, Slavers (see Groups/New Monsters section)

Monster List: Hommel

Monsters	CR
Commoner ¹ , Goat	0
Bandit, Blood Hawk, Cultist, Giant Rat, Guard ²	1/8
Elite Guard ² , Swarm of Bats, Swarm of Rats	1/4
Thug	1/2
Bandit Patrol, Entertainers ³ , Spy, Tavern Brawler ³	1
Bandit Captain, Cult Fanatic, Druid, Guard Patrol ² , Merchants ³ , Slavers ³ , Thugs ³ , Wererat	2
Doppelganger, Elite Guard Patrol ² , Veteran, Werewolf	3
Monk ² , Wereboar	4
Mage	6
Assassin	8
Monk Brotherhood ²	11

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Miner, Messenger, Moneylender, Peasant, Pilgrim, Street Urchin, Tailor, Tavern/Inn worker, Weaver

²Guards are the Hill Guard. Elite Guard are the Wolf Guard. Monks are the Zoth Brotherhood (See Groups/New Monsters section and Factions sections)

³Entertainers, Merchants. Slavers, Tavern Brawler, Thugs (see Groups/New Monsters section)

Monster List: Inns and Taverns

Monsters	CR
Cat, Commoner ¹ , Rat	0
Bandit, Cultist, Entertainer ² , Guard, Mastiff, Merchant ² , Noble	1/8
Acolyte, Swarm of Rats	1/4
Scout, Thug	1/2
Cultists ² , Entertainers ² , Half-Ogre, Spy, Tavern Brawler ²	1
Bandit Captain, Berserker, Cult Fanatic, Druid, Guard Patrol, Priest, Slavers ² , Thugs ²	2
Doppelganger, Thief ² , Veteran	3
Ghost	4
Gladiator, Vampire Spawn	5
High Priest ² , Invisible Stalker, Mage	6
Thieves ²	7
Assassin	8
Vampire	13

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Cultists, Entertainers, Guard Patrol, High priest, Merchant, Slavers, Tavern Brawler, Thieves (see Groups/New Monsters section)

Monster List: Krull

Monsters	CR
Eagle, Goat	0
Giant Rat	1/8
Swarm of Rats	1/4
Orc ¹ , Worg	1/2
Dire Wolf, Half-Ogre, Spy	1
Orc Shaman ¹ , Ogre, Ogre Zombie, Wererat	2
Doppelganger	3
Ghost	4
Hill Giant, Night Hag, Orc Patrol ¹ , Troll	5
Night Hag (In Coven)	7
Assassin	8

¹Orcs, Orc Patrols, Orc Shamans, – All are part of Orvak's Army or Glaggoth's Army (see Groups/New Monsters and Factions sections)

Monster List: The Ladrrian Sea

Monsters	CR
Commoner* ¹ , Crab, Dolphin ² , Octopus, Seal ²	0
Cultist*, Giant Crab, Sea Lion ²	1/8
Giant Sea Horse, Reef Shark	1/2
Cultists*, Giant Octopus, Spy*	1
Cult Fanatic*, Hunter Shark, Merrow, Sea Hag	2
Doppelganger*, Elite Guard Patrol* ²	3
Sea Hag (In Coven)	4
Giant Shark, Whale ²	5
Giant Turtle ² , Mage*	6
Knights Patrol* ²	9
Dragon Turtle	17

¹Commoner: Fisherfolk, Messenger, Peasant, Pilgrim, Sailor

²Dolphin, Giant Turtle, Seal, Sea Lion, Whale are new monsters. Elite guard are Nerathian soldiers. Knights are Nerathian Knights (see the Factions and Groups/New Monsters sections)

Monster List: Lake Aramoor

Monsters	CR
Commoner* ¹	0
Bandit*, Cultist*	1/8
Acolyte*, Giant Frog, Swarm of Ravens	1/4
Swarm of Insects*, Scout*, Thug*	1/2
Bandit Patrol* ² , Cultists* ² , Entertainers* ² , Giant Frog, Spy*	1
Cult Fanatic*, Druid*, Folk Caravan* ² , Guard Patrol* ³ , Merchants* ² , Priest*, Slavers* ²	2
Doppelganger*, Thugs* ² , Veteran*	3
Troll	5
Mage*, Wyvern	6
Assassin*	8
Knights Patrol* ³	9

¹Commoner: Fisherfolk, Forester, Harlot, Hunter, Jeweler, Miner, Messenger, Peasant, Pilgrim, Sailor, Tailor, Tavern/Inn worker, Weaver

²Bandit Patrol, Entertainers, Folk Caravan, Merchants, Slavers, Thugs (see Groups/New Monsters section)

³Guards are Nox Guard. Knights are Nerathian Knights (see Factions and Groups/New Monsters section)

Monster List: Lakes and Rivers

Monsters	CR
Commoner* ¹ , Quipper	0
Bandit*, Cultist*	1/8
Acolyte*, Giant Frog	1/4
Lizardfolk, Thug*	1/2
Cultists* ² , Entertainers* ² , Giant Toad, Spy*, Swarm of Quippers	1
Druid*, Folk Caravan* ² , Guard Patrol* ² , Merchants* ² , Priest*, Slavers* ²	2
Thugs* ²	3
Lizardfolk Raiders ²	4
Troll, Water Elemental	5
Mage*	6
Assassin*	8

¹Commoner: Farmer, Fisherfolk, Forester, Harlot, Hunter, Miner, Messenger, Peasant, Pilgrim, Sailor, Weaver

²Cultists, Entertainers, Folk Caravan, Guard Patrol, Lizardfolk Raiders, Merchants, Slavers, Thugs (see Groups/New Monsters section)

Monster List: Manors

Monsters	CR
Cat, Commoner ¹	0
Guard, Mastiff, Noble	1/8
Acolyte, Elite Guard ² , Flying Sword, Swarm of Rats	1/4
Shadow	1/2
Animated Armor, Entertainers ² , Specter, Spy	1
Guard Patrol ² , Priest, Rug of Smothering	2
Doppelganger, Veteran	3
Elite Guard Patrol ² , Ghost	4
Gladiator, Knight Commander ²	5
High Priest ² , Invisible Stalker, Mage	6
Thieves ³	7
Assassin	8

¹Commoner: Artist, Baker, Harlot, Messenger, Peasant, Pilgrim, Scribe, Tailor

³Elite Guards, Entertainers, Guard Patrol, High Priest, Knight Commander (see Groups/New Monsters section)

²Thieves are the Wyld Gang (See Groups/New Monsters and Factions sections)

Monster List: Mojin

Monsters	CR
Eagle, Goat, Spider	0
Giant Rat, Stirge	1/8
Boar	1/4
Goblin, Shadow, Swarm of Rats, Swarm of Insects, Worg	1/2
Brown Bear, Harpy	1
Berserker, Cult Fanatic, Goblin Shaman ¹ , Slavers ¹	2
Ghost, Goblin Patrol ¹	4
Troll, Werebear	5
Assassin	8

¹Goblin Shaman and Goblin Patrol, Slavers (see Groups/New Monsters section)

Monster List: Mountains of the Moon

Monsters	CR
Eagle, Goat	0
Cultist, Stirge	1/8
Boar, Goblin, Swarm of Rats	1/4
Worg	1/2
Brown Bear, Cultists ¹ , Giant Vulture, Harpy, Spy	1
Berserker, Cult Fanatic, Druid, Giant Boar, Goblin Shaman ¹ , Slavers ¹	2
Green Hag, Werewolf	3
Goblin Patrol ¹ , Wereboar	4
Green Hag, Troll, Werebear	5
Mage, Wyvern	6
Night Hag (In Coven)	7
Assassin	8
Knights Patrol ²	9
Roc	11

¹Cultists, Goblin Shaman and Patrol, Slavers (see Groups/New Monsters section)

²Knights are the Knights of the Moon (see Factions and Groups/New Monsters sections)

Monster List: Mountains of the Sky (East)

Monsters	CR
Eagle, Goat, Hawk	0
Bandit	1/8
Black Bear	1/2
Dire Wolf, Giant Eagle, Giant Spider, Spy	1
Berserker, Cult Fanatic, Druid, Ogre	2
Doppelganger, Winter Wolf	3
Dark Dwarf Rebels ¹ , Ettin, Ghost	4
Night Hag, Troll	5
Mage, Wyvern	6
Night Hag (in Coven)	7
Roc	11
Adult White Dragon	13
Ancient White Dragon	20

¹Dark Dwarf Rebels (see Groups/New Monsters sections)

Monster List: Mountains of the Sky (West)

Monsters	CR
Eagle, Goat	0
Giant Goat, Orc, Worg	1/2
Brown Bear, Dire Wolf, Giant Eagle	1
Bear Rider ¹ , Guard Patrol ² , Ogre, Polar Bear, Slavers ¹	2
Green Hag, Minotaur, Winter Wolf	3
Dark Dwarf Raiders ¹ , Orc Shaman ¹	4
Hill Giant	5
Night Hag (In Coven)	7
Assassin, Frost Giant	8
Fire Giant	9
Adult White Dragon, Storm Giant	13
Adult Black Dragon	14

¹Bear Rider, Dark Dwarf Raiders, Orc Shaman, Slavers (see Groups/New Monsters section)

²Guard patrol are Barbarian Soldiers or Uldan Guard (see Factions and Groups/New Monsters sections)

Monster List: Mountains of the Stars

Monsters	CR
Commoner ¹ , Eagle, Goat	0
Boar, Swarm of Bats, Wolf	1/4
Giant Goat	1/2
Brown Bear, Bugbear, Giant Eagle, Half-Ogre	1
Berserker, Druid, Giant Boar, Ogre	2
Ettin	4
Troll	5
Bugbear Gang ²	6
Assassin	8

¹Commoner: Cart Driver, Hunter, Messenger, Miner, Peasant, Pilgrim

²Bugbear Gang (see Groups/New Monsters section)

Monster List: Mountains of the Sun

Monsters	CR
Eagle, Goat, Lizard, Vulture	0
Poisonous Snake	1/8
Giant Poisonous Snake, Wolf	1/4
Scout	1/2
Cultists ¹ , Giant Eagle, Giant Vulture, Hippogriff, Spy	1
Berserker, Cult Fanatic, Druid, Giant Boar, Ogre	2
Ettin, Ghost, Monk ²	4
Night Hag, Troll	5
Chimera, Mage	6
Night Hag (In Coven)	7
Assassin	8
Knights Patrol ²	9
Monk Brotherhood ² , Roc	11

¹Cultists (see Groups/New Monsters)

²Knights are the Nerathian Knights. Monks are the Inner Sons (see the Groups/New Monsters and Factions sections)

Monster List: Mystwood

Monsters	CR
Commoner ¹ , Deer, Eagle, Hawk, Owl	0
Boar, Elk, Giant Frog	1/4
Giant Wolf Spider, Lizardfolk, Orc, Swarm of Rats	1/2
Brown Bear	1
Druid, Ogre, Will-o'-Wisp	2
Doppelganger	3
Orc Shaman ²	4
Shambling Mound, Troll	5
Mage	6
Young Black Dragon	7
Assassin	8
Knights Patrol ³ , Witch ²	9

¹Commoner: Cart Driver, Farmer, Fisherfolk, Forester, Hunter, Messenger, Peasant, Pilgrim

²Orc Shaman, Witch (see Factions and Groups/New Monsters sections)

³Knights are Telvan Knights. (see Factions and Groups/New Monsters sections)

Monster List: Nox

Monsters	CR
Commoner ¹ , Rat, Raven	0
Cultist, Giant Rat, Guard ²	1/8
Elite Guard ² , Swarm of Rat	1/4
Apprentice, Thug	1/2
Cultists ³ , Entertainers ³ , Half-Ogre, Spy, Tavern Brawler ³	1
Berserker, Bounty Hunter, Cult Fanatic, Druid, Guard Patrol ² , Merchants ³ , Slavers ³	2
Doppelganger, Thief ² , Thugs ³ , Veteran	3
Elite Guard Patrol ² , Monk ²	4
Gladiator, Night Hag	5
Mage	6
Thieves	7
Assassin	8
Witch ³	9
Monk Brotherhood ²	11

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Guards are the Nox Guard. Elite Guard are the Mage Guard. Monks are the Eclipse monks. Thieves are the Thieves Guild (see Groups/New Monsters and Factions sections)

³Cultists, Entertainers, Merchants, Slavers, Thugs, Tavern Brawler, Witch (see Groups/New Monsters section)

Monster List: The Old Wood

Monsters	CR
Deer, Owl, Raven	0
Boar, Swarm of Rats, Zombie	1/4
Shadow, Swarm of Insects, Worg	1/2
Giant Spider	1
Giant Boar, Slavers ¹ , Wererat, Will-o'-Wisp	2
Green Hag, Wraith	3
Banshee, Ghost, Goblin Patrol ¹ , Wereboar	4
Ghoul, Green Hag, Night Hag, Shambling Mound	5
Night Hag (In Coven)	7
Assassin	8
Witch ¹	9
Lich	21
Lich (In Lair)	22

¹Goblin Shaman, Slavers, Witch (see Groups/New Monsters section)

Monster List: Rakkas Bay

Monsters	CR
Commoner* ¹ , Crab, Dolphin ² , Eagle, Octopus, Raven, Seal ²	0
Giant Crab	1/8
Giant Seahorse, Reef Shark, Scout*	1/2
Bandit Patrol* ² , Entertainers* ² , Giant Octopus, Spy*	1
Bandit Captain*, Guard Patrol* ³ , Hunter Shark, Merchants* ² , Sea Hag, Slavers* ²	2
Pirate Band* ³ , Thugs ² , Veteran*	3
Mage*	6
Assassin*, Hydra	8

¹Commoner: Fisherfolk, Messenger, Peasant, Pilgrim, Sailor

²Bandit Patrol, Dolphin, Merchants, Seal, Slavers, Thugs (see Groups/New Monsters section)

³Guards are Stone Guard. Pirates are Pirate Queens (see Factions and Groups/New Monsters sections)

Monster List: The Salamar Sea

Monsters	CR
Commoner* ¹ , Crab, Dolphin ² , Octopus, Seal ²	0
Bandit, Cultist*, Giant Crab, Sea Lion ²	1/8
Acolyte*, Pirate* ³	1/4
Giant Seahorse, Reef Shark, Sahuagin, Thug*	1/2
Bandit Patrol* ² , Cultists* ² , Giant Octopus	1
Bandit Captain*, Berserker*, Cult Fanatic*, Slavers* ² , Wererat*	2
Doppelganger*, Pirate Band* ³ , Veteran*	3
Ghost, Sahuagin Raiders ²	4
Whale ²	5
Giant Turtle ² , Mage*	6
Hydra	8
Dragon Turtle	17

¹Commoner: Fisherfolk, Messenger, Peasant, Pilgrim, Sailor

²Bandit Patrol, Dolphin, Giant Turtle, Sahuagin Raiders, Seal, Sea Lion, Slavers, Whale (see Groups/New Monsters section)

³Pirates are Pirate Queens (see Factions and Groups/New Monsters sections)

Monster List: The Shadowy Hills

Monsters	CR
Commoner ¹ , Hawk	0
Bandit, Cultist	1/8
Boar, Swarm of Rats, Wolf	1/4
Thug, Worg	1/2
Brown Bear, Cultists ² , Giant Vulture, Spy	1
Bandit Captain, Berserker, Cult Fanatic, Druid, Giant Boar, Griffon, Merchants ² , Slavers ²	2
Green Hag, Veteran	3
Green Hag (In Coven)	5
Mage	6
Assassin	8
Roc	11

¹Commoner: Fisherfolk, Hunter, Messenger, Miner, Peasant, Pilgrim

²Cultists, Merchants, Slavers (see Groups/New Monsters section)

Monster List: The Southern Territories

Monsters	CR
Commoner ¹ , Goat	0
Bandit, Blood Hawk, Cultist, Poisonous Snake	1/8
Boar, Swarm of Rats, Wolf	1/4
Bandit Patrol ² , Cultists ³ , Entertainers ³ , Spy	1
Bandit Captain, Berserker, Cult Fanatic, Griffon, Merchants ³ , Slavers ³	2
Manticore, Thugs ² , Werewolf	3
Monk ³ , Wereboar	4
Troll	5
Assassin	8
Knights Patrol ³	9
Monk Brotherhood ³	11

¹Commoner: Blacksmith, Cart Driver, Farmer, Fisherfolk, Harlot, Hunter, Jeweler, Miner, Messenger, Peasant, Pilgrim, Sailor, Street Urchin, Tailor, Tavern/Inn worker, Weaver

²Bandit Patrol, Cultists, Entertainers, Merchants, Slavers, Thugs (see Groups/New Monsters section)

³Knights are the Knights of the Moon. Monks are Zoth brotherhood (see Factions and Groups/New Monsters sections)

Monster List: Stonehelm

Monsters	CR
Commoner ¹ , Rat, Raven	0
Cultist, Giant Rat, Guard ²	1/8
Acolyte, Swarm of Rats, Swarm of Ravens	1/4
Thug	1/2
Entertainers ³ , Spy, Tavern Brawler ³	1
Bandit Captain, Bounty Hunter, Cultists ³ , Druid, Guard Patrol ² , Merchants ³ , Slavers ³	2
Doppelganger, Thief ² , Thugs ³ , Veteran	3
Ghost	4
Gladiator, Night Hag	5
Knights Patrol ² , Mage	6
Night Hag (in Coven), Thieves ²	7
Assassin	8

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Guards are the Stone Guard. Knights are the Stone Knights. Thieves are the Thieves Guild (see Groups/New Monsters and Factions sections)

³Entertainers, Merchants, Slavers. Tavern Brawler, Thugs (see Groups/New Monsters section)

Monster List: Svaldon

Monsters	CR
Commoner ¹ , Eagle	0
Cultist, Giant Rat, Guard ²	1/8
Elite Guard ² , Swarm of Rats	1/4
Acolyte, Thug	1/2
Entertainers ³ , Spy, Tavern Brawler ³	1
Berserker, Cultists ³ , Cult Fanatic, Guard Patrol ² , Merchants ³ , Priest, Slavers ³	2
Doppelganger, Thugs ³ , Veteran	3
Elite Guard Patrol ²	4
Gladiator, Wereboar	5
Mage	6
Assassin	8

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Street Urchin, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Guards are Barbarian soldiers. Elite guards are the Eagle Guard (see Groups/New Monsters and Factions sections)

³Entertainers, Merchants, Slavers, Tavern Brawler, Thugs (see Groups/New Monsters section)

Monster List: Sea of Tharn

Monsters	CR
Commoner* ¹ , Crab, Dolphin ² , Octopus, Seal ²	0
Sea Lion ²	1/8
Pirate* ³	1/4
Sahuagin, Thug*	1/2
Giant Octopus	1
Berserker*, Merchants* ² , Sea Hag	2
Doppelganger*, Pirate Band* ³ , Veteran*	3
Sahuagin Raiders ²	4
Whale	5
Hydra	8
Knights Patrol* ³	9
Dragon Turtle	17

¹Commoner: Fisherfolk, Messenger, Peasant, Pilgrim, Sailor

²Dolphin, Merchants, Sahuagin Raiders, Sea, Sea Lion, Whale (see Groups/New Monsters section)

³Pirates are Captain Kale's Pirates. Knights are Telvan Knights (see Factions and Groups/New Monsters sections)

Monster List: Towns and Villages

Monsters	CR
Cat, Commoner ¹ , Rat	0
Bandit, Cultist, Guard, Mastiff, Noble	1/8
Acolyte, Swarm of Rats	1/4
Thug	1/2
Tavern Brawler, Entertainers ² , Half-Ogre, Spy, Tavern Brawler ²	1
Bandit Captain, Berserker, Cultists ² , Guard Patrol ³ , Merchants ² , Priest, Slavers ²	2
Doppelganger, Thief ³ , Thugs ² , Veteran	3
Ghost	4
Gladiator, Night Hag, Vampire Spawn	5
Invisible Stalker, Mage	6
Thieves ³	7
Assassin	8
Vampire	13

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Cultists, Entertainers, Merchants, Slavers, Tavern Brawler, Thugs (see Groups/New Monsters section)

³Guard Patrol and Thieves (See Groups/New Monsters and Factions sections)

Monster List: Uldan

Monsters	CR
Commoner ¹ , Goat, Rat	0
Bandit, Dark Dwarf ² , Giant Rat, Guard ³ , Mule	1/8
Acolyte (Mountain Dwarf), Swarm of Bats, Swarm of Rats	1/4
Thug (Mountain Dwarf)	1/2
Entertainers ² , Half-Ogre, Spy	1
Bear Rider ³ , Guard Patrol, Merchants ² , Priest (Mountain Dwarf), Slavers ²	2
Dark Dwarf Rebels ² , Doppelganger, Veteran (Mountain Dwarf)	3
Night Hag	5
Night Hag (In Coven)	7
Assassin	8

¹Commoner (Mountain Dwarf): Artist, Baker, Blacksmith, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Weaver

²Dark Dwarf rebels, Entertainers, Merchants, Slavers (see Groups/New Monsters section)

³Bear riders and Guards are the Uldan Guard (see Groups/New Monsters and Factions sections)

Monster List: The Understone

Monsters	CR
Commoner ¹	0
Giant Rat, Stirge	1/8
Swarm of Rats	1/4
Gray Ooze, Rust Monster, Swarm of Insects, Thug	1/2
Spy	1
Cult Fanatic, Gelatinous Cube, Merchants ² , Ochre Jelly, Slavers ² , Wererat	2
Doppelganger, Thugs ² , Wight	3
Banshee, Ghost	4
Invisible Stalker, Mage	6
Thieves ³	7
Assassin	8

¹Commoner: Harlot, Messenger, Peasant, Street Urchin

²Merchants, Slavers, Thugs (see Groups/New Monsters section)

³Thieves are the Thieves Guild (See Factions and Groups/New Monsters sections)

Monster List: Wyld

Monsters	CR
Cat, Commoner ¹ , Rat	0
Bandit, Cultist, Giant Rat, Guard ² , Mastiff, Noble	1/8
Acolyte, Elite Guard ² , Swarm of Rats	1/4
Apprentice, Scout, Swarm of Insects, Thug	1/2
Entertainers ³ , Half-Ogre, Spy, Tavern Brawler ³	1
Bandit Captain, Bounty Hunter ³ , Guard Patrol ² , Merchants ³ , Priest, Slavers ³ , Wererat	2
Doppelganger, Thief ² , Thugs ² , Veteran	3
Elite Guard Patrol, Ghost	4
Gladiator, Vampire Spawn	5
Invisible Stalker, Mage	6
Thieves ²	7
Assassin	8

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Guards are Wyld Guard. Elite guard are the Queensguard. Thieves are the Wyld Gang (See Groups/New Monsters and Factions sections)

³Bounty Hunter, Entertainers, Merchants, Slavers, Tavern Brawler, Thugs (see Groups/New Monsters section)

Monster List: Wyld Catacombs

Monsters	CR
Cat, Commoner ¹ , Rat, Spider	0
Giant Rat	1/8
Giant Centipede, Swarm of Rats	1/4
Gray Ooze, Rust Monster, Swarm of Insects, Thug	1/2
Bugbear	1
Gelatinous Cube, Ochre Jelly, Slavers ² , Wererat	2
Doppelganger, Pirate Band ³ , Thief ³ , Thugs ²	3
Banshee, Black Pudding, Ghost, Thieves ³	4
Shambling Mound, Vampire Spawn	5
Invisible Stalker, Mage	6
Assassin, Cave Hydra ²	8

¹Commoner: Harlot, Messenger, Peasant, Pilgrim, Street Urchin

²Cave Hydra, Slavers, Thugs (see Groups/New Monsters section)

³Pirates are Captain Kale's Pirates. Thieves are the Wyld Gang (see Factions and Groups/New Monsters sections)

Monster List: Wyldwood

Monsters	CR
Badger, Commoner ¹ , Deer, Owl, Rat, Raven	0
Boar, Elk, Giant Wolf Spider, Wolf	1/4
Brown Bear	1/2
Entertainers ² , Half-Ogre	1
Berserker, Druid, The Folk ² , Guard Patrol ³ , Merchants ² , Will-o'-Wisp	2
Green Hag, Owlbear, Veteran, Werewolf	3
Ghost	4
Troll	5
Bugbear Gang ² , Mage	6
Assassin	8

¹Commoner: Cart Driver, Fisherfolk, Forester, Hunter, Messenger, Peasant, Pilgrim, Tavern/Inn Worker

²Bugbear Gang, Entertainers, The Folk, Merchants (see Groups/New Monsters section)

³Guards are the Wyld Guard (see Factions and Groups/New Monsters sections)

Monster List: Sea of Yarr

Monsters	CR
Commoner* ¹ , Crab, Octopus, Seal	0
Giant Crab, Merfolk	1/8
Acolyte*	1/4
Scout*, Thug*	1/2
Bandit Patrol* ² , Giant Octopus, Spy*	1
Berserker*, Cult Fanatic*, Guard Patrol* ³ , Merchants* ² , Merrow, Sea Hag, Slavers* ²	2
Doppelganger*, Veteran*	3
Orc Patrol* ² , Whale	5
Mage*	6
Assassin*, Hydra	8
Dragon Turtle	17
Kraken	23

¹Commoner: Fisherfolk, Messenger, Peasant, Pilgrim, Sailor

²Bandit Patrol, Merchants, Orc Patrol, Seal, Slavers, Whales (see Groups/New Monsters sections)

³Guards are Barbarian soldiers (see Factions and Groups/New Monsters sections)

New Monsters

These are new monsters in the different areas in Myrr. The challenge ratings for some groups of monsters are also included.

Anti-Paladin

Anti-paladins are evil versions of very powerful paladins.

Medium humanoids (any race), evil alignment

AC18 (plate)		Hit Points 20d8 + 46			Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA	
20 (+5)	15 (+2)	15 (+2)	16 (+3)	14 (+2)	17 (+3)	
Skills/Athletics +9, Deception +7, Intimidation +7, Perception +6						
Senses/passive Perception 16						
Languages/Common and two others						

CHALLENGE RATING 10 (5900 XP)

Aura of Hate. The anti-paladin, as well any fiends and undead within 10 ft. of the anti-paladin, gains a +3 bonus to melee weapon damage rolls. A creature can only benefit from this feature from only one anti-paladin at a time.

Brave. The anti-paladin has advantage on saving throws against being frightened.

Spellcasting. The anti-paladin is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The anti-paladin has the following spells prepared:

1st level (4 slots): command, detect good, hellish rebuke, wrathful smite

2nd level (3 slots): crown of madness, darkness, find steed

3rd level (2 slots): bestow curse, dispel magic

Actions

Multiattack: The anti-paladin makes three melee or three ranged attacks.

Greatsword. **Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** (2d6 + 5) slashing damage, two-handed.

Longbow. **Ranged Weapon Attack:** +7 to hit, range 150/600 ft., one target. **Hit:** (1d8 + 2) piercing damage.

Control Undead. As an action, the anti-paladin targets one undead creature he or she can see within 30 ft. of him or her. The target must make a Wisdom saving throw. On a failed save, the target must obey the anti-paladin's commands for the next 24 hours, or until the anti-paladin uses this option again. An undead creature whose challenge

rating is equal to or greater than the anti-paladin is immune to this effect.

Leadership: (Recharges after a Short or Long Rest). For 1 minute, the anti-paladin 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 1d4 to its roll provided it can hear and understand the anti-paladin. A creature can benefit from only one Leadership die at a time. This effect ends if the anti-paladin is incapacitated.

Reactions

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

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.

Bandit Lord

Bandit lords are the leaders of the bandit clans. They are formidable warriors whose names strike fear across the land. Most of the Southern Territories are controlled by bandit lords.

Medium humanoid (any race), evil alignment

AC18 (chain shirt, shield) Hit Points 12d8 + 30 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	16 (+3)	15 (+2)	18 (+4)

Skills/Athletics +8, Deception +7, Intimidation +7, Persuasion +7
Senses/passive Perception 12
Languages/Common and one other

CHALLENGE RATING 6 (2300 XP)

Actions

Multiattack. The bandit lord makes three melee attacks or one ranged attack.

Longsword. Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit:* (1d8 + 4 or 1d10 + 4, versatile) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target. *Hit:* (1d10 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bandit lord 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 bandit lord. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit lord is incapacitated.

Reactions

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

Bear Rider

Bear riders are the mounted cavalry of the Uldan Guard. They use bears as their mounts. Many bear riders patrol the city of Uldan, the surrounding tunnels, and mountain passes.

Medium humanoid (dwarf), lawful good

AC16 (chain mail) Hit Points 6d8 + 6 Speed 30 ft. (40 ft./climb 30 ft. on their bear mount)

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

Skills/Perception +3

Senses/darkvision 60', passive Perception 13

Languages/Common and Dwarvish

CHALLENGE RATING 2 (450 XP)

Actions

Multiattack. The bear rider makes two melee attacks or one ranged attack.

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

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

Bounty Hunter Boss

The bounty hunter boss is the leader of a group of bounty hunters.

Medium humanoid (any race), any alignment

AC16 (studded leather armor)		Hit Points 15d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA	
17 (+3)	18 (+4)	14 (+2)	14 (+2)	16 (+3)	16 (+3)	
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 three 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.

Leadership: (Recharges after a Short or Long Rest). For 1 minute, the bounty hunter boss 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 1d4 to its roll provided it can hear and understand the anti-paladin. A creature can benefit from only one Leadership die at a time. This effect ends if the bounty hunter boss is incapacitated.

Cave Hydra

This monster has a large, round central body with a set of razor sharp teeth. It is usually brown in color. Five long tentacles extend from the center and can be used to move itself across land. Cave hydras live in caverns with underground rivers or lakes.

Huge monstrosity, unaligned.

AC16 (natural armor)		Hit Points 15d12 + 90	Speed 20 ft., swim 30 ft.			
STR	DEX	CON	INT	WIS	CHA	
20 (+5)	12 (+0)	22 (+6)	2 (-4)	10 (+0)	6 (-5)	
Skills/Perception +6						
Senses/Darkvision 60 ft., passive Perception 16						
Languages -						

CHALLENGE RATING 8 (3900 XP)

Hold Breath. The cave hydra can hold its breath for 20 minutes.

Multiple tentacles. The cave hydra has five tentacles and it begins with the ability to strike with all five and bite.

However, each time the cave hydra takes 25 hit points of damage, a tentacle is cut off.

Actions

Multiattack. The cave hydra starts with five tentacle attacks and one bite.

Tentacles. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: (2d6 + 5) bludgeoning damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d12 + 5) piercing damage.

Chief of the Town

The chiefs of the town are the leaders of large villages or towns.

Medium humanoid (any race), any alignment

AC13 (studded leather armor)		Hit Points 10d8 + 21	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	14 (+2)	14 (+2)	15 (+2)	16 (+3)	17 (+3)	
Skills/Intimidation +3, Perception +3, Persuasion +3						
Senses/passive Perception 13						
Languages/Common and two others						

CHALLENGE RATING 3 (700 XP)

Actions

Multiattack: The chief of the Town makes two melee attacks or two ranged attacks.

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 2) piercing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d8 + 2) piercing damage.

Leadership: (Recharges after a Short or Long Rest). For 1 minute, the chief 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 chief. A creature can benefit from only one Leadership die at a time. This effect ends if the chief is incapacitated.

Cult Leader

Cult leaders are very powerful leaders of cults. They have spell and weapon attacks.

Medium humanoid (any race), evil alignment

AC15 (studded leather armor)		Hit Points 12d8 + 41	Speed 30 ft.			
------------------------------	--	----------------------	--------------	--	--	--

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	18 (+4)

Skills/Deception +6, Intimidation +6, Persuasion +6, Religion +5
Senses/passive Perception 13
Languages/Common and one other

CHALLENGE RATING 5 (1800 XP)

Dark Devotion. The cult leader has advantage on saving throws against being charmed or frightened.

Spellcasting. The cult leader is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The cult leader has the following cleric spells prepared:

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

1st level (4 slots): bane, command, inflict wounds, shield of faith

2nd level (3 slots): continual flame, hold person, spiritual weapon

3rd level (3 slots): bestow curse, clairvoyance, dispel magic

Actions

Multiattack. The cult leader makes two melee attacks.

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d6 + 3) slashing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the cult leader 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 cult leader. A creature can benefit from only one Leadership die at a time. This effect ends if the cult leader is incapacitated.

Dark Dwarf

The Dark Dwarves are dwarves rebelling against their own Uldan Empire.

Medium humanoid (dwarf), lawful evil

AC15 (studded leather armor)		Hit Points 3d8	Speed 30 ft.		
STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Skills/Perception +1
Senses/darkvision 60 ft., passive Perception 12

CHALLENGE RATING 1/8 (50 XP)

Actions

Battleaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d10 + 2) slashing damage, two-handed.

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

Darog

Darogs are a much larger breed of worg. They are bred to carry several humanoid troops into battle.

Huge monstrosity, neutral evil

AC15 (natural armor)		Hit Points 10d12	Speed 30 ft.		
STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	9 (-1)	12 (+1)	8 (-1)

Skills/Perception +5
Sense/darkvision 120 ft., passive Perception 15
Languages: Goblin, Worg

CHALLENGE RATING 4 (1100 XP)

Keen Hearing and Smell: The darog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (4d6 + 4) 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 town guards.

Medium humanoid (any race), any alignment

AC16 (type of armor varies/see Military Groups section)		Hit Points 5d8 + 4	Speed 30 ft.		
STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	12 (+1)	10 (+0)	12 (+1)

Skills/Intimidation +3, Perception +3

Senses/passive Perception 13
Languages/Common

CHALLENGE RATING ¼ (50 XP)

Actions

Melee attack (type of weapon varies see Groups section), +3 to hit, reach 5 ft., one target. +2 damage.

Ranged Weapon Attack (type of weapon varies see Groups section), +3 to hit, range varies, one target. +1 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.

The Folk

The Folk are the gypsies of Myrr, a nomadic people. They often live on or near lakes.

Medium humanoid (human), chaotic alignment

AC13 (leather armor)		Hit Points 2d8 + 4	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	12 (+1)	

Skills/Perception + 3, Performance +2

Senses/passive Perception 13

Languages/Common and one other

CHALLENGE RATING 1/8 (25 XP)

Keen Hearing and Sight. The Folk have advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6 + 2) 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.

Goblin King

A goblin king rules hundreds or thousands of goblins. He is a larger, more powerful goblin.

Medium humanoid (goblinoid), neutral evil

AC18 (chain shirt, shield)		Hit Points 12d8 + 34	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA	
14 (+2)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	

Skills/Stealth +7

Senses/darkvision 60 ft, passive Perception 10

Languages/Common and Goblin

CHALLENGE RATING 5 (1800 XP)

Nimble Escape. A goblin king can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack: A goblin king can attack three times with its scimitar or twice with the bow.

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d6 + 3) slashing damage.

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

Goblin Shaman

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

Small humanoid (goblinoid), neutral evil

AC15 (studded leather armor)	Hit Points 6d6 + 8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	12 (+1)
Skills/Perception +2, Persuasion +3, Religion +3					
Senses/darkvision 60 ft., passive Perception 14					
Languages/Common, Goblin					

CHALLENGE RATING 2 (450 XP)

Nimble Escape. A goblin shaman can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. The goblin shaman is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The goblin shaman has the following cleric and druid spells prepared:

Cantrips (at will): poison spray, resistance, thorn whip

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

2nd level (2 slots): cloud of daggers, hold person

3rd level (1 slot): bestow curse

Actions

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

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

Guard Commander

Guard commanders lead large numbers of guards.

Medium humanoid (any race), any alignment

AC16 (chain mail and shield)	Hit Points 10d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	14 (+2)	10 (+0)	14 (+2)
Skills/Perception +1					
Senses/passive Perception 13					
Languages/Common and one other					

CHALLENGE RATING 2 (450 XP)

Actions

Multiattack. The guard commander can make two melee or two ranged attacks.

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

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

High Priest

High priests are powerful priests sometimes found in larger settlements or remote temples.

Medium humanoid (any race), any alignment

AC16 (chain mail, shield)	Hit Points 12d8 + 10	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	15 (+2)	19 (+4)	16 (+3)
Skills/Medicine +9, Persuasion +6, Religion +7					
Senses/passive Perception 14					
Languages/Common and two others					

CHALLENGE RATING 6 (2300 XP)

Divine Eminence. As a bonus action, the high priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra (4d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the high priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The high priest is an 8th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The high priest has the following cleric spells prepared:

Cantrips (at will): guidance, light, sacred flame, spare the dying

1st level (4 slots): cure wounds, guiding bolt, healing word, sanctuary

2nd level (3 slots): hold person, prayer of healing, spiritual weapon

3rd level (3 slots): dispel magic, mass healing word, remove curse

4th level (2 slots): banishment, guardian of faith

Actions

Multiattack. The high priest can make two melee attacks or one ranged weapon attack.

Mace. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d6 + 1) bludgeoning damage.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: (1d8 + 1) 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)		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 (1800 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.

Lycanthrope-Werewolf Lord

Werewolf lords are powerful werewolves that lead packs of lycanthropes.

Medium humanoid (any race), any alignment

AC 15 in humanoid form (studded leather armor) 14 in wolf or hybrid form		Hit Points 12d8 + 30		Speed 30 ft. (40 ft. in wolf form)	
STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	15 (+2)

Skills/Intimidation +5, Perception +5, Stealth +6
Damage Immunities/bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Senses/passive Perception 15
Languages/Common and one other (can't speak wolf form)

CHALLENGE RATING 6 (2300 XP)

Shapechanger. The werewolf lord can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment a werewolf lord is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The werewolf lord can make two melee or ranged attacks or one bite attack.

Bite. Melee Weapon Attack: +7 to hit; reach 5ft.one target. Hit: (1d12 + 4) piercing damage. If the target is a humanoid they must make a DC 14 Constitution save or contract werewolf lycanthropy.

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: (1d8 + 3) piercing damage.

Merchant

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

Medium humanoid (any race), any alignment

AC13 (leather armor)		Hit Points 1d8 + 4		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	11 (+0)	14 (+2)

Skills/Perception +1, 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.

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

Monk

There are three monk brotherhoods in Myrr. The Inner Sons are of lawful good alignment. The Eclipse are of lawful evil alignment. The Zoth Brotherhood are usually lawful neutral. Regardless of the brotherhood,

most monks in Myrr are human.

Medium humanoid (any race), lawful alignment

AC16 (no armor)	Hit Points 6d8			Speed 50 ft.	
STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Skills/Acrobatics +4, Perception +2
Senses/passive Perception 12
Languages/Common and one other

CHALLENGE RATING 4 (1100 XP)

Deflect Missiles. Monks can use a reaction to deflect missiles when hit by a ranged weapon attack. Damage taken is reduced by 1d10 hit points.

Slow Fall. Monks can use a reaction when they fall to reduce the damage by 5d6 hit points.

Flurry of Blows. Monks can use a bonus action three times a day for a fourth unarmed strike.

Actions

Multiattack. The monk can make three melee weapon attacks or two ranged weapon attacks.

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

Quarterstaff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d8 + 3) two-handed, bludgeoning damage.

Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: (1d4 + 3) bludgeoning damage.

Orc King

An orc king rules hundreds of orcs. He usually has a number of other orc leaders under his command.

Medium humanoid (orc), chaotic evil

AC19 (plate)	Hit Points 20d8 + 40			Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	14 (+2)	18 (+4)

Skills/
Senses/darkvision 60 ft, passive Perception 12
Languages/Common and Orc

CHALLENGE RATING 8 (3900 XP)

Aggressive. As a bonus action, the orc king can move up to its speed toward a hostile creature that it can see.

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

Actions

Multiattack: An orc king can attack three times with its greataxe and twice with the bow.

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d12 + 5 + 1d8) slashing damage.

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

Battle Cry (1/day). Each creature of the orc king's choice that is within 50 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the orc king's next turn. The orc king can then make one attack as a bonus action.

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			Speed 30 ft.	
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	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 1/4 (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.

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

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

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 or 1d10 + 2, versatile) slashing damage.

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

Smother

Smotherers lurk in dark dungeons or caverns. They usually appear as large black, flat creatures with one eye at the centre. However, smotherers can camouflage themselves and appear to be the ceiling or floor.

Large monstrosity, unaligned

AC14 (natural armor)	Hit Points 10d10 + 20	Speed 10 ft.	Fly 20 ft.		
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	1 (-5)	14 (+2)	1 (-5)

Skills/Perception +4

Senses/darkvision 60 ft, passive Perception 14

Damage Immunities/ psychic

Condition Immunities/charmed, deafened, frightened

Languages/None

CHALLENGE RATING 4 (1100 XP)

Damage Transfer. While is it grappling a creature, it only takes half damage, the victim takes the rest.

False Appearance. When motionless it is indistinguishable from the ceiling or floor.

Actions

Smother. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (4d8 + 4) bludgeoning damage. If the creature is medium or smaller it is grappled. Escape DC 14. The smother can grapple two victims. If the target remains grappled it takes 2d8 bludgeoning damage at the start of each turn.

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.

Thief

Thieves can be found almost anywhere. Many join the powerful Thieves' Guild, but others join different factions or act independently.

Medium humanoid (any race), any alignment

AC15 (studded leather armor)	Hit Points 5d8 + 6	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Skills/Acrobatics +4, Perception +3, Sleight of Hand +4, Stealth +4

Senses/passive Perception 14

Languages/Common, Thieves Cant and other.

CHALLENGE RATING 3 (450 XP)

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

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance they cover increases by three feet.

Sneak Attack (1/Turn). The thief deals an extra 3d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief can make two melee weapon attacks or two ranged weapon attacks.

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: (1d8 + 3) piercing 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.

Witch

These powerful spellcasters are very rare. They can only be of good or evil alignment.

Medium humanoid (any race), evil or good alignment

AC13 (15 with mage armor)	Hit Points 12d8 + 12	Speed 40 ft.			
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	18 (+4)	16 (+3)	16 (+3)

Skills/Arcana +8, Deception +7, Intimidation +7, Perception +7, Persuasion +7, Stealth +7

Damage Vulnerabilities/water

Senses/darkvision 60', passive Perception 17

Languages/Common, Primordial, Abyssal and Infernal or Celestial and one other.

CHALLENGE RATING 9 (5000 XP)

Evasion. If the witch is subjected to an attack that allows it to make a Dexterity saving throw to take only half damage,

the witch instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spellcasting. The witch is an 11th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks). The witch has the following spells prepared:

Cantrips (at will): acid splash, light, poison spray, prestidigitation, ray of frost

1st level (4 slots): disguise self, hex, mage armor, witch bolt

2nd level (3 slots): darkness, detect thoughts, misty step, suggestion

3rd level (3 slots): bestow curse, counterspell, fear, dispel magic

4th level (3 slots): blight, greater invisibility, polymorph

5th level (2 slots): conjure elemental, dominate person

6th level (1 slot): disintegrate

Familiar. The witch will have a familiar. Choose from; cat, crawling claw, imp, owl pseudodragon, quasit, or raven. The witch can use a bonus action to command the familiar to Attack, Dash, Disengage or Help. There is a telepathic link for 10 miles.

Magic items. Some witches will have a Broom of Flying.

Actions

Multiattack. The witch can make two melee attacks.

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target Hit: (1d4 + 2) piercing damage and the target must make a DC 16 Constitution saving throw, or take 5d6 poison damage, half damage on a successful save.

Quarterstaff. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d6 + 2 or 1d8 + 2, versatile) bludgeoning damage.

New Monster Groups

Stat blocks for individual monsters are listed and the group challenge ratings and XP values are given.

Bounty Hunter Gang

Bounty hunter gangs are groups of eight bounty hunters.

Medium humanoids (any race), any alignment

AC15 (studded leather armor)	Hit Points 3d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Skills/Perception +1

Senses/passive Perception 12

CHALLENGE RATING 12 (9,000 XP)

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

Actions

Battleaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d10 + 2) slashing damage, two-handed.

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

Dark Dwarf Rebels

The Dark Dwarves are groups of the mountain dwarf rebels fighting the Uldan Empire.

Medium humanoids (mountain dwarfs), lawful evil

AC15 (studded leather armor)	Hit Points 3d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Skills/Perception +1

Senses/darkvision 60 ft., passive Perception 11

Languages/Dwarf

CHALLENGE RATING 4 (1000 XP)

Actions

Battleaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d10 + 2) slashing damage, two-handed.

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

Elite Guard Patrol

Elite guard patrols have six elite guards.

Medium humanoids (any race), any alignment

AC16 (type of armor varies/see Military Groups section)	Hit Points 5d8 + 4	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills/perception +3

Senses/passive Perception 13

Languages/Common

CHALLENGE RATING 3 (600 XP)

Actions

Melee attack (type of weapon varies see Groups/New Monsters section), +3 to hit, reach 5ft., one target, +2 damage.

Ranged Weapon Attack (type of weapon varies see Groups/New Monsters section), +2 to hit, range varies, one target, +1 damage.

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.

Folk Caravan

Folk Caravan are a group of eight Folk, the gypsies of Myrr.

Medium humanoids (humans), chaotic alignment

AC13 (leather armor)	Hit Points 2d8 + 4	Speed 30 ft.			
STR 12 (+1)	DEX 14 (+2)	CON 12 (+1)	INT 10 (+0)	WIS 12 (+1)	CHA 12 (+1)

Skills/Perception + 3, Performance +2
Senses/passive Perception 13
Languages/Common and one other

CHALLENGE RATING 2 (500 XP)

Keen Hearing and Sight. The Folk have advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack. +3 to hit, range 80/320 ft., one target. Hit: (1d6 + 2) piercing damage.

The Greens

The Greens are the rebels fighting Stonehelm in the War in the Woods. Each unit contains two druids and five scouts.

Small or Medium humanoids (usually halflings, humans or wood elves), chaotic good

CHALLENGE RATING 7 (2500 XP)

Merchants

Merchants are a group of three merchants with four guards.

Medium humanoids (any race), any alignment

AC13 (leather armor)	Hit Points 1d8 + 4	Speed 30 ft.			
STR 10 (+0)	DEX 10 (+0)	CON 10 (+0)	INT 12 (+1)	WIS 11 (+0)	CHA 14 (+2)

Skills/Perception +1, Persuasion +3
Senses/passive Perception 12
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) piercing damage.

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

Monk Brotherhood

Monks in Myrr are usually part of one of three brotherhoods. Inner Sons are all lawful good. The Eclipse are all lawful evil. The Zoth are usually lawful neutral.

Medium humanoids (any race), lawful alignment

AC16 (no armor)	Hit Points 6d8	Speed 50 ft.			
STR 13 (+1)	DEX 17 (+3)	CON 14 (+2)	INT 12 (+1)	WIS 12 (+1)	CHA 11 (+0)

Skills/Acrobatics +4, Perception +2
Senses/darkvision 60 ft., passive Perception 12
Languages/Common and one other

CHALLENGE RATING 11 (6600 XP)

Deflect Missiles. Monks can use a reaction to deflect missiles when hit by a ranged weapon attack. Damage taken is reduced by 1d10 hit points.

Slow Fall. Monks can use a reaction when they fall to reduce damage by 5d6 hit points.

Flurry of Blows. Monks can use a bonus action three times a day for a fourth unarmed strike.

Actions

Multiattack. The monk can make three melee weapon attacks or two ranged weapon attacks.

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

Quarterstaff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d8 + 3) two-handed, bludgeoning damage.

Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: (1d4 + 3) bludgeoning damage.

Pirate Band

Pirate Bands are groups of six pirates.

Medium humanoids (usually humans) evil alignment

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

A tavern brawler gang has eight tavern brawlers.

Medium humanoids (any race), chaotic alignment Speed 30 ft.

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/Commoner6

CHALLENGE RATING 8 (4000 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.

Thieves

Thieves are a trio of thieves. They are usually on a mission of some sort.

Medium humanoids (any race), any alignment

AC15 (studded leather armor)	Hit Points 5d8 + 6	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Skills/Acrobatics +4, Perception +3, Sleight of Hand +4, Stealth +4
Senses/passive Perception 14
Languages/Common, Thieves' Cant and one other

CHALLENGE RATING 7 (2700 XP)

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

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance the thief covers increases by three feet.

Sneak Attack (1/Turn). The thief deals an extra 3d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack: The thief can make two melee weapon attacks or two ranged weapon attacks.

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: (1d8 + 3) piercing damage.

Other Monster Groups

Type of Group	Number	Challenge Rating	Experience Points
Assassin Trio	3 Assassins	CR 20	23 400 XP
Bandit Patrol	8 Bandits	CR 2	500 XP
Bugbear Gang	6 Bugbears	CR 6	2400 XP
Cultists	6 Cultists	CR 2	300 XP
Elite Guard Patrol	6 Elite Guards	CR 3	600 XP
Goblin Patrol	10 Goblins	CR 4	1250 XP
Guard Patrol	8 Guards	CR 2	500 XP
Hobgoblin Patrol	6 Hobgoblins	CR 4	1200 XP
Knights Patrol	3 Knights and 6 Guards	CR 9	4500 XP
Lizardfolk Raiders	6 Lizardfolk	CR 4	1200 XP
Orc Patrol	8 Orcs	CR 5	2000 XP
Sahuagin Raiders	8 Sahuagin	CR 6	2000 XP
Scout Party	6 Scouts	CR 4	1200 XP
Thugs	4 Thugs	CR 3	800 XP

Military Groups

The Weapons and Armor for Different Military Groups

Barbarian Soldiers

Guards: chain shirt and shields, longswords and longbows

Blood Guard

Hobgoblins: half plate, greatswords and javelins

Dark Dwarves

Dark Dwarves: studded leather armor, battleaxes and light crossbows

Dark Guard

Elite guards: chain mail, longswords and heavy crossbows

Deus Guard

Elite guards: chain mail, glaives, longbows

Eagle Guard

Elite guards: chain mail and shield, spears

Goblins

Goblins, leather armor, scimitars and shortbows

Grim Guard

Guards, leather armor, shortswords and shortbows

Kellan Guard

Guards, chain shirt and shields, longswords and shortbows

Lake Guard

Guards, chain shirt and shields, halberds and shortbows

Lizardfolk

Lizardfolk, natural armor and spiked shields, heavy clubs and javelins

Mage Guard

Elite guards, chain mail, longswords and light crossbows

Nerathian Soldiers

Elite guards, high elves, chain mail, longswords and longbows

Nox Guard

Guards, chain shirt and shields, shortswords and shortbows

Orcs: Two armies

Orvak's army: orcs, hide armor, greatswords, spears and longbows

Glaggoth's army: orcs, leather armor, greataxes and longbows

Port Guard

Guards, chain shirt, longswords and longbows

Queensguard

Elite guards, chain mail and red robes, greatswords and heavy crossbows

Sahuagin

Natural armor, spears

Sea Guard

Guards, chain mail, longswords and longbows

Stone Guard

Guards, chain shirt and shields, longswords and longbows, some use spears

Tallen Guard

Hill dwarf guards, chain shirt and shields, battleaxes and shortbows

Trader Guard

Guards, studded leather armor, longswords and heavy crossbows

Uldan Guard

Dwarf guards, chain mail and shields, greataxes and shortbows

Vale Guard

Guards, chain shirt, longswords and longbows

Wyld Guard

Guards, chain shirt and shields, longswords and longbows, some use halberds

Maps Of Myrr

The Continent Of Myrr (Elven Map).....	267
Northwestern Myrr (Halfling Map)	268
Western Myrr (Halfling Map).....	269
The Southern Territories (Halfling Map).....	270
Central Myrr (Halfling Map)	271
The North (Halfling Map).....	272
The South Eastwood (Halfling Map).....	273
The North Eastwood (Halfling Map).....	274

Map Quality

The elven cartographers of Myrr are known for their expensive, high quality maps. The halfling cartographers are known for affordable, low quality maps.

The Continent of Myrr

Elven Map



Northwestern Myrr

Halfling Map



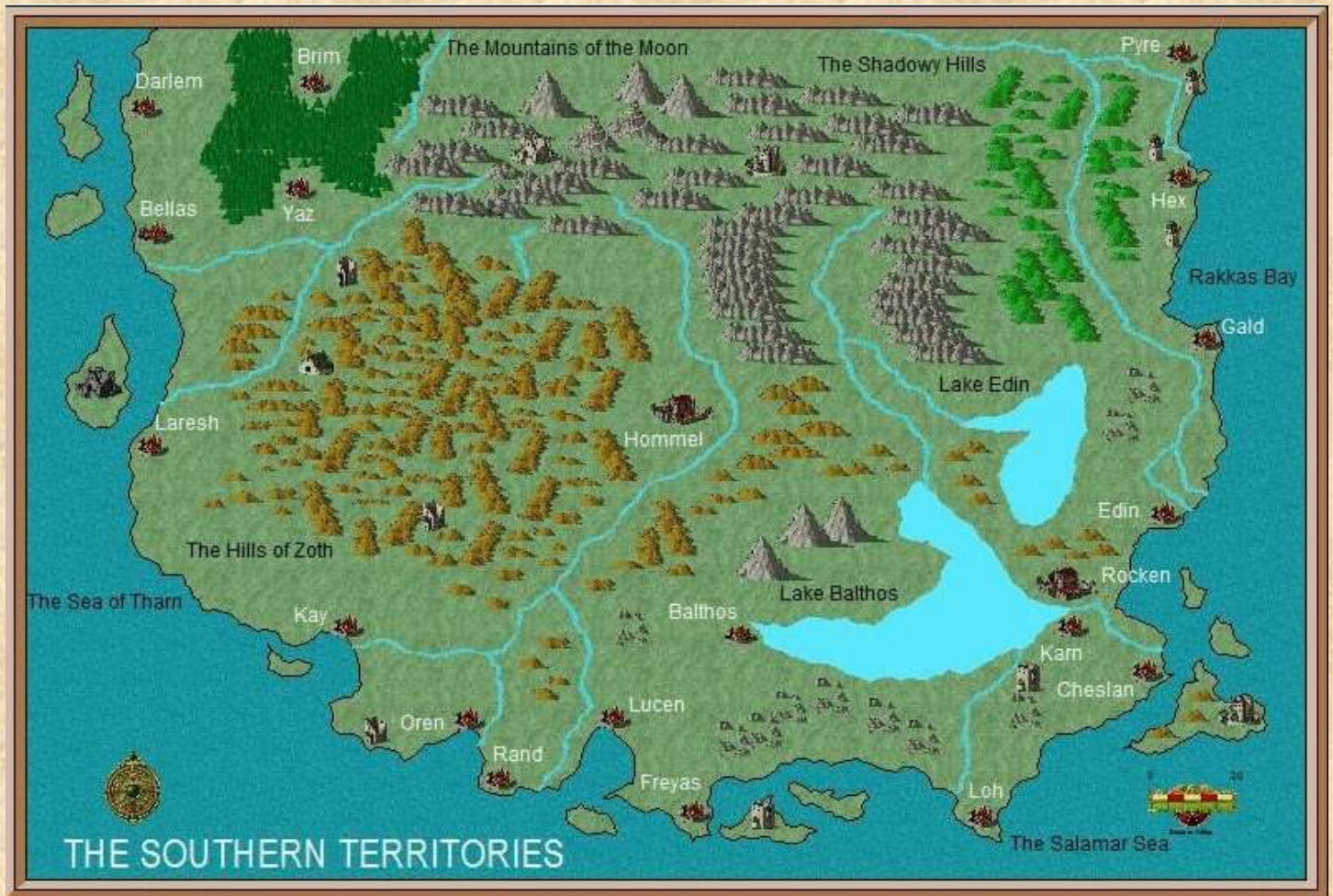
Western Myrr

Halfling Map



The Southern Territories

Halfling Map



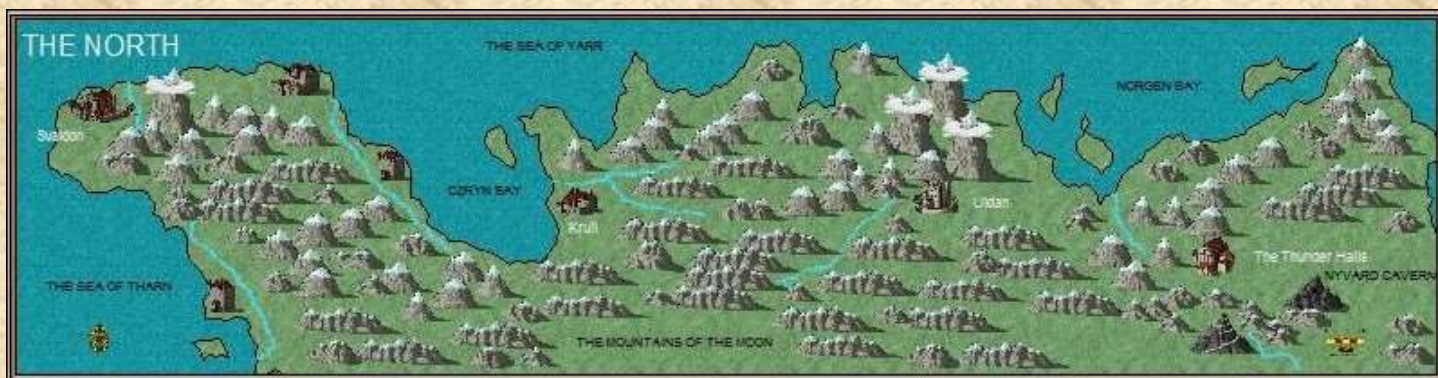
Central Myrr

Halfling Map



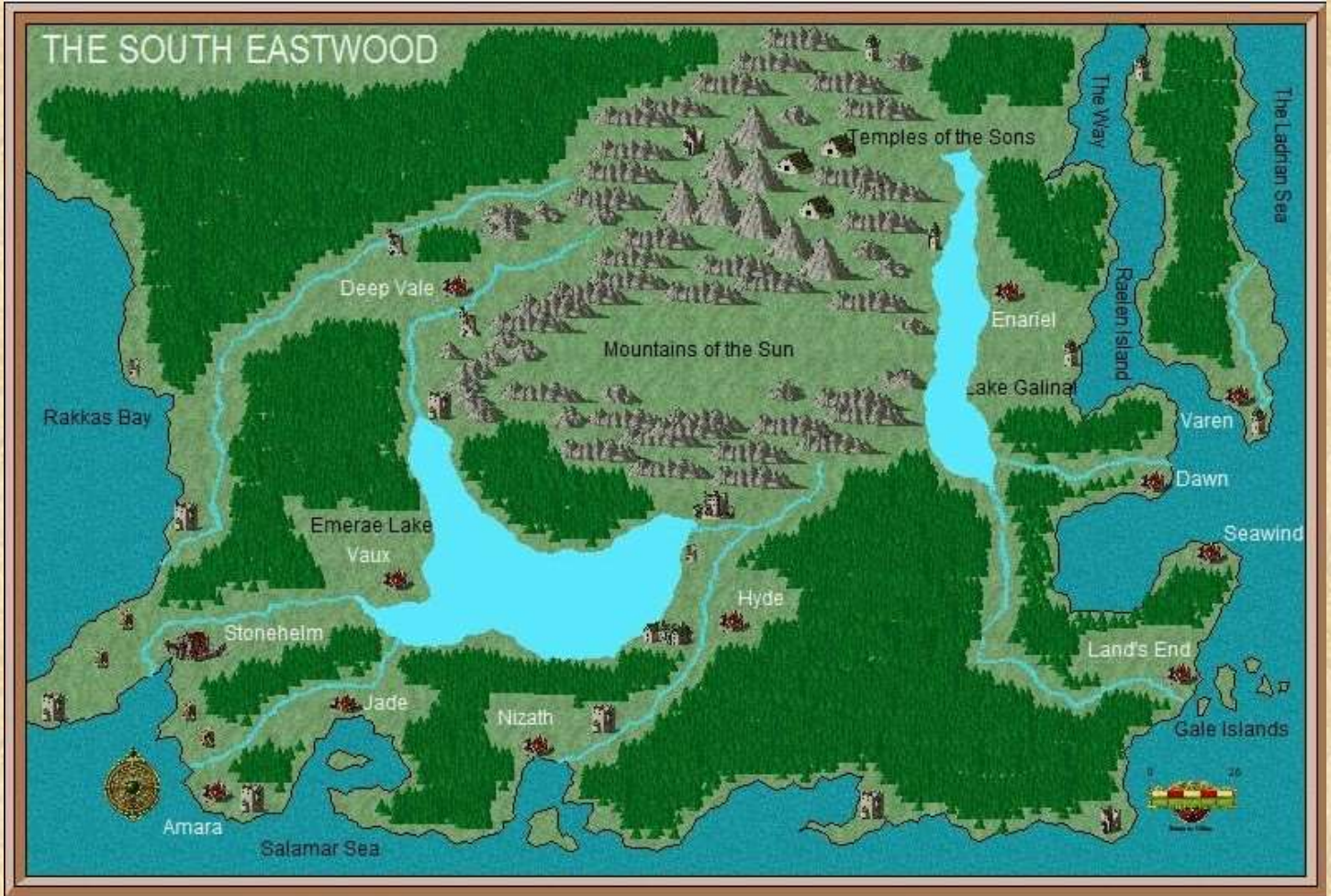
The North

Halfling Map



The South Eastwood

Halfling Map



The North Eastwood

Halfling Map



ADVENTURE HOOKS

Listed by Geographic Region

Northwestern Myrr

The Young Barbarians

Adventurers can find out why the two Barbarian clans are at odds. The Snow Eagles and Ironbears are coming close to a military conflict. The two Barbarian clans are arguing over the way their people should proceed. The older Snow Eagles are happy with the status quo. The younger Ironbears want to use the sizable Barbarian army and expand their territory to the South. In the meantime, the Ironbears have seized control of the town of Tharn.

Orc Raids

Brave heroes can fight off the large orc raids into the Mystwood. The orcs use caverns near Gorn as a headquarters during these raids. Duke Kellan has called for aid from Port Telvan. His village of Gorn is in danger of being overrun. The Duke's young daughter, a ranger named Lady Kiera Kellan, could meet the adventurers and enlist their aid.

Mothik the Dragon

The adult black dragon and his lizardfolk worshippers occupy the ruins of an ancient dungeon near the village of Dryden. Mothik is a very intelligent and dangerous foe. The dungeon is inside a hill surrounded by a strange fog. Duke Highcliff of Port Telvan will pay a handsome price for the dragon's head.

Bloodtooth Island

Captain Kale and his men have taken over the old manor on this small island. The pirates use the island to help control Vyson Bay. Heroes can find a way to the island and confront the pirates in the manor. A hidden dungeon also lies beneath the old mansion.

Echo Cavern

This is another adventure involving Captain Kale's pirates. The ships of the notorious pirate sail out of Vyson Bay into a hidden cavern. Adventurers can explore the hidden pirate base. If the heroes go through the nearby town of Grimhollow they find the pirates have many allies there.

The Werewolves of Saran

A young woman, Deanna Hopkins, is about to be kidnapped for a sacrificial ceremony. Joshua Lunac and his men are werewolves and need a sacrifice for the werewolf demi-god, Lupov. Adventurers could travel to Saran and unravel the mystery of the northern part of the Lunac clan. The werewolves use the nearby Bottomless Cavern as their lair.

Western Myrr

The Wyld Gang

A party of adventurers could deal with the nasty gang of halflings based in the city of Wyld. The halflings are aligned with the powerful Alliance and have their headquarters in the Catacombs of Wyld underneath the city.

Baldin the Disillusioned Hero

One of the legendary Twelve who saved Myrr is not himself. He knows a few disturbing secrets and has become a wandering drunk. Can a group of heroes find this former warrior and sober him up. Baldin has a treasure trove of knowledge about Myrr.

The Young Queen

The queen is actually a vampire installed by the Alliance. Heroic adventurers could discover the queen's secret. Adventurers can then find out which influential people in Wyld support the queen. They can also find out who opposes the queen. Her family, the house of Bane, live in Castle Wyld and the High District.

A Stolen Throne

The Kellan family of Gorn have the true claim to the throne of Wyld. Long ago the Von Bladens stole the throne from the Kellans. Eventually the vampires were thrown out of Wyld after their secrets began to surface. Recently the evil vampire nobles have installed the House of Bane as the new royalty. Adventurers could help the Kellans regain their throne.

The Truth About the Twelve

The adventurers could learn the truth about the Twelve. The legendary heroes actually made a deal with the evil Alliance to save their families. They are not the heroes people think they are. The Twelve agreed to pretend they had closed the Hell Gate near Deus. In fact, it was never closed. In return, the Alliance agreed not to kill the Twelves' families. The Kyzan twins had betrayed the other ten heroes and given the location of their families to the Alliance.

The Most Popular Bard

Maria Robbins is a talented, beautiful bard and has become very popular. She will do anything to become famous. Several members of the nobility and wealthy merchants are vying for her hand in marriage. Will she join an adventuring party and seek fame and fortune elsewhere?

The Alanen River Chase

The Wyld Gang use the river for smuggling. The halflings are smuggling weapons and other goods to the Von Bladen vampires in Bladen. The river flows east from Wyld towards Calder. Adventurers could chase the gang down on the fast flowing river.

The Lich Queen of the Old Wood

Many terrifying undead creatures have made their home in the Old Wood. The scariest of all is the lich queen. Adventurers could brave the dark, ominous woods and search for this queen.

The Threat from the Sea

A new threat is coming from the south. The Sahuagin Kingdom has begun raids on the southwest coast of Myrr. Raids have stunned the villagers in Lund, Darlem, Bellas, and Laresh. Eventually the sahuagin plan to attack the well-armed Wyld Guard in Kellan Fortress on Vigil Isle.

The Southern Territories

The Goblin Emissary

The Alliance plan to send an emissary to the Goblin King to try and forge a treaty. With several thousand goblins on their side the evil Alliance could become even more powerful. The heroes could try to intercept the emissary before he meets with King Bossag.

Bandit Wars

Much of the Southern Territories is controlled by bandit lords. The Windriders clan is the most powerful, but there are several others. Adventurers could explore this land and find out more about the infighting between the clans. Visiting the town of Rocken is a good starting point. Many of the clans travel to this settlement to visit the bustling markets.

The Hill King

The king of Hommel is known as the Hill King for he rules the unique city inside the hill. However, most folk don't know that he is in fact Lupov, the werewolf demi-god. Lupov is part of the the Lunac clan. Adventurers could explore his land and find the secret behind the Hill King.

Stormgryph

This floating castle is the headquarters of the Windriders bandit clan. The evil Lord Moroz rules from Stormgryph. His bandit cavalry ride on griffons from their base in the castle. Adventurers could explore the dangerous Southern Territories and come face to face with the most powerful bandit clan of all.

Chasing Landis

Landis Kyzan has found the original Wizard College that Oswald Myrr built. Landis and his sister were the evil twins that betrayed the famous Twelve. Now the evil sorcerer is doing experiments on innocents for the unholy Alliance. Necromancers help him kidnap victims to use in experiments in the seaside ghost town. The streets of this foggy village are patrolled by skeletons.

The Pirate Queens' New Allies

The female pirate gang have new allies. The all-female bandit clan known as the Quickblades have joined forces with them. Both groups operate out of the small village of Loh and now boast a formidable force. The pirates operate in Rakkas Bay and are becoming bolder and bolder.

The Light of Laresh

One community stands out in the Southern Territories. The village of Laresh is not controlled by bandits or the Hill King. A brave paladin named Sir Zalin Keeves is a beacon in a sea of darkness. He leads Laresh and will fight to the death to defend his home. Adventurers could help the paladin deal with bandit incursions and other dangers of the Southern Territories.

The Devoted Knights

The all-female Knights of the Moon have a hidden castle, called Animas, in the Mountains of the Moon. A group of heroes could join forces with this sisterhood of knights and fight evil in the Southern Territories. The goblin capital of Mojin is not far from Animas. South of the mountains one can find several bandit clans, the mysterious Zoth brotherhood of monks, and the Hill King.

Central Myrr

The Alliance Prepares for War

The Damos and Von Bladen vampire houses, along with several devils, lead this faction. They have installed a vampire queen in Wyld and are poised to strike. Troops are massing in the Ninth Hills on Gorgon Island. The island is being used by the Alliance to prepare for war. They are breeding huge worgs called darogs in caves. Hobgoblins train with the Dark Guard here. Damos has also sent hobgoblin scouting parties into the West to test the defences. There is much tension between the Damos and Von Bladen families but they both wish to finish what was started during the Dark Times. Each vampire noble family have several ships at their disposal. There are also three deadly dark knights that are allied with Bladen. The Alliance could strike at any time.

Honor Still Exists

The Fighters Guild makes its home in the town of Hael on the shore of Lake Aramoor. The guild are a group of honorable warriors for hire. Adventurers could join the leader Han Silverbeard and help the guild expand its influence. The Guild would like to open other halls in Nox and Wyld.

Jack of Hearts

Someone is robbing the rich nobles of the continent of Myrr. The only clue so far are playing cards bearing the Jack left behind. The Wyld Guard and Nox Guard have therefore named the culprit 'Jack'. The thief is Haley Jacks, a former member of the Thieves Guild. The young rogue tells people her name is Virginia Vane. She grew disillusioned with the Thieves' Guild and has struck out on her own.

Turmoil on the Wizard Council

Chaos reigns on the council! The rulers of the city of Nox are in disarray. The arch mage, Agnon Bale, and his supporters are more interested in running the Wizard College at the Citadel of Aramoor. They are interested in teaching and experimenting. However others on the council, mainly Cyril Sane, feel the council needs to show more leadership. Nox is supposed to be ruled by the council but it is a city in turmoil. A number of different factions in Nox have far more power than the council.

The Eclipse

Hidden in the city of Nox is a monastery run by the most evil of monks. The Eclipse are a mystery to most folk in Myrr. They have begun to rival the Thieves' Guild as the most powerful assassins on the continent. These monks are considering joining forces with the evil Alliance.

The Dwarves Return

The power of the dwarves is about to reappear on the continent. In the center of the Mountains of the Sky is the underground dwarf capital known as Uldan. It has been rebuilt and the dwarves are ready to flex their muscles. A group of dwarven heroes could help lead the dwarves out of the shadows.

The Dark Dwarves

A group of rebel dwarves are unhappy with the leadership of the dwarf king in Uldan. These evil dwarves are engaging in acts of sabotage against the Uldan Empire in the mountains and in the city of Nox. They have a secret headquarters in Nox. A party of adventurers could be hired to deal with this rogue faction.

The Uprising

The peasants in the slums of Bladen have had enough of the Von Bladens. They are tired of being exploited by their noble vampire rulers. A group of brave souls has begun a rebellion against their powerful masters. A brave group of adventurers could join this uprising.

The North

Orc Civil War

Adventurers can learn of the civil war between the two orc tribes. The western tribe worships Glaggoth, while the eastern worships Orvak. Luckily for the rest of Myrr, this civil war has occupied the evil humanoids for many years. A party of adventurers could infiltrate the orc capital of Krull and encourage the hostilities to continue.

The Monster of Nyvard Cavern

Legend says a monstrous beast lives in this enormous cavern. The legend is true. An enormous tarrasque slumbers in this area in the Mountains of the Sky. A group of powerful adventurers could set out to slay the legendary monster.

The Thordun Tunnels

These tunnels are one of the only routes through the Mountains of the Sky to the Thunder Halls. Sections of the tunnels are part of the original dwarf kingdom. Strange traps protect ancient dwarf treasure rooms and tombs.

The Secret of the Giants

The giants live in the Thunder Halls deep within the Mountains of the Sky. Adventurers can try to steal a trove of vampire-slaying weapons. The Alliance secretly hid them here at the end of the Dark Times. However the Alliance still sends guardians to check on the hoard of weapons. If the heroes come face to face with the giants and the evil Alliance they might not survive.

The Queen of the Dragons Returns

There are many rumors that the queen of the dragons has returned and is living in the Draco Isles. A brave group of heroes could journey to these cold islands and search for the leader of the dragons. Mysterious cultists and other dragons will make this a difficult challenge.

The North Eastwood

The Hell Gate

Far in the northern part of Myrr is a secret gate to the Nine Hells. It is hidden near the town of Deus. Hell Knights guard the gate for the Alliance. A few devils are able to pass through each year. An adventuring party could lead a mission to close the Hell Gate.

Dark Elf Spies and the Whisperers

Adventurers can join with the legendary Whisperers and hunt down dark elf spies in the woods of the Nerathian Kingdom. The dark elves have support from high elf spies that have integrated flawlessly into the society. They travel to Myrr through a portal hidden in Valen on Raelen Island.

The Disappearance of Oswald Myrr

A group of heroes could investigate the disappearance of Oswald Myrr. Folk believe the legendary wizard died many years ago. This is not the case! Oswald met up with Nox the Queen of the Faeries and is still living in Naern, a small continent to the east of Myrr.

The South Eastwood

The War in the Woods

An adventuring party could join with the Greens and fight against the heavily armed forces of Stonehelm. The Greens are a group of human, halfling and wood elves that oppose the military leadership of Stonehelm. They wish to protect the forest from deforestation and destruction. The Greens operate in small bands and harass the much larger Stonehelm force. Many druids and rangers are part of the rebel force. Some forest creatures, such as centaurs, have also joined the rebels.

The Lost Princess

The innocent and simple-minded princess Cynthia Vagner has lost her way. Her evil mother has convinced her that the throne is lost and the military rulers would never give up control. In fact, her mother helped in the assassination of the king, Cynthia's father. Complicating things, the evil Lord Dermott Chilcoat is in love with the beautiful princess. Heroes could save this young princess.

The Thieves Guild

Explore the city of Stonehelm and find the home of the Thieves Guild. The evil demi-god known as the Shadow leads this guild. The thieves are allied with the military leadership in the city of Stonehelm. This guild has begun to do more and more assassinations across the continent. A party of adventurers could be hired to deal with this dangerous group.

The Monasteries of the Sun

High atop the Mountains of the Sun are the three Monasteries of the Sun. These buildings are the home of a brotherhood of monks called the Inner Sons. These holy men worship Rogan, the god of justice. Adventurers can join these warrior monks and battle the forces of evil



The Magic Items Of Myrr

Bracelets of Bane (rare). These brown bracelets give the wearer +1 to their Dexterity.

Byruna's Amulet (uncommon). This white amulet protects the wearer from any charm spell.

The Blade of the Mountain (very rare). When using this silver longsword in the mountains you gain a +3 bonus to attack and damage rolls.

The Cloak of the Arch Mage (legendary). A dark blue cloak with crescent moon-shaped buttons. These robes give the wearer +3 to their AC. The user also cannot have their spells dispelled.

The Cloak of Balthor (uncommon). A gray cloak that protects the wearer from any sleep spells.

Crape's Cape (rare). This red cloak gives the advantage on any Charisma check or save.

The Crystal Ball of the Folk (legendary). A crystal ball that enables the user to cast the Foresight spell twice a day.

Rakkas Crossbow (rare). You gain a +2 bonus to attack and damage rolls made with this reddish brown heavy crossbow.

The Dinner Set of Death (legendary). This unusual item appears to be an ordinary silver dinner set. It can be set up and ordered to attack the next creature or creatures to enter a room. The item has an AC of 17 and forty hit points. The attacks by knives, forks, and plates are +4 to hit, 1d10 slashing or bludgeoning damage.

Damos Dagger (rare). You gain a +2 bonus to attack and damage rolls made with this dagger. This black and red dagger has the Damos family symbol on the hilt.

Hammer of Dalen (legendary). You gain a +3 bonus to attack and damage rolls when using this black dwarven warhammer. It also increases your constitution by +1.

The Horn of Saul (uncommon). You can use an action to blow this white horn once a day. All allies within 40 feet will gain a +1 bonus to attack for 1 minute.

The Helm of Zoth (rare). The user is able to use this silver helm to read minds once a day.

Jandar's Blade (rare). This silver dagger is a special halfling artifact. When used by a halfling it acts as a +2 shortsword. It glows red if any goblins or orcs are within 100 ft.

Krullbane (rare). This black longsword is +2 to attack and damage. It also does an extra 1d8 damage to orcs.

Lightbow (uncommon). Arrows shot from this white bow do an extra 1d6 damage to any undead.

Lyra's Lyre (common). This bronze instrument can charm those within 30 ft. They must make a Wisdom saving throw (DC13).

Mirror of Sienna (uncommon). If you are wounded and look into this yellow hand mirror you gain 1d6 hit points. It can be used twice a day.

Mirror of Travelling (legendary). This standing mirror has a heavy brass frame with clawed feet. It comes with a pendant which is a tiny version of the large mirror. The wearer of the pendant can pass from one Mirror of Travelling to another. Once inside the mirror they will see all the other views from the other Mirrors of Travelling. Then the user can choose to emerge from one. About half a dozen are known to exist.

Morbane (rare). This golden shortsword is a +2 weapon. It also does an extra 1d6 damage to goblins, hobgoblins, and bugbears.

Nerathian Armor (rare). This is an elvish magical chain shirt that gives the wearer an AC of 15.

Nerathian Bow (rare). You gain a +2 bonus to attack and damage rolls made with this oaken elvish longbow.

Nerathian Cloak (uncommon). This emerald green elvish cloak gives the user advantage on Stealth (Dexterity) checks.

Ommon's Spear (very rare). Ommon's weapon is made for the ultimate sentinel. This black spear is +2 to attack and damage. The user only needs to sleep half as long as normal.

Oswald's Boots (rare). These purple and gold boots enable the wearer to add +2 to their Stealth check. If the wearer removes the boots, they are cursed and move five feet slower.

Oswald's Staff (rare). This five foot long purple staff enables the user to turn invisible once a day for one minute. If the user attacks or uses spells they reappear. If the user leaves the staff behind they are cursed and age 1d10 years.

Oswald's Wild Robes (very rare). These robes give the wearer +2 to their AC and have advantage on saving throws vs magic. However, they must roll 1d20 every time they cast a spell, if they roll a 1, 2 or 3 an unpredictable magical effect will occur. If the user takes the robes off, they are cursed with blindness. They are purple and gold with the symbols of Oswald Myrr on the seam.

Quiver of Enariel (rare). This golden quiver makes any arrow magical, giving the arrow a +1 bonus to attack and damage rolls. It will hold up to 60 arrows.

The Quarterstaff of Light (very rare). This item is a brown three foot long oaken handle. You can use a bonus action to activate a beam of yellow light from either side of the handle. You gain a +3 bonus to attack and damage rolls made with this quarterstaff. The user can use a bonus action to unleash an extra burst of sunlight doing 1d8 radiant damage 3/day.

Robe of Aramoor (very rare). This golden cloak enables the user to dispel magic once a day.

Shania's Bow (very rare). You gain a +3 bonus to attack and damage rolls made with this dark green longbow.

Sienna's Robe (very rare). The wearer gains +1 to their Charisma. They also have advantage on Charisma checks or saves against the opposite sex.

Staff of Aramoor (rare). This staff gives the user +2 to their spell attacks. This blue staff has a yellow star at the top.

Staff of Illumination (uncommon). This staff casts the same light as a torch but never goes out.

Staff of Nox (uncommon). A black staff that can create darkness around it (30 ft. radius) 2/day for 1 minute.

Sword of Rogan (legendary). You gain a +3 bonus to attack and damage rolls with this silver longsword. It does an extra 1d8 radiant damage to undead creatures. It can also cast a light spell 2/day. It has an Intelligence of 15 and is of lawful good alignment.

Sword of Stone (rare). You gain a +2 bonus to attack and damage rolls with this gray greatsword. On a critical hit non-magical armor is destroyed.

Sword of Wyld (legendary). This unique greatsword has a blue hilt and a red blade. You gain a +4 bonus to attack and damage rolls made with this sword. It has an Intelligence of 16 and is of chaotic good alignment.

The Thordun Axe (very rare). You gain a +3 bonus to attack and damage rolls made with this golden greataxe. It also does an extra 1d10 damage to ettins, giants, ogres, and trolls.

Tome of Sienna (rare). After reading this yellow book for a total of 24 hours your Strength increases by 1.

Trident of Salamar (rare). The user gains a +2 bonus to attack and damage rolls with this silver trident. It also enables you to breathe underwater and swim at a speed of 40 ft.

The Wand of Rand (uncommon). This golden wand can cast a fireball or lightning bolt twice a day.

Xavian's Tome (very rare). This ancient brown book looks battered, worn, and worthless. However, if one reads the book for a total of 24 hours any one ability will increase by 1.

Zoth's Amulet (rare). A gray amulet of protection which gives the user a +2 bonus to their AC.



MYRRIAN Phrases

General Exclamations

Jandar!

Oh Jandar!

By Dalen's beard!

By the Wand of Rand!

By Vysax's breath!

Thank Myrr!

That person has a lot of Zass!

Exclamations of Frustration

Frook!

Oh Frook!

Nizath!

Fashae!

Questioning Phrases

What in Myrr?!

What in Dalen's beard?!

What Mysrath is this?! (What misery/sadness is this?)

What in Nox?!



OPEN GAME LICENSE

Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or

distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson
Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds

5e Options: Rogue Archetypes Shadow Warrior. ©2015, Rogue Genius Games. Designers: Owen K.C. Stephens and Rich E. Howard.

Pathfinder Roleplaying Game Core Rulebook, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Ponyfinder: 5th Edition © 2015, Silver Games, LLC; Authors: David Silver.

The Book of Experimental Might Copyright 2008, Monte J. Cook. All rights reserved.

Advanced Races: Centaurs. © 2014 Open Design; Author: Karen McDonald. KoboldPress.com

Advanced Races: Dragonkin © 2013 Open Design; Authors: Amanda Hamon Kunz.

Advanced Races: Gearforged. © 2013 Open Design; Authors: Thomas Benton.

Advanced Races: Kobolds © 2013 Open Design; Authors: Nicholas Milasich, Matt Blackie.

Advanced Races: Ravenfolk © 2014 Open Design; Authors: Wade Rockett.

Advanced Races: Shadow Fey. © 2014 Open Design; Authors: Carlos and Holly Ovalle.

Advanced Races: Trollkin. © 2015 Open Design; Authors: Steven T.Helt, Stephen Rowe, and Dan Dillon.

Midgard Heroes © 2015 Open Design; Author: Dan Dillon.

END OF LICENSE

Myrr

SEA of YARR



0 25 50 75 100
Scale in Miles

SEA of THARN

LADRRIAN SEA

Rakhas Bay

SALAMAR SEA

Gvaldon

Sojurn

Tharn

Port Telvan

Grimhollow

Krull

Madros

Nox

Deus

Vald

Hael

Loren

Celandin

Amas

Tallen

Dagg

Walden

Fayne

Fynbos

Wylð

Damos

Black Cliff

Deep Vale

Varen

Lund

Calder

Bladen

Damos

Stonehelm

Sea Wind

Laresh

Hommel

Rocken

Amara