

RAVENLOFT

GAZETTEER

A 5TH EDITION RAVENLOFT ATLAS



LAMORDIA

I: WHAT MAKES A MONSTER

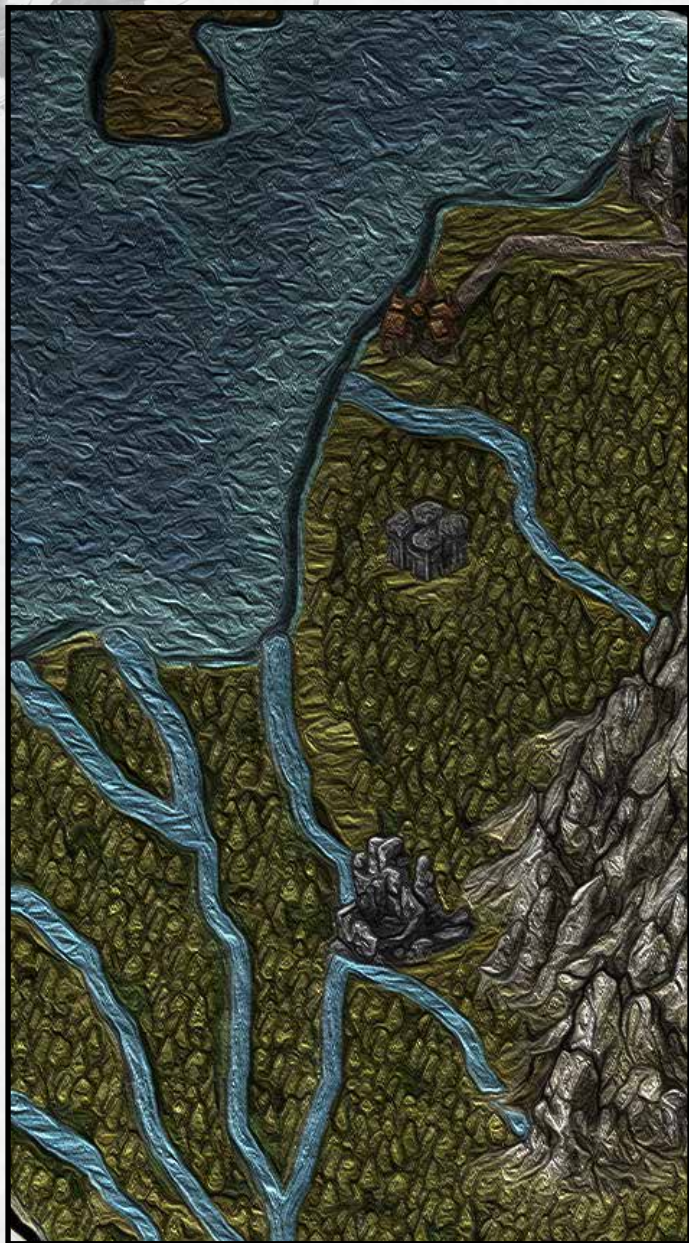


THE RAVENLOFT GAZETTEER

HOW TO USE THIS ATLAS

This is a series of Ravenloft Gazetteers updated for 5th edition, following closely to the original source material, and in some cases embellished with new information where ambiguity allows. Each Atlas takes on a new domain of Ravenloft, and is separated into parts. For instance, this Atlas is based around the domain of Lamordia. Included with every part is a short prologue detailing the nature of the domain and its Darklord. These locations are sometimes bound to the intrinsic nature of the domain, but can usually be ported over to other modules or homebrew campaigns with a little ingenuity.

As time goes on, more areas will be added to the Atlas, and occasional revisions may be made for the sake of continuity. In the fashion of the original Ravenloft Gazetteers, these atlases are a combination of descriptive information, settlements, random encounter charts, boxed text, mechanics, flavour and a variety of other information based on what seems pertinent at any given time. Hack, chop and use as you will. The only person who gets a say in how you use any Ravenloft material is you (and, of course, the ineffable Dark Powers.) Enjoy, and if you like it, the surest way to make sure more get made is to leave a rating (or a review).



PROLOGUE:

DUST TO DUST

We are a product of our environment, that is what they say. The world we live in shapes us, and guides us to what we must be.

Is it any wonder, in a land filled with monsters, that I became one as well?

WHAT IS LAMORDIA?

Lamordia is a demiplane nested in the dark mists of Ravenloft. Like the other domains of Ravenloft, the demiplane is self-contained, and difficult to escape from. This has led many to speculate that the domains of Ravenloft hold some kind of purpose, though this has never been revealed. The first and most important feature of a domain is its Darklord. This malevolent being is a creature of darkness that committed a crime so terrible that the mists snatched them away. Many domains spring forth from the evil of the ensnared Darklord, and thus the entire demiplane is permeated by their particular brand of evil.

In Lamordia's case, the Darklord is a wretched and tortured Creature of incredible strength and will. Wrought from mad science by the hubris of Dr. Victor Mordenheim, the Creature is bound to his Master and he to it, though both see each other as their greatest regret.

The presence of its Darklord has caused Darkon to develop some brooding and insidious traits.

WHAT TO EXPECT

Adventurers who have the misfortune to enter Lamordia will come to meet the grim and uncompromising atheism of Lamordia, and witness the dreadful of consequences of innovation and ambition unfettered by soul. They may even come face to face with the Creature, and learn Lamordia's forgotten past.

THE DARKLORD

The Creature

The adventurers' sole means of escape is by confronting the Creature and destroying him, granting him peace and allowing the mists to recede from Lamordia. Alternatively, at your discretion, destroying the scientist Dr Mordenheim for his crimes would also be sufficient.

The Past

For thirteen years, Dr. Victor Mordenheim searched diligently for the spark of life - a scientific theorem that would allow him to give life to the dead, and would distinguish him as the greatest mind of his generation. Heedless of the warnings of his colleagues, and the concern of his wife Elise, Mordenheim became obsessed with his research, disregarding sleep and food to pursue his mad agenda.

Mordenheim's Creature

At last, on a cold winter night, when a storm thundered overhead, Victor succeeded. Stitching a corpse together from the strongest body parts he could find, he invigorated it with an electric charge drawn through a lightning vane. Astoundingly, it worked. His Creature thrashed and bawled, destroying much of the laboratory.

Hard Lessons

Victor began to tutor the Creature, which he named Adam, in the ways of the world. The creature was strange in its ways, and unable to control its sudden fits of rage. Elise begged Mordenheim to send the creature away, but he refused. Mordenheim grew yet more driven to make his experiment a success, going so far as to adopt an orphan, Eva, to try and use her to teach his Creature empathy.

One dark night, Mordenheim returned home from a symposium to find Elise gravely wounded, Eva vanished and blood on the Creature's hands. Mordenheim drove the Creature forth with cruel words, banishing it into the darkness outside.

Monsters

Victor, beside himself with grief, sought to revive his wife using his arts. They did not avail him, though he managed to preserve her body as best he could using a complex stasis apparatus in which she still rests as he continues newer and ever more dangerous avenues of research. Slowly, he was drawn into the mists of Ravenloft, and Lamordia became damned. As to the Creature, it fled the shores of men forever, but craving the love of its creator, even as it despised him.

MARKS OF HORROR

Lamordia uses several themes to achieve the desired feel, one which focuses on the nature family, society and the price of progress.

The Price of Success. Victor Mordenheim succeeded in his goal to create life, but at a terrible cost. Central to the conundrum that is Lamordia is not the question of whether we *can* do something, but whether we *should*.

What Makes A Monster The people of Lamordia are civilized and practical. However, the greatest evils perpetrated in the land of Lamordia come not from the teeth of monsters, but the hands of the people who walk the streets. Lamordia challenges us to confront our expectations and preconceptions about appearances, and to look for the evil that lies beneath.

Forever Alone At its heart, Lamordia's story is one of family and isolation. Both the Creature and Mordenheim yearn for companionship that is forever denied to them, time and time again.

THE POWERS THAT BE

Like any other Ravenloft setting, Lamordia exists and continues to exist by the whim of the Dark Powers an enigmatic entity/set of entities that control (to one extent or another) the creation and maintenance of the demiplanes of dread. The reasons they might do this are unclear, as are the extent of their powers, but several theories are widely agreed upon.

Ravenloft is a punishment To become Lord of a domain of dread is to commit a terrible evil, and be stolen away for eternal torment

The punishment is self-inflicted A key component of the misery of a domain is the fact that each Darklord is bound by their own cravings and selfish impulses. In Lamordia's case, the Creature and the Doctor are trapped in an endless cycle of cruelty, selfishness and vengeance.

Time is relative. Ravenloft's punishments are infinite, and character spirited away by the mists might later return to find no time has passed at all. Darklords are defeated, and rise again from the ashes to be challenged by yet more adventurers.

Collateral Damage. The dark powers are not afraid of collateral damage in their enforcement of the domains of dread. Adventurers die in droves. Innocent citizens picked up by the mists fall prey to creatures of the night. It's impossible to say for sure who or what the Dark Powers are, but they clearly are prepared to accept bodies piling up by the wayside.

TRAVELING THE MISTS

This version of the *Ravenloft Gazetteer* assumes that the borders of each domain are closed, either by the will of the Dark Powers, or the will of the Darklord. In past editions, it has been possible for those who will it to travel between domains. In some cases, suggestions are made to link one domain to another, in case you wish to avail yourself of this possibility.

EARLIER ITERATIONS OF LAMORDIA

The *Ravenloft Gazetteer* for 5th edition is pulled from multiple sources across earlier editions of *Dungeons and Dragons*. In this case, the *Ravenloft Gazetteer Vol II (2003)* and *Adam's Wrath*. were particularly helpful references. This product borrows some of the ideas from these earlier sources while presenting an alternative version of Lamordia scaled for fifth edition and this product.

RULES VARIANTS

It is suggested that you use the following rules variants when exploring Lamordia, to achieve the desired feel. These rules are explained in detail in the *Dungeon Master's guide*, chapter 9.

FIREARMS AND EXPLOSIVES

The people of Lamordia have access to firearms and explosives.

SLOW NATURAL HEALING

Characters don't regain hit points at the end of a long rest. Instead, a character can spend Hit Dice to heal at the end of a long rest, just as with a short rest.

ALIEN TECHNOLOGY

Characters are likely to frequently encounter technology far beyond their understanding, presuming they come from a high fantasy setting such as the *Forgotten Realms*, or even another dark domain of Ravenloft. This rule can help you adjudicate how quickly characters adjust to these new devices to their own advantage.

INJURIES

Lamordia is a place where body horror plays a large part in establishing the mood. Serious and crippling injuries play into this feel, and you may want to consider using this optional rule to encourage your players to engage with the mad medic Dr. Mordenheim.

ALTERATIONS TO MAGIC

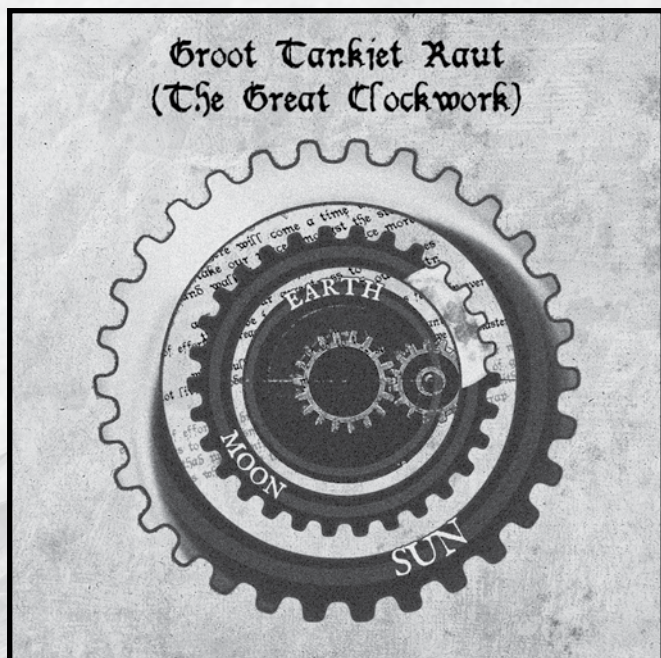
Lamordia resides in its own Demiplane, isolated from all others. No spell, not even a Wish spell, allows one to escape. Astral Projection, Teleport and all similar spells cast with the intent of leaving Lamordia simply fail, as do all effects that Banish a creature to another plane of existence. These restrictions apply to magic items and artefacts. Magic that allows transit to the Border Ethereal is the exception to this rule. A creature that enters the Border Ethereal from Lamordia is pulled back into Lamordia upon leaving that plane.

For the purposes of spells whose effects change across planar boundaries, Lamordia is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Lamordia, as does magic that involves an extradimensional space. Any spells cast within such a space are subject to the same restrictions as in the rest of Lamordia.

Whilst in Lamordia, characters who receive spells from deities or otherworldly patrons continue to do so. However, spells that allow contact with beings from other planes never receive an answer.

THE GREAT CLOCKWORK

Lamordia stands out from other domains of Ravenloft in its approach to magic and the divine. Lamordians do not believe in divine entities, considering them a childish fiction that pales in comparison to a true understanding of the natural world. Even those rare Lamordians swayed by the idea of a Creator are agreed that if there ever was such a being, they are long gone. Lamordians believe that the world operates according to a vast and complex series of interlocking natural processes, otherwise referred to as Groot Tankjet Raut (The Great Clockwork). This philosophy extends in part to arcane magic, which Lamordians are sceptical of, believing it to be the result of as-yet-not-understood facets of the turning of the wheel.



THE SMOTHERING OF REASON

The collective disbelief of Lamordian citizens towards the supernatural has tainted the domain with a resistance to the strange and wonderful. Manifesting several decades before the present, but happening with increasing frequency, the Smothering of Reason is a domain-wide effect that snuffs out magical effects and causes spells to fail. When a character casts a spell of 1st level or higher, roll on the table below.

The Smothering of Reason	
1d20	Result
1	The spell sputters and fails, having no effect. The spell slot or charge used to cast the spell is wasted. The caster gains a level of exhaustion.
2	The spell sputters and fails, having no effect. The spell slot or charge used to cast the spell is wasted.
3	The spell fails, having no effect. The spell slot or charge used to cast the spell is not used
4-20	The spell takes effect normally.

WEIRD SCIENCE

The people of Lamordia are beholden to the technological advances their hard work has allowed for. Lamordian 'technology' often replicates magic in strange ways, and is not subject to the Smothering of Reason. When a spell is being cast using Weird Science, it is noted in the description of the effect, or in the statblock of the character.



CHAPTER ONE: WERELDKAART

A MAP OF LAMORDIA

*This world has taken everything from me
I owe it nothing.
For all I care, the people of this wretched land can
fall into the sea and perish.*

THE WORLD AXIS

Lamordia is primarily a coastal domain, with rocky beaches rising up to evergreen pines and mountainous rises. Rivers wending through the domain often flood, causing the simple dirt tracks and badly paved causeways to become impassable. Lamordia has two major settlements, Ludendorf and Neufurchtenburg, the latter being the most populated but still relatively sparse by the standards of larger domains. Off the shore lies the Isle of Agony, feared even by the pragmatic Lamordians as being the home of a terrible monster.

THE MISTS OF RAVENLOFT

A deadly fog surrounds Lamordia and engulfs any creature that tries to leave. In the unlikely event a creature manages to crest the walls of Lamordia, they enter the Mists. Even flying creatures are subject to the fog's effects, which are as follows:

A creature that starts its turn in the fog must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion (see appendix A in the Player's Handbook). This exhaustion can't be removed while the creature is in the fog.

No matter how far a creature travels in the fog, or in which direction it goes, it gets turned around so that it eventually finds itself back in Lamordia.

The area within the fog is heavily obscured (see "Vision and Light" in chapter 8 of the Player's Handbook).

LAMORDIAN WEATHER

Lamordia is a strange place dominated by strange and violent shifts in the weather, caused by the pollution from its towns, the mad science of its inhabitants, and a touch of malice from the Dark Powers. The seasons, whilst similar in basis to our own, change into another with alarming frequency. All seasons are short in Lamordia, and are punctuated by wild, dangerous excesses of weather. The wildlife in Lamordia largely consists of hardy creatures able to survive the constant state of flux inherent to Lamordia's misery. The current season dictates ease of travel, what kinds of creature might be encoun-

tered on the road, and is the trigger for several location specific events that occur only when a certain place is visited during a certain season. The season changes roughly every 3d4 days, switching harshly into the next season overnight. Seasons occur sequentially in order in the familiar fashion.

Spring.

- In spring, it rains almost all day and all night. [**Heavy Precipitation**]
- The roads become clogged and twice as hard to travel across.
- Wilderness encounters are twice as common.

Summer.

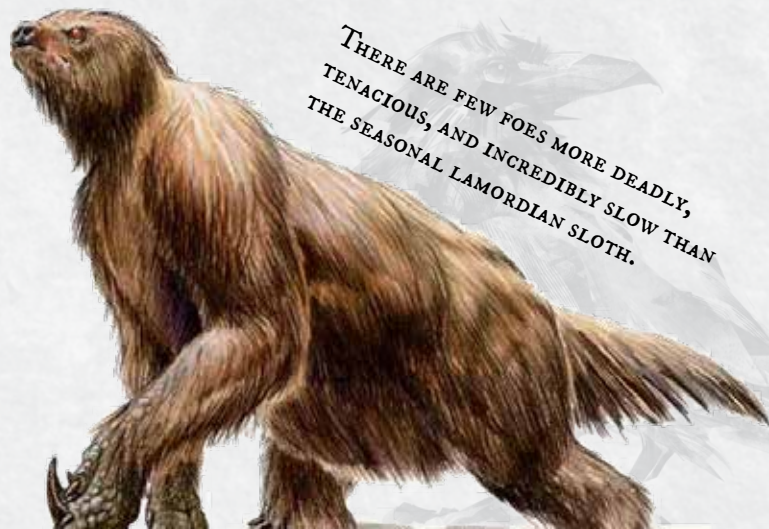
- In the summer Lamordia suffers from **Extreme Heat**
- The rivers recede, and the land becomes dry once more, allowing for normal travel across Lamordia.

Autumn

- In the autumn, the sun recedes behind clouds, and the land becomes passably pleasant to live in.
- The land is firm, and the ports open, allowing for travel twice as fast by foot across Lamordia. Foraging for food brings up twice the normal amount supplies.

Winter

- In the winter, snow and hail pelt down from above, plunging Lamordia into **Extreme Cold**.
- The land is buried in snowdrifts and the ports are frozen in. Travel by sea is impossible, and travel by land is four times slower than usual.
- Foraging is impossible by mundane means.



THERE ARE FEW FOES MORE DEADLY,
TENACIOUS, AND INCREDIBLY SLOW THAN
THE SEASONAL LAMORDIAN SLOTH.

LAMORDIANS

Lamordians are fair of face and often have white-blond or jet black hair. The Lamordian language has very few similarities to other languages of the core, and strangers find it hard to grasp. Stoic and practical, Lamordians are united by a deep rooted sense of appreciation for craftsmanship, and little tolerance for showmanship, flattery or hocus pocus. Broadly speaking, Lamordians can be divided into two groups. Lamordians themselves only informally recognize this distinction, and not by any particular name.

Lower Lamordians are the common people of Lamordia and inhabit small farms, grottos and grottos across the domain. They are plainly spoken and brook very little nonsense. They favour simple woolen clothing which can bear the brunt of Lamordian weather. Whilst they are unfailingly polite, they are not afraid to imply how they truly feel through icy silences and intransigent unhelpfulness.

Upper Lamordians are those lucky few who have benefited from the technological innovations that Lamordia has to offer. They are only usually found living in Ludendorf and Neufurchtenburg, which has the facilities to support their lifestyles. They are often engaged in theoretical disciplines like academia, and live a life of luxury in comparison to Lower Lamordians. They can seem cold and unfeeling to those who do not know them, and sometimes to those who do.

LAMORDIAN LORE

Typical Lamordians know certain facts, or have certain beliefs, about their existence and their surroundings. This common lore is summarized here. Characters can learn this information after earning a Lamordian's trust:

- Lamordia is governed by the Aubrecker family. Baron von Aubrecker was rarely seen during his younger years, and now he has reached old age he is never seen at all. It is widely suspected the death of his two sons unhinged him.
- There aren't any gods. At least, not anymore. Why pray for some unknown, faceless presence to help you, when you could be helping yourself?
- If you're looking for technological marvels, there's no better place than Neufurchtenburg. Of course, it's not the same without Dr. Mordenheim, but he's a recluse nowadays.
- The weather can be pretty treacherous around these parts. If you're planning on making any big journeys, you should save it for the autumn when it's a bit easier to get around.
- No-one goes near the Isle of Agony. They say that a monster lives there.

FALSE HISTORIES

One of the peculiarities of Lamordia is the absence of a coherent history. No Lamordian can remember with any degree of accuracy any important event in the domain's past, nor when it took place. Family genealogies go back a few centuries at most, though evidence for the existence of the named figures is scant. Elsewhere, relics and buildings repurposed to new, scientific use betray glimmers of Lamordia's past, but none native to the domain can remember what they signify. Strangers to Lamordia might wonder at this, but the reason is all too clear. Lamordia's curse keeps it looking forward, ever focused on what could be, what they could have, what they want, rather than learning any lessons from the past.

LAMORDIANS AND OTHER RACES

Lamordia is dominated almost exclusively by humans. Even the ubiquitous Vistani are rarely seen in Lamordia, causing any differentiation to be cause for concern in the locals. Whilst Lamordians are polite enough that they would never mention any defects of appearance to someone's face, they are more than happy to gossip about such peculiarities in private. All non-human races are considered extremely rare in Lamordia, and unless noted otherwise you should assume that when a Lamordian meets a non-human, this is the first time that they have ever done so. Of course, Lamordians would consider "magical creatures from a faraway land" to be an insult to their intellect, and might rationalize the strange appearance of non-human races in the following ways.

- An illness or incurable birth defect. This might cause doctors and scientists to offer to 'fix' people occasionally.
- The failed results of a scientific experiment
- The practice of witchcraft, or the results of arcane magic cast irresponsibly during childbirth
- The result of intention bodily scarring/alterations, perhaps due to obscure barbarian practice in the person's homeland

LAMORDIAN GOVERNMENT

Lamordian towns are run by a Schult, or Mayor, who oversees trading between Lamordian villages, meets guests and hosts dinners. In turn, the Schult is overseen by a shadowy Schultebott, a council of townspeople who elect the Schult ever two years and retain authority over every legislative decision not related to trade and commerce. Members of the Schultebott (called Statusrote) serve for 6 years before giving up their position to another. In theory, the Baron Aubrecker has authority over all of the above, but the current Baron has been reclusive for so long that many have all but forgotten he exists.

RANDOM ENCOUNTERS

Lamordia is not a place steeped in a vast number of wandering threats, but this does not make it anything approaching a safe haven. Lamordian wildlife consists of hardy, vicious creatures able to weather the ever-changing seasons with grim tenacity.

Check for a random encounter after every hour that the adventurers spend on the roads or in the wilderness (don't check if they have already had two random encounters outdoors in the past 12 hours):

If the characters are on a road, an encounter occurs on a roll of 18 or higher on a d20.

If the characters are in the wilderness, an encounter occurs on a roll of 15 or higher on a d20.

If an encounter occurs, roll on the encounter table below for the current season.

d8	Lamordia Encounters (Spring)
1	Thunderquake
2	Sewage Elemental
3	Giant Sloth
4	Cassowary
5	Flash Flood
6	Gloomstorm
7	Black Bear
8	Madman's Experiment

d8	Lamordia Encounters (Summer)
1	Heatwave
2	Coal Elementals
3	Homunculus
4	Crag Cat
5	Chasm
6	Sewage Elemental
7	Madman's Experiment
8	Suffocating Pollution

d8	Lamordia Encounters (Autumn)
1	Lamordian Woodsman
2	Traveling Peasant
3	Desperate Petitioner
4	Coal Elementals
5	Hooded Monk
6	Madman's Experiment
7	Wandering Researcher
8	Witch Hunter

d8	Lamordia Encounters (Winter)
1	Blizzard
2	Frozen Corpse
3	Madman's Experiment
4	Malfunctioning Golem
5	Gargoyle Spy
6	Crag Cat
7	Giant Sloth
8	Gloomstorm



BLIZZARD

Whirling winds of biting snow and ice pelt you from above. Hailstones strike the earth, shattering into razor thin shards around you. The wind and snow seem to fight against you every step of the way.

A Lamordian blizzard is a deadly affair. Characters who travel through a blizzard suffer the effects of Extreme Cold, in addition to taking 1d10 cold damage every hour from the hailstones and bitter temperatures. Characters who dig into shelter for the blizzard's duration are safe from the additional damage. The blizzard lasts for 3d10 hours, after which it calms.

BLACK BEAR

A bristling black mountain of fur rises up on its hind legs and roars at you through the trees. A hideous black bear, slaving at the jaws, begins to lope hungrily in your direction as the ground shudders.

This **black bear** is accustomed to devouring travelers, but doesn't particularly care for resistance. It postures and roars a lot, making it seem scarier than it actually is. A character proficient in animal handling, and who perhaps has a steady supply of meat, might even befriend it.

CASSOWARY

A clucking sound alerts you to the presence of a strange creature watching you from nearby. It looks like a huge turkey, taller than a man, with long legs that end in huge, serrated claws. The feathers are a dark black, and its eyes are saturated with malevolence. It clucks again.

This **cassowary** (use the statistics for a **giant shark**, with a land speed of 60 feet) is a vicious killer, and will fight purely out of spite and malice, even if it isn't hungry.

CHASM

As you walk, the ground shudders and tears open with a creaking, cracking protest. A huge rift in the earth opens up within your sight, leading down into darkness.

The characters encounter a gorge 2d4 × 100 feet deep. Walking around it safely means giving it a wide berth, thanks to the unstable geology. Their travel pace for the day is slowed by half unless they come up with a plan to cross the gorge quickly.

COAL ELEMENTALS

The smell of soot fills the air, which has taken on a dusky haze. Lumbering, craggy humanoid craggy black rock are ponderously approaching, leaving a trail of black dust behind them.

These coal elementals are spirits of the mountains angered by the Lamordian intrusion and digging operations which ended some decades ago. The mountain is slow to forgive, and these coal elementals will not suffer the living to live. There are 1d4 elementals, which use the statistics of an **earth elemental** with the following changes:

- They are vulnerable to fire, piercing and bludgeoning damage
- They can cast *darkness* at-will
- If they are dealt fire damage, they set alight. At the beginning of the next round, they become **fire elementals**, retaining their current hit points.

CRAG CAT

A rumbling purr fills the air. A large mountain cat is leering down at you up ahead, feline face filled with hunger. Its fur shimmers in the half-shadows - a trick of the light, perhaps?

This **crag cat** is a predator which has found it difficult of late to acquire its preferred source of food - magicians. 1d4 more **crag cats** appear in 1d4 rounds. All crag cats prioritize knocking out a spell-caster and dragging them off somewhere to feed.

DESPERATE PETITIONER

Stumbling down the road is a **commoner**, seeking aid from Doctor Mordenheim for some desperate reason. Perhaps a loved one of their has died, and they want him to bring the corpse back to life, or perhaps they seek the answer to a forbidden question. Either way, they are starving and presumed not to survive the journey.

FLASH FLOOD

Water surges forward from the sea, rising in a sudden tide that crashes and sweeps forward in a devastating natural disaster.

If there is a substantial body of water in the area, it floods, rising 10 feet above its banks and inundating the surrounding area. The flood advances at a rate of 100 feet per round, moving away from the body of water where it began until it reaches the edge of the area of effect; at that point, the water flows downhill (and possibly recedes back to its origin). Light structures collapse and wash away. Any Large or smaller creature caught in the flood's path is swept away. The flooding destroys crops and might trigger mudslides, depending on the terrain.

FROZEN CORPSE

You stumble across something trapped in the snow. A rock? No...a body. Curled up against the cold, it must have been here some time.

The characters stumble across a corpse buried frozen in a drift. The traveler died of exposure. Roll on the frozen corpse table below for more information.

d6	Frozen Corpse
1	A scientist clutching a firearm.
2	A zombie waiting for food
3	A child not dressed for winter weather
4	A fisherman dragging his catch
5	A frozen humanoid with ugly scars
6	An emaciated half-orc

GARGOYLE SPY

Something is flapping overhead high in the sky. It looks a little like a bird...but it's much too large.

This is a **gargoyle**, spying on the landscape for Doctor Mordenheim, who likes to keep apprised of current events. The gargoyle usually stays several hundred feet above the ground.

GIANT SLOTH

A gigantic beast is slowly ambling in your direction. Very slowly. Unbelievably slowly. It looks a bit like a human, just covered in fur and with a squashed face.

This is a lamordian giant sloth - possibly the least efficient carnivore to ever live. It is, however, tenacious. Use the statistics of a giant ape, with the following changes.

- The sloth has a speed of 5ft and a climb speed of

5 feet.

- The sloth can faultlessly track prey over any terrain.
- The sloth can travel for up to three weeks without food or rest. After that, it must sleep for three days straight to recover.

GLOOMSTORM

Wind, rain and shards of ice pelt down from on high. Razor sharp gales blow in from the sea, buffeting and tearing at the land. Screams echo in the storm, as if the lands itself is in pain.

This is a violent storm, typical of Lamordian winter and spring. Whenever a creature ends its turn exposed to the storm, the creature must succeed on a DC 18 Constitution saving throw or take 1d4 bludgeoning damage, as the wind and debris batter it. The wind is strong enough to uproot weak trees and destroy light structures after at least 10 minutes of exposure. Otherwise, the rules for strong wind apply, as detailed in chapter 5 of the Dungeon Master's Guide. The storm lasts at least 1 hour.

HEATWAVE

The air turns from muggy to dry, and from dry to scorching. An unforgiving sun beats down relentlessly overhead, threatening to burn you to cinders.

This dry heat wave lasts for 24 hours. At the end of each hour, there is a ten percent chance that the heat wave starts a wildfire in a random location nearby. The wildfire covers a 10-foot-square area initially but expands to fill another 10-foot square each round until the fire is extinguished or burns itself out. A creature that comes within 10 feet of a wildfire for the first time on a turn or starts its turn there takes 3d6 fire damage.

HOMUNCULUS

An ugly little humanoid hops into your path. It has tiny little wings and a feral expression. Closer inspection reveals it has been crudely stitched together from multiple body parts.

This is a **homunculus** belonging to Doctor Mordenheim. It does its best to act adorable and get adopted by the party, communicating everything it sees to Mordenheim via the telepathic bond they share.

HOODED MONK

A lone hooded figure in simple brown monastic robes walks alone in the distance. It seems deep in contemplation.

This is a **seeker of the spark** (see Appendices) engaged in either a journey of self-reflection or running errands for the monastery. The seeker has no desire to fight, and refuses where possible to let anyone see its scars - the evidence of its unnatural origins.

LAMORDIAN WOODSMAN

Lamordian woodsmen (LG **scouts**) often live alone in the wilderness, eschewing the cities and towns most lamordians prefer. Whilst solitary, they are often happy to give directions to anyone that can speak Lamordian. There is a 10% chance that any woodsman encountered is actually a **werewolf** in disguise.

MADMAN'S EXPERIMENT

Encountering a Madman's Experiment is a disturbing event. See the Appendices for more information on these manufactured horrors. Consider using the rules for Terror or Madness in the Dungeon Master's Guide if these encounters become frequent.

MALFUNCTIONING GOLEM

Snow falls away from a nearby rock formation to reveal gleaming metal buried underneath. There's a machine in there, frozen to a halt.

This **iron golem** was sent by Mordenheim to complete some evil agenda, likely fetching more raw materials for his experiments. It was caught in a winter storm and was buried in ice. It sputters back to life if it takes any lightning damage, and otherwise stays inert. If it returns to life, it 'harvests' anyone nearby for body parts before returning north to Schloss Mordenheim.

SEWAGE ELEMENTAL

A hot, filthy, foul smelling pile of garbage is squelching in your general direction. The reek of garbage, rotting food and human waste is enough to turn a reasonable person's stomach twice over.

This is an evil manifestation of Lamordia's wasteful consumption, which crawled out of the sea to slay any humans it encounters. It has the statistics of a water elemental with the following changes:

- It deals poison or acid damage with its abilities instead of any other type
- It loses the freeze ability.
- It gains "Any humanoid that starts its turn within

5 feet of the elemental must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn."

SUFFOCATING POLLUTION

Black clouds of choking smog are slowly descending from above, carried here by dying winds. The smoke is choking and abrasive.

The smog lightly obscures the area for several miles. For each hour traveling through the smog, creatures must make a DC 11 Constitution saving throw. On each failed save, the creature gains one level of exhaustion as its airways become increasingly clogged.

THUNDERQUAKE

It starts with a tremor. Then, a shudder. Moments pass before a terrible quake wracks the earth, which bends and breaks around you.

This encounter subjects a 1 mile radius area centered on the characters to the effects of the *earthquake* spell for 1 minute (spell save DC 18).

TRAVELING PEASANT

A tired looking commoner in simple clothes is lugging their backpack down a trail. They seem haggard, and keep looking at the sky.

This lamordian **commoner** is making a journey to either Ludendorf or Neufurchtenburg, but has become lost. They are terrified that the season might change to something more violent before they get to safety.



MAP OF LAMORDIA

AREAS HIGHLIGHTED IN RED
WILL BE COVERED IN VOLUME II



AREAS OF LAMORDIA

The following areas correspond to the markings on the map above:

A: NEUFURCHTENBURG

See **Chapter Two: Neufurchtenburg.**

B: MONASTERY OF THE QUICKENING THUNDERBOLT

Coming soon in Lamordia: *Volume Two.*

C: HUNTING LODGE

Nestled at the side of the river, a small hunting lodge has been carefully built so as to be obscured by trees and outcroppings in several directions. It looks like no-one has been here in some time, as the door lies ajar, and the windows are smashed.

This single roomed, open plan lodge was once used by Lamordian hunters sacred to the old gods of the realm. Something of their presence remains here, and the lodge (whilst bare of food or utilities) is safe from predation. No random encounters occur whilst characters rest in the lodge.

ID: THE SLEEPING BEAST

Snow capped mountains rise out of the forests to touch the sky in a huge range that seems to stretch as far as the eye can see. The mountain range is not alive...so why do you feel like it might be watching you?

The Sleeping Best is a slumbering legend of old Lamordia - a children's tale that speaks of a terrible beast which wandered far and wide until it one day fell asleep by the river. There it remains, until one

day it will rise again to destroy everything and end the world. Modern Lamordian scientists give this story no credence, but stay away from it nevertheless. The last mining experiment in the mountains ended poorly when the excavation found something it didn't mean to, and never returned. A fragmented sending from the expedition is kept at the Collegium in Neufurchtenburg to this day. It reads "...elo? Can anyone hear us? Please, send help! The thing is coming, it is c..."

IE: SCHLOSS AUBRECKER

Coming soon in Lamordia: *Volume Two.*

IF: LUDENDORF

See **Chapter Four: Ludendorf**

IG: SCHLOSS MORDENHEIM

Coming soon in Lamordia: *Volume Two.*

IH: THE ISLE OF AGONY

Coming soon in Lamordia: *Volume Two.*

II: SEA OF SORROWS

Black waves churn and crash onto stony shores. Shadows darker than night move in the deep. Wind lashes, rain pelts, and stormy skies boil overhead with promises of destruction yet to come. The sea calls, and it speaks only of death.

The sea of sorrows is a bleak and unforgiving place. Attempts made to steer or navigate ships in the Sea of Sorrows are made at disadvantage, and the seas are always subject to high winds and heavy precipitation. *The Sea of Sorrows will be covered more fully in a future edition of the Gazetteer.*



CHAPTER TWO:

NEUFURCHTENBURG

DEUS EX MACHINA

*Steel.
Smoke.*

*This is what my "brilliance" has wrought.
The world will be consumed by steel and smoke.
And yet, I would do it all again for her.
For Elise.*

A: NEUFURCHTENBURG

This town is the only settlement of any size in southern Lamordia, and is quickly becoming large enough to be called a city in its own right. Usually drowned in a choking smog, the town's forges burn day and night to produce weapons, gears and scientific equipment. A vast array of talented craftsmen from all over the domain make their home here to bask in the appreciation of their colleagues, and a traveler cannot pass three houses before wandering past the workshop of a brilliant artisan or technician.

SMOG

Neufurchtenburg is drowned in thick black smoke, the result of overworked forges and crowded workshops. Breathing in this smog can cause living creatures to develop a rather nasty cough, followed by major respiratory issues and in severe cases, death. Whenever a living, breathing creature finishes a long rest in Neufurchtenburg, it must make a DC 11 Constitution saving throw. On each failed save, the creature gains one level of exhaustion as its airways become increasingly clogged. A creature that reaches level 6 exhaustion dies, as normal.

A creature with one or more levels of exhaustion brought on by the Smog must succeed on a Constitution check to take the Dash action. If the check fails, the action cannot be attempted. If the creature attempts to cast a spell with a verbal component, it must succeed on a Constitution check or be unable to complete the spell, causing the spell to fail with no effect. The DC for each check is 10 + the creature's current exhaustion level.

If a creature's exhaustion level drops below 1, it no longer suffers the effects of the Smog and becomes immune to it for the next week. Lamordians are injured to Smog, making Constitution checks against it with advantage. Any spell or effect that cures disease also cures Smog, effectively removing all levels of exhaustion brought on by the affliction.

SCHULT ULRICH HERZEWALDE

The Schult of Neufurchtenburg is called Ulrich Herzewalde, and he holds the office by bridging the local Schultebotte with the vast amounts of currency made by trading with other domains of dread. Recently, the misty border descending between Lamordia and other domains have thrown Ulrich's stable status quo into Jeopardy, and he's desperately looking for someone on whom to pin the blame.

NEUFURCHTENBURG LORE

In addition to the information known to all Lamordians (see "Lamordian Lore" in the Prologue), Neufurchtenburg's citizens know the following bits of local lore:

- The Collegium is where you should go if you have a complicated problem that you want replaced with an even more complicated problem.
- The weather is bad around here, but it's just part of the natural cycle of things. (False. Lamordian smog is directly caused by their over consumption of natural resources.)
- You should be careful talking about magic here. People have ended up dead. (True. The Syndicate operating out of Ludendorf hires witch hunters to take care of particularly noisy arcanists.)
- The best and brightest of all Neufurchtenburg's scientists was banished for his horrible creations. (True. Victor Mordenheim hasn't been seen here in decades.)
- The mines in the Sleeping Beast mountains were depleted long ago, so the town now imports coal from across the border. (False. The last mining expedition was destroyed by the horror that lives under the mountain.)





NEUFURCHTENBURG

APPROACHING THE TOWN

When the characters first approach Neufurchtenburg, read:

As you travel, the air becomes thick with aggravating smoke and grime that throws a greying, yellow pall over the landscape. Cradled at the mountain's roots, tall brick buildings pump out smoke into the sky, and gothic arches are peppered with gargoyles leering out of the smog with wings poised as if to take flight.

HOUSE OCCUPANTS

If the characters explore a residence, roll a d20 and consult the following table to determine the house's occupant.

d20	Occupant
1-3	None
4-5	Lamordian Nobles
6-18	Lamordian Craftsman
19-20	Lamordian Scientist

NEUFURCHTENBURG NOBLES

This house is bedecked in simple, but high quality furnishings. Butlers serve 1d4 Lamordian **nobles** tea whilst they grimly discuss their enjoyment of literature and debate the state of the economy.

NEUFURCHTENBURG CRAFTSMAN

This house contains a craftsman (LN **commoner** with proficiency in one more more sets of artisan's tools) and his family. The ground floor is largely occupied by a workshop, in which the craftsman plies their trade.

NEUFURCHTENBURG SCIENTIST

This house is home to an avant-garde **Lamordian scientist** who is involved in the pursuit of some arcane (in the traditional, not magical sense) or undiscovered truth. The house is littered with books crammed with untidy formulas, vials and metal geegaws. The scientist takes an ill-disposition towards being disturbed.

THE STREETS OF NEUFURCHTENBURG

The smog filled streets of Neufurchtenburg are cobbled and busy with Lamordians going about their business. Boys carrying papers are passed by women on strange two-wheeled pedal vehicles, who are in turn passed by men carrying raw supplies to the forges. The town is a bustle of noise, smoke and confusion.

Summer.

- The oppressive smog of Neufurchtenburg in Summer gives characters disadvantage on saving throws against the Extreme Heat.

PEOPLE ON THE STREET

d8	People on the Street (Neufurchtenburg)
1	A boy handing out small papers stamped with eerily uniform letters. It bears rather tedious news on the state of the coal industry.
2	A man lugging a wheelbarrow of coal down the street. His face is streaked with dust.
3	A man walking his dog slowly down the street. The dog is walking gingerly on a metal leg as if testing it out.
4	Two women in laboratory coats exchanging notes as they hurry through the smog
5	An inspector clutching a long barreled fire-arm inspecting a wall with a magnifying glass.
6	A man fending off the predations of a particularly tenacious alley cat with a parasol
7	A street merchant selling trinkets
8	A old man and his wife window shopping, and complaining about the prices nowadays

RUMOURS

d6	Rumours (Neufurchtenburg)
1	"Ever since the borders closed, trade has been impossible. Where are we going to get coal when the stores run out?"
2	"The Schult is weak. If he were serious about better trade, he'd ask the scientists to find a way through these strange mists."
3	"There was a scandal here, years ago, and the scientists responsible was banished. Apparently he lives alone somewhere near the northern border."
4	"I heard there's a witch who lives on the Isle of Agony. Maybe she's responsible for the Creature who lives there. Gives me the shivers."

5 "The weather around these parts keeps getting more and more erratic. When will it stop?"

6 They're working on something new at the university. Some kind of fire spitting weapon.

NEIGHBOURHOODS AND LANDMARKS

Neufurchtenburg is a city built on imported fuel and a burning need to create that gives the entire town a restless, bustling feel at all hours. Buildings are made out of brick with tiled roofs and are littered around winding streets, pressed in on each other in close proximity.

College Row is the location of the Collegium, a university for promising inventors and innovators. There are a large number of empty houses in this area.

Brightmore Gardens is a misnomer, and has recently since been paved over to make way for the Burning Question power station to be constructed. It is currently an ugly and noisy construction site.

Bellowfright Market is a town square largely used for residential purposes by rich Lamordians, but also hosts a weekly sale of interesting trinkets and novelties.

Payfair is an expensive district which only houses those Lamordians who can afford the best and brightest Neufurstenburg has to offer.

GOODS AND SERVICES

Neufurchtenburg is able to supply far more than the basic needs of player characters, perhaps more than is entirely wise. Neufurchtenburg vendors can supply all kinds of fashionable clothing, interesting trinkets and functional weapons. Adventurers might find it hard to source traditional dungeoneering gear such as ten-foot poles or caltrops - the average Lamordian sees no need for such frippery. Adventurers who don't maintain a comfortable or more expensive lifestyle may have disadvantage on Charisma checks when interacting with residents of Neufurchtenburg.

LAW AND CRIME

Neufurchtenburg is a civilized place. The honest and hardworking Lamordians know little of crime. The Schult keeps a few bare bones militia squads consisting of 4 guards and a veteran to patrol the streets at night, but otherwise the city is remarkably unprepared for ne'er do wells. Anyone carrying a weapon more ostentatious than a pistol or a dagger is viewed with heavy suspicion.

AREAS OF NEUFURCHTENBURG

The following areas of Neufurchtenburg can be easily found by asking directions or wandering the street.

A1 - The Collegium

An eleven-edged edifice etched with erudite and enigmatic expressions, this intimidating institution is inundated with itinerant intellectuals who scurry and scuttle from cloisters to classes with nary a negligent nod in your direction.

The Collegium is Neufurchtenburg's home of education, and houses the greatest minds the city has to offer. Dean Markolf can usually be found in his underground laboratory trying to complete his long-running formula that he claims will allow man to fly without the aid of magic. The place is littered with test propellers and chalkboard sketches of ornithopters. If you need to decide what a particular scientist is working on, use the Mad Scientists table provided below.

The scientists at the Collegium do not like to speak of Victor Mordenheim, but will tell persistent nuisances that Victor was banned from the Collegium for his obsession with trying to return the dead to life (an impossible feat by the standards of Lamordian science.)

Characters might decide to help any of the scientists with their experiments. Successfully doing so, by whatever man means they employ, earns them the gratitude of the Collegium, and access to firearms (at your discretion).

Summer.

School is out for the summer, and the Collegium is closed for the entire season.

Winter

In the winter, the central heating of the Collegium breaks down every single year like clockwork. Until it is fixed, which takes several weeks, nothing gets done, and no-one is available at the Collegium. Characters with spells like *mending* might be able to speed this process up.

MAD SCIENTISTS

d8	Mad Scientists (Collegium)
1	An elderly professor named Hans who is trying to build a pipe that smokes itself
2	A daring student named Matilda, who has synthesized a frog-lizard hybrid and wants to release it into the wild

- 3 A handsome and striking man called Ral Zarek, who is electrocuting some insects for an unknown reason.
- 4 A smug looking professor called Belinda claims she has managed to create a self-fulfilling prophecy
- 5 A frustrated young woman called Hilda trying in vain to create a universal antidote
- 6 A man with black animals in cages named Gunther. He's trying to invent a device to detect bad luck.
- 7 A crazy old man with a stick he claims can shoot liquid fire. He is wrong. He also can't remember his name, but somehow has tenure.
- 8 A woman called Gisa who is trying to stitch ten turtles together into one creature.

A2 - The Laughing Golem

A prim looking tavern appears through the smog, the hanging sign depicting a cackling face with wide brows and craggy features. The name over the door reads "The Laughing Golem", and the sounds of drinking and fervent conversation spill out into the street.

The Laughing Golem is a tavern where the hard-working craftsmen of Neufurchtenburg like to go and relax after a hard day cooped up in their workshops. It is filled with interesting works of wood, bronze and glass of dubious function decorating the walls - gifts from erstwhile patrons.

Spring

In spring, the perpetual rain causes the tavern (which has a leaky roof) to flood, rendering the entire place unsafe. To reflect their bad mood, all Lamordian craftsman who frequent the Tavern default to a hostile attitude towards strangers.

A3- Schulthaus

This three story townhouse has a queue outside it stretching into the street. Bored looking men in smart, but expensive looking overcoats in an orderly line.

This is where Schult Ulrich Herzewalde lives, and where he keeps his offices. He's currently being inundated with angry craftsmen who want to know what he intends to do about the sudden appearance of the misty border preventing trade with far off countries. Whilst internal trade in Lamordia is present in small quantities, the bulk of the raw materials Neufurchtenburg is using to power its industrial revolution came in bulk from the neighboring domain of Falkovnia, or by sea through the lone port at Ludendorf.

NEUFURCHTENBURG TRINKETS

d20	Trinket
1	A wind-up spider with thirteen legs
2	A bronze kaleidoscope
3	A silver fob-watch engraved with the monograph "S"
4	A box containing a fountain pen that never runs dry
5	A little glass tube that turns slowly red as it becomes exposed to heat
6	A small metal sphere that feels heavy when it gets wet
7	An hourglass that counts a single minute in one direction, and an hour in the other
8	An spring-loaded umbrella
9	A needle that threads itself
10	A bow tie that changes to a different pattern at dawn each day
11	A metal mug that slowly brings water placed in it to a boil over a period of a minute
12	A pair of rose-tinted spectacles
13	A set of small metal tools with comfortable grips and crosshead points
14	A glass cube etched with a cartoon ghost that glows faintly when placed on a flat surface
15	A can which sprays perfume when you squeeze it
16	A hand-held miniature fan which you can wind up
17	A knife which folds out into a variety of other useful metal tools
18	A hand-held device for trimming beards or other body hair
19	A tiny sphere that vibrates slightly when it comes near a mouse
20	A dial barometer attached to a leather wrist strap



The baron Ulrich Herzewalde (LE **noble**) has fended off all the enquiries so far by feigning illness, but craftsmen are becoming more and more irate as stocks of raw materials run low. He is cooped up in the upper floor of his house behind closed curtains, fretting about what to do. If he catches wind that strangers are in town, he immediately sends out a messenger boy to fetch them.

If the adventurers turn up at his request, they are admitted through a back pantry door, and led to the Baron's Study.

You are led through the house, which is decorated in delicate greens and browns, into a small study on the first floor. A hunched, ratty looking man with a pale mustache is crouched over his desk. "Ah," he says. "You must be the strangers. I am so glad to make your acquaintance."

Ulrich is extremely pleased to see outsiders, assuming they must have found a way to cross the border. He despairs when he finds out otherwise, and tries to bribe the adventurers to head to Schloss Mordenheim and seek the help of the genius scientist who lives there to solve the crisis.

A4- The Covenant of the Alabaster Helm

This vast cathedral lies at the base of the mountains, hidden until now by the oppressive smog. Angels reach out from stone alcoves as if begging for absolution. The doors lie open, and dark. Not a soul treads near it, and the sounds of industry are muffled.

This temple is an intriguing relic of Lamordia before it was whisked away to the domains of dread. Ordinary Lamordians are incapable of noticing the building unless it is pointed out to them directly, at which point they dismiss it as nothing of any significance. The cathedral is filled with angelic statues rimed with dust and cracked with age. Some of the statues are marked in a language indecipherable to all but *comprehend languages* with the name SKOGUL.

Stone Cold Angels. These statues wear visored helmets and carry spears. Characters who touch the statues can feel an overwhelming sense of grief and loss inside the statues.

Ravens. Ravens lurk in the belfry of the Cathedral, and occasionally flap overhead crying out "Why? Why has she abandoned us?" in shrill tones.

The Old Magic. The Smothering of Reason has no effect on spells cast within the perimeter of the Cathedral.

Autumn

In the autumn, the cathedral is filled with fallen leaves, which rustle and whisper of a goddess who led legions of angels to war against the darkness.

CHAPTER THREE:

LUDENDORF

SORROW BY-THE-SEA

*They think to become hunters of evil
I can only laugh at their failure
to see that the evil they seek
lies inside their own hearts*

F: LUDENDORF

Ludendorf is a thriving town by the ocean, which capitalizes on a robust dockyard and fishing community to support a modest population, who enjoy all the modern comforts that Neufurstenburg has developed.

THE SYNDICATE

The Syndicate of Enlightened Citizens [hereafter referred to as The Syndicate] are a longstanding fixture of Ludendorf - a society consisting of most of the landowners in Ludendorf. Whilst on the surface it purports to have an interested in arranging fetes and elaborating dining parties, it conceals a hard line cabal of dedicated logisticians, philosophers and witch hunters. The Syndicate is aware that the domain is not all that it seems, and resists the intrusion of magic into their lives with fierce determination. Through sponsoring of scientific programs and the ruthless quashing of magical studies, the Syndicate intends to crush the presence of magic, monsters (and unsavoury non-human races) once and for all. The Syndicate maintains hostility in the face of all magic, regardless of course, and sabotages organised religion as eagerly as it burns spellbooks. The Syndicate's membership rarely exceeds thirty members, split evenly amongst the richest men and women in Ludendorf, and invitation is by invite only, recruited from those likely to be sympathetic to the cause. The High Cynosure of the Syndicate is currently Gerhard Reichenbach, an obscenely wealthy fishing magnate (LE noble) who resembles a sputtering walrus in a bowtie.

SCHULT LARS GROSSHANS

The Schult of Ludendorf is called Lars Grosshans, a shipwright who maintains a modest workshop near the shore. The Schult is a shy and retiring old man, who merely enjoy his old age in peace. This makes him weak and an ineffectual leader, something capitalized on by the merchants, pirates and adventurers who make their way to Ludendorf.

LUDENDORF LORE

In addition to the information known to all Lamordians (see "Lamordian Lore" in the Prologue), Ludendorf's citizens know the following bits of local lore:

- It's dangerous to go out to sea at any time of year, but recently nothing that's left sight of shore has ever returned.
- The Syndicate is where all the rich folks of Ludendorf gather to talk about high-minded ideals.
- The Schult is well liked, but weak. It's generally thought that a stronger leader is needed.
- The lighthouse is a strange place, and the keeper never comes out.
- Winters are particularly bitter in Ludendorf.
- Sometimes the town gets strange hooded visitors from a monastery to the south, They seem harmless enough.
- There's a wise woman called Eserine in town. She's knows all kinds of useful science.

THE STREETS OF LUDENDORF

The streets of Ludendorf are cobbled, but slippery with water and ice tramped in from the docks. The smell of fresh-caught fish is rank in the air, and the hollers of sailors, or tradesmen is ever-present

Autumn

In the autumn, Ludendorf is wary and on edge. Occasionally, hooded monks from the Monastery of the Spark can be seen quietly acquiring goods. Strangers are most likely to appear in town during this season, and the locals don't like it.

LAW AND CRIME

Ludendorf is as civilized as the rest of Lamordia, with little internal crime occurring amongst the hardworking citizens. The Schult takes little interest in matters of law enforcement, leaving it to each citizen to defend his or her own interests. Woe betide any thief foolish enough to target a Syndicate member, as their hive of freelance thugs and mercenaries are usually well paid to track down and discipline any ne'er do wells.

GOODS AND SERVICES

Ludendorf is a fishing town, and adventurers looking for more than a red herring may come away feeling slightly disappointed. Ludendorf imports regularly from Neufurchtenburg, meaning that travelers can expect to be able to resupply food or clothing here at reasonable prices, and perhaps even pick up a replacement weapon or two. Trying to buy spell components, scrolls or arcane texts here attracts the attention of the Syndicate.

PEOPLE ON THE STREET

d8	People on the Street (Ludendorf)
1	A man selling ugly looking fish from a street cart.
2	A sailor hauling a box of cargo.
3	A witch hunter from the Syndicate trailing the characters from a distance.
4	A small child chasing a malevolent looking bird across the street with glee
5	A retired craftsman having a drink outside a pub
6	A scientist with diagnostic tools performing weather readings
7	A madman gibbering to passers-by of castles, bats and curses
8	A surveyor inspecting buildings for defects and damage

RUMOURS

d6	Rumours (Ludendorf)
1	"If we get another storm like we did a few years back, the entire seafront could get swallowed up by the sea"
2	"Do you sometimes feel like the birds are watching you? I do."
3	"There's a monster out on the Isle that eats children, I heard. Good thing it can't swim. It fears the water, see?"
4	"If you have a problem, you could do worse than talking to old Eserine. She gives good advice."
5	"We had a rat problem a little while back, but then they got eaten by those killer frogs someone created. The frogs are still a problem, admittedly."
6	"I heard that some bathers were attacked by an octopus."

NEIGHBOURHOODS AND LANDMARKS

Ludendorf is a town bristling with nervous energy and brisk, busy people trying to go about normal lives. It is dominated by primarily laborers and craftsmen.

Fishguts Street is the location of the Fish Market, where ugly people sell uglier fish for ugly prices.

Seafront is filled with warehouses, shipwrights and carpenters. Scientists can often be found here measuring the tides and rainfall.

Thirteen Dials surrounds Ludendorf's clock tower, with thirteen roads leading away from it. It is filled with craft shops and townhouses.

APPROACHING THE TOWN

When the characters first approach Ludendorf, read:

As you draw ever closer to the dark, forbidding sea, the signs of civilization begin to manifest on the horizon. Small red roofed houses, sheltered under the watchful gaze of a large lighthouse, which sheds a pale, ghostly beam out into the sky. Ships rest in the harbour, swaying to the capricious whims of the ocean.

HOUSE OCCUPANTS

If the characters explore a residence, roll a d20 and consult the following table to determine the house's occupant.

d20	Occupant
1-3	None
4-5	Lamordian Nobles
6-18	Lamordian Craftsman
19-20	Syndicate Household

LAMORDIAN NOBLES

This house is bedecked in simple, but high quality furnishings. Butlers serve 1d4 Lamordian **nobles** tea whilst they grimly discuss their enjoyment of literature and debate the state of the economy.

LAMORDIAN CRAFTSMAN

This house contains a craftsman (LN **commoner** with proficiency in one more sets of artisan's tools) and his family. The ground floor is largely occupied by a workshop, in which the craftsman plies their trade.

SYNDICATE HOUSEHOLD

This house is home to a member of the Syndicate. This **veteran** is openly hostile to any character bearing non-human traits, instruments of magic or other otherworldly devices. Otherwise, the Syndicate member seems to live in comparative luxury, owning a fully functional house staff, fine furnishings and a selection of firearms.



F-I Lighthouse

A stony lighthouse towers over you, staring out with an unblinking gaze over a restless sea. A single, slightly wonky wooden door rests uncomfortably in its black iron frame as the only entrance to the tower.

This lighthouse predates Ludendorf. The lighthouse keeper has been here as long as anyone can remember, and never comes out of the lighthouse except to stare from the highest balcony out to sea.

F-I-a Ground Floor

This freezing cold home has very little to recommend it, sparsely kept with a small cot, functional table and little in the way of decoration. A spiral stone staircase leads upwards around the inside of the tower, with a bent metal railing that in some places is absent entirely.

The Lighthouse Keeper only uses this place to eat and sleep for a few hours every day, before returning to the balcony upstairs. There's a little food here, though the building is always cold all year around.

Winter

The house is dangerously cold at this time of year, though the lighthouse keeper cannot feel it. Characters inside the lighthouse suffer the effects of Extreme Cold every ten minutes.

F-I-b - The Slippery Stairwell

The stairs wend up, up and up inside the tower, rimed with frost and slippery patches of black ice. A light shines at the top...something is waiting for you.

The staircase is hard to navigate safely, and is considered difficult terrain. The lighthouse stretches

200 feet above ground level, and characters who rush are at risk of falling to their deaths.

F-I-c - The Beacon

As you exit the stairwell and enter the beacon, you are momentarily blinded by a brilliant source of blue light in the center of the room. A spirit of crackling lightning and illumination swirls inside a glass orb, battering vainly against its transparent prison. It sheds a dazzling light, which is channeled by huge metal shutters into a beam that stretches out over the sea. A small door leads to a balcony outside the room.

The spirit trapped in the glass bulb is a lightning elemental trapped by the science of Dr. Mordenheim before his disgrace. The elemental yearns to be free and cause havoc, but is unable to escape unless the glass is broken. The glass has AC9, 5 hit points and is immune to psychic and poison damage - if reduced to 0 hit points it shatters and the elemental is freed. The elemental has the statistics of an **air elemental**, with the following changes.

- Its alignment is chaotic evil
- It is immune to lightning damage
- All of its attacks and actions deal lightning damage instead of any other kind

F-I-d Balcony

Standing on the balcony, watching the ocean, a tired old man with a grey beard looks out to the horizon. His face is clouded with some distant worry, and he wears a patch over one eye.

Dieter the lighthouse keeper has watched over the lighthouse since his boyhood, when he met a strange woman on the shore, who sang him songs of the sea and vanished. He has been watching the sea for decades in the hope that she would one day return. From the lighthouse, it is possible to glimpse the Isle of Agony through the mist and ocean spray. Dieter has not seen any ships come into Lamordia in a long time, though he thinks they did once - his memory is hazy on the matter. He



LUDENDORF

F-2 Docks

Ships are tied securely to the docks at the lowest point of the town, devoid of inhabitants. An ill wind howls through the sails, and stray ropes flap to and fro, torn free to billow in the windy assault.

This is where ships are tied up for safekeeping against storms whilst Lamordians unload and reload their cargo. The docks are far emptier than usual, with no strange cargo from overseas landing in the dock in some time.

Boats. Characters interested in sailing to the Isle of Agony can requisition a boat here, though no sailor is foolhardy enough to actually take them there. Hiring a rowboat costs 25 lamordian gold pieces.

A rowboat can travel at 1 1/2 miles every hour in calm weather. It can hold up to four medium sized passengers. It has an AC of 11 and 50 hit points.

For rules on sea travel to the Isle of Agony, see Area 1H: Isle of Agony.

Winter

In winter, thick sheets of ice cover the docks, freezing ships in place. No ships or boats go anywhere in winter - it's just too impractical.

Spring

If the season is spring, the thunderstorms and rain make it unlikely any sailor would want to loan their boat to strangers.

F-3 Eserine's House

This townhouse is smartly presented and recently whitewashed. A door plaque reads "Eserine", and lights from inside suggest some level of activity.

This is the house of the wise woman Eserine. She is in actuality a sorceress who used her powers to bind an ancient demon below the Sleeping Beast mountains. The spell is powered by a geomantic structure she concealed to look like a crumbling monastery. She expended her magic to do so, and was rendered powerless as a result, aside from an unnaturally long life. She greets travelers, recognising non-humans, and showing them unusual courtesy for a Lamordian.

Eserine can explain the effects of the Smothering of Reason, and point characters in the right direction. She is very concerned that the monks who moved into the monastery might be disturbing the magic there, risking releasing the demon. Whilst not keen to divulge her secrets in case of mass panic, she probes for more information to that effect. Eserine has the statistics of a **mage**, but loses the Spellcasting feature.

F-4 Syndicate Building

This street seems to be arranged around a large clubhouse marked "Fer'ein Birjre Ensejchtijch". A board outside seems to display lecture times, and the open windows show rows of books and comfortable chairs arrayed inside.

This is the headquarters of the Syndicate of Enlightened Citizens. From here, they have launched their campaign to quash all superstition and magic. All members of the Syndicate visit here occasionally, and the several storied building is open by appointment only, or during the weekly lectures, in which a scholar will opine on the dangers of superstition and falling prey to the wiles of charlatans. The building is guarded not only by regular guards, but also by **witch hunters** (see Appendices) under the employ of the Syndicate.

Books. The books inside the syndicate building are largely polemical essays on the nature of magic, sorcery and witchcraft. These are accompanied by scholarly scientific texts on geological phenomena, the innate evil of non-humans, and the necessity of eradicating magical evils for the greater good of humanity.

Staff. At any one time, the Syndicate is manned by 1d8 commoner house staff for general stores. In addition, the building has 2d4 guards and 1d3 witch hunters in the vicinity.

F-5 The Breaking Wave Tavern

A tavern rests on the seafront, with a sign that depicts a wave crashing on the shore. It seems busy, with patrons entering and leaving frequently and the busy rumble of disgruntled sailors a constant murmur in the background.

The Breaking Wave Tavern is the only place in Luldendorf that openly and freely takes in strangers and travelers. It charges a gold piece each night for a cramped room with a sea view - these rooms are not heated, and have only a thin blanket to recommend them.

Autumn

In the autumn, there are no rooms free at the Breaking Wave tavern, as they have all been reserved by scholars and scientists from Neufurchtenburg or provincial villages.

I: MONSTERS AND NPCs

Ravenloft harbours horrors both old and new, the ever changing mists conspiring to introduce adventurers to new vistas of horror. New monsters that appear in this volume of the Gazetteer are described below.

Madman's Experiment

Dr. Victor Mordenheim is a genius, and a madman. Most of all, he is cruel, and careless to his creations. From the depths of his laboratory spring forth horrors, failures spawned by Mordenheim's endless pursuit of life's deepest secrets. There rejected spawn of Mordenheim's laboratory sometimes die shortly after creation, and some are put down by the Doctor himself if he spares a thought for them. The strongest and canniest escape the horrors of Schloss Mordenheim into the wilds of Lamordia, using their innate gifts to survive in the wild. Inheriting the thoughtless violence of their creator, the experiments haunt the roadways and hidden places of Lamordia, preying on complacent travellers.

Augmented Horrors. In his experiments, Mordenheim uses both biological and mechanical parts. The results are often disturbing amalgams of flesh and steel which bear little resemblance to any natural creature.

Vicious Predators. The confused animal instincts of Mordenheim's creations cause them to attack other living creatures on sight, obeying some hidden prime prerogative to destroy or be destroyed.

Secret Shame. The failed experiments are a source of shame to Mordenheim, who sees them as walking evidence of his inadequacy as a scientist. He refuses to acknowledge them as his creations, but allows many of them to live as a form of self-punishment, using the knowledge of their existence as motivation to pursue ever more depraved scientific methods.

MADMAN'S EXPERIMENT

Large monstrosity, chaotic evil

Armor Class 9
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	6 (-2)	8 (-1)	5 (-3)

Saving Throws STR +7

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Senses Darkvision 60 ft., Passive Perception 10

Challenge 5 (1,800 XP)

Extraordinary Feature. The experiment has one of the following extraordinary features, determined randomly by rolling a d20 or chosen by the DM:

1-3: **Crocodile Head.** The experiment is amphibious, and gains a bite attack.

4-9: **Bear Arms.** The experiment adds 5 to its Strength score.

10-12: **Bat Wings.** The experiment gains a flying speed of 40 feet.

13-14: **Octopus Legs** The experiment gains the Tentacle action and a climb speed of 30 feet.

15-16: **Augmentations.** The experiment becomes a metal construct, and becomes immune to the Charmed, Exhaustion, Frightened, Paralyzed, Petrified and Poisoned conditions.

17-18 **Scales.** The experiment becomes resistant to fire damage.

19-20 **Inherited Genius.** The experiment gains an intelligence of 22. It also gains a sense of existential ennui.

ACTIONS

Multiattack. The experiment makes two melee attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage and 4 (1d8) lightning damage.

Bite (Crocodile Head only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16 (2d12+ 4) piercing damage and 4 (1d8) lightning damage.

Tentacles (Octopus Legs only) Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8+ 4) bludgeoning damage and the target is grappled (DC15 to break free).



Seekers of the Spark

The Seekers of the Spark are cast off remnants from Mordenheim's laboratories, who have gathered in secret to form a cult away from prying eyes. More on their monastery will appear in Volume II.

SEEKER OF THE SPARK

Medium construct, lawful neutral

Armor Class 12 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	12 (+1)	10 (+0)	5 (-3)

Saving Throws DEX +6, WIS +3

Skills Arcana +4, Religion +4

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Lamordian

Challenge 5 (1,800 XP)

Aversion to Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The golem makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage and 4 (1d8) lightning.

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (golem's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

REACTIONS

Parry and Counter. The golem adds 3 to their AC against one melee attack that would hit them. If the attack misses, the golem can make one melee attack against the attacker if it is within their reach.

Witch Hunter

Witch Hunters are employed and trained by the Syndicate to track down and eliminate dangerous arcanists. They are also tasked with hunting monsters and other threats to Lamordian civilisation, but most of the time find themselves taking gold to slay adventurers or non-human races.

WITCH HUNTER

Medium humanoid (human), lawful evil

Armor Class 15 (leather armour)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws DEX +6, INT +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Senses Passive Perception 13

Languages Common, Lamordian

Challenge 8 (3,900 XP)

Limited Magic Immunity. The Witch Hunter can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Evasion. If the hunter is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the hunter instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry and Counter. When a creature within 5 feet of the Witch Hunter casts a spell, the hunter can use a reaction to make a melee weapon attack against that creature.