

MANASTORM WORLD OF SHIN'AR



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



SHADOW ON THE SUN

ADVENTURE PATH

&

REGION SOURCEBOOK

MANASTORM

WORLD OF SHIN'AR

SHADOW ON

THE SUN

AN ADVENTURE FOR LEVELS 1 - 5

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ADDITIONAL MATERIAL BY: RIN BUCKLEY

COMPATIBLE FOR



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SHADOW ON THE SUN

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ATTENTION!

If you are a player, **PLEASE STOP READING!** The following information in this adventure is for the Game Master's (GM) eyes only. If you are the GM, you should have a copy of *Manastorm: World of Shin'ar Campaign Setting*, as well as any appropriate sourcebooks (Monster Manual, Bestiary, NPC Codex) you may need, depending on which game mechanics you are using (**D&D 5E** or **PF RPG 1E**).

*Chapters marked with an * are safe for both players and game masters to read.*



REGION BACKGROUND

IN THE BEGINNING...

For eons, the Western Shore of Shin'ar has been the battleground for races vying for control over the vast amounts of natural resources the land provides. First was the Meek'ah. The diminutive reptilians migrated from the islands in the southwest and the small communities they established on what would be later be known as the Cashan Peninsula. They were the first to cultivate the land, and the expert farmers grew a wide variety of fruits and vegetables. For thousands of years the small enclaves of Meek'ah remained self-sufficient and knew no hardship other than what mother nature would bestow upon them. Their knowledge of the Manasphere and its wonders were tempered by their keen sense of community and living in harmony with the land. When the Manasphere began to act erratically, thanks to the onset of the planet's first Lunar Quickening, the Meek'ah of the Western Shore rode out the turmoil the best they could. Portals would open to far off realms and planes of existence, sometimes depositing creatures and monsters that would terrorize the Meek'ah.

A powerful devil in the employ of the Archdevil Garloch would find the scattered Meek'ah communities and attempt to bring them to heel. Instead of following his master's plan of turning the Meek'ah from the worship of their creator goddess to the worship of the Archdevil, the devil marched on the villages with a small host of horrors. At first, the Meek'ah were quick to be overtaken, but with courage and sheer tenacity, they were able to repel the devil's forces. Angered, but not dismayed, the Archdevil decided to shelf his attempts to expand his growing influence on Shin'ar until the total corruption and subjugation of the Lluruth was complete. While the Meek'ah of the Western Shore were still plagued by creatures deposited by the portals, they were able to remain independent longer than some of their less fortunate kin around the planet.

Two thousand years later, Illumnarus refugees would migrate to the Western Shore from the Kala Valley and establish a refuge in the massive forest that covered a large portion of the region. The Meek'ah were wary of the newcomers and tried their best to keep their villages hidden. For centuries the two people would remain apart. The Illumnarus were swift to raise a towering crystal citadel in the southeast of the forest and small satellite communities would spring up in quick succession. The former Lluruth were wary of incursion of their new home by their dark kin, the Drazil, and remained hyper-vigilant against any type of evil or corruption. They were very efficient and brutal in keeping their lands free of dark things that portals belched forth. Eventually, the two peoples would meet. A contingent of Knights of Silver Light from Ritvel would travel to the coast and parley with the Meek'ah. A pact of mutual respect and friendship was cultivated, however, due to the Illumnarus' need to remain apart from others, little future contact was had between them beyond the bi-yearly exchange of goods at the edge of the vast swamp where the majority of the Meek'ah on the coast resided.

THE COMING OF THE DRAZIL...

In -8,400 BA, a sizable force of Drazil would arrive in the northern forest using ancient Lluruth gates re-discovered deep in the Dark Sun Woods to the east. These Drazil were refugees themselves, fleeing war for dominance against their kin who worshiped the Archdevil Garloch instead of their creator god, Brhual. Battles with the Illumnarus happened almost immediately. The Illumnarus were determined not to lose this woodland sanctuary like they lost so many before.

Decades would follow, and the Illumnarus would suffer defeat after defeat against their dark cousins. The Drazil would push out of the east and begin to dominate the surrounding lands. Eventually, a massive army totaling 20,000 strong, marched on the Drazil's holdings and drove them north to the foot of the Firepeak Mountains. There, they further retreated underground and the Illumnarus began to weave a spell that would split the forest, using the river they called the Starwater as the border between their respective realms.

The Meek'ah stayed out of the conflict they best they could. They chose not to fight with the Illumnarus against the Drazil, and instead focused on shoring up their defenses in case the battle overflowed from the tree line and onto the coast. After the splitting of the forest, the Drazil were largely confined to the northeast, and the cavern complex they named Nariak.



A large population of Goblins were subjected and the Drazil plotted their revenge against their light skinned cousins to the south. Small battles and skirmishes would happen between the forces of light and darkness for thousands of years, but the dominance of the Illumnarus on the Western Shore would not be challenged.

During this time, Lunar Quickenings would deposit more beings on the Western Shore. Some creatures came by the dozens, or in other smaller groups. The most numerous were the Fey, and they entered the world through a series of portals that opened to an abundant and verdant land. Brownies, Satyr, Fawn, and Pixie would come first, followed by Nixie, Dryads, and Nymph. The Fey would strike terms with the Illumnarus and began to settle the vast forest in large numbers. The Meek'ah would befriend those that traveled from the canopy to the shoreline, especially the Satyrs, who instantly fell in love with the sweet wine the small reptiles produced.

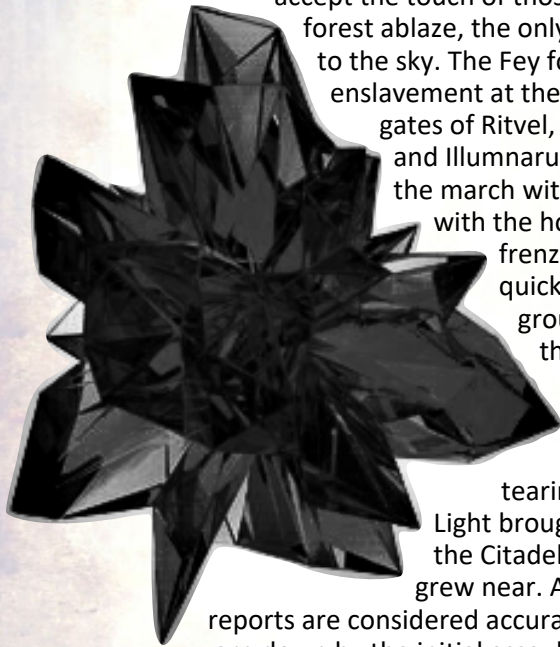
THE DARKENING...

In -5,590 BA the Drazil, who for the last several thousand years remained confined to the northeastern part of the forest, began a campaign of death and destruction not seen in the region since the time of their first arrival. With the help of a relic tied to the creation of their dark god, the Drazil managed to push out from their cavern complex and surrounding woods and crossed the Starwater with the intent of destroying the Illumnarus once and for all. The Illumnarus tasked with monitoring the Drazil fell first. Legions of Drazil soldiers, bolstered by tens of thousands of Goblins, marched across the Starwater after utterly defeating the Knights of Silver Light that guarded their woodland prison. Much anger and speculation on why the Elder Flame Council of Ritvel did not order the complete destruction of the Drazil so long ago when they split the forest was on the lips of every Illumnarus refugee as they fled their enclaves for the safety of the Citadel City.

The relic, dubbed the Darkheart Crystal, allowed the Queen of the Drazil to turn day into night, plunging an area miles across in perpetual darkness. The gloom was centered on the relic, and the fist-sized lump of corrupted mana crystal never left her side. Rumors of more powerful powers preceded its march south. Illumnarus refugees spoke of the conjuration of horrors made of shadow and the ability to utterly destroy anything that it touches, accept the touch of those appointed to hold it. With the crystal with her, the Queen set the forest ablaze, the only light penetrating the darkness was that of the flames as they rose to the sky. The Fey fought valiantly, but in the end, would suffer horrid defeat and enslavement at the hands of the brutal Drazil. The Illumnarus met the Drazil outside the gates of Ritvel, with the forest burning to the north, and the communities of Fey and Illumnarus to the south in jeopardy, the Elder Flame Council vowed to stop the march with everything they had. An army of ten thousand Illumnarus clashed with the horde of Goblins and demonic horrors the Drazil whipped into a frenzy, the vanguard of their attacking forces. The Goblins were routed quickly, but the sheer number began to wear on the defenders. Small groups of Fey worked the Illumnarus flanks, harassing and distracting the Goblins long enough for the main force to crush them.

The demons were the hardest to deal with. Hundreds of demons accompanied the Goblin forces, most acting as battle commanders. Squads of Babau demons roamed the battlefield, tearing into both Goblin and Illumnarus alike. A group of Knights of Silver Light brought down a Marilith who managed slaughter her way to the gates of the Citadel. Darkness descended on the battlefield as the main Drazil force grew near. Accounts of the battle put their number around thirty thousand. Such reports are considered accurate and are officially kept by the Elder Flame Council. The defenders, worn down by the initial assault, clashed with the Drazil in an explosion of blood and noise. Darkness reigned as the Illumnarus tried their best to gain the upper hand. Powerful spellcasters peppered the Drazil ranks with fire and ice. The Drazil answered in kind with poison and disease. Hundreds of defenders fell dead and rose again as mindless zombies, attacking those they called brother just moments before.

During this time, the Queen and her guard were in the forest just north of the battle, preparing the relic for a ritual that would invoke its most potent ability. A small Drazil boy, no more than ten winters, was also being developed as a vessel for crystal. When the two were combined, and the ritual complete, the boy would become an avatar for the dark god Brhual.



The Elder Flame Council learned of the ritual through exhaustive scrying, and send a small force to stop it. Led by two Elder Flames, the group succeeded in not only halting the ritual but fleeing with the Darkheart Crystal itself. With the death of the Queen and the loss of the relic, the remaining Drazil forces fell into confusion and were routed by the defenders. It took nearly four centuries to scour the last of the Drazil holdouts from the southern forest, but as in the past, the Elder Flame Council refused to send more of their people to die in an attempt to eradicate the Drazil menace once and for all. Pushed back once again to the northern forest and their cavern city, the Drazil fell into years of infighting, something that has plagued the race since its creation. Thankfully, the chaotic nature of the Drazil gave the Illumnarus and Fey communities time to rebuild.

THE COMING OF THE JUTE...

In the Summer of -4,490 BA, a series of portals would open on the Western Shore from a land of frost and snow. Portals would appear for days before winking out of existence, while some would last for entire weeks, and it is those that the Jute people choose to explore. Epic tales told by the bards, or *skalds*, of present-day speak of time when the people of Jutland were experiencing the worst winter in a generation.

The seas were especially unforgiving, and communities who survived in some part through raiding could not send their boats out in fear of icy death. The portals lead to Shin'ar and the Western Shore at a time when the land was green and warm, hauntingly inviting to a people who were slowly dying. Hastily-called conferences were held in the halls of the greatest chieftains, and a call was put out across the land to any who wished to see a brighter future. Scouts sent through the



portals reported a land lush with life and game. Waters that stretched for miles teeming with fish. In the coming weeks, thousands would cross the portals to the new land. Most would carry everything they owned on their backs; some brought horses and mules to carry their households. A dozen portals transported the Jute to Shin'ar, but there were three in particular that were traversed the most.

One of the portals opened to a large island. The Jute who flowed through it found more islands in close proximity and plenty of trees to build longships. They eventually named themselves after the man who first scouted the portals, Helviir, the Far Wanderer. Thousands of Jute came through a portal that opened up at the tree line of a vast forest. They found the soil fertile and weather calm. Axes were soon felling trees by the dozens, and homes were being constructed as more and more people filed through the portal. Yet another portal opened in a snowcapped mountain valley, with the shore of a vast ocean on the horizon. These Jute fortified the valley and discovered vast mineral deposits in the frosty mountains.

For a long time, the three areas kept to themselves. The Jute of the Islands, the Mountains, and the Coast remained separate, though they often ran afoul of other Shin'ar denizens. Redcaps and sea monsters plagued the Island Jute as they fished the bounty of the ocean. Goblins and Bugbears would repeatedly attack the valley of the Mountain Jute, though they were never successful in wiping the humans from the valley. Skirmishes with the Fey at the forest edge were frequent, though seldom bloody. For a long time, the Fey were successful in tricking the humans into thinking the forest was haunted and used simple illusions to keep most of the loggers out. Eventually, though experimentation and contact with the Meek'ah, the Jute mastered enough magic to begin to understand this new land, and the wonders of the Manasphere.

It was a Coastal Jute wizard, one of the first Jute to pen a tome of power on Shin'ar, that brought the three peoples together in a meeting to unite them. The three peoples agreed to help the others in conflicts against the natives of the land. Mountain Jute shared weapons and armor made of by their expert smiths. The Coastal Jute shared food and medicine grown with the expert agricultural knowledge learned from the Meek'ah. The Island Jute shared the bounty of the ocean and taught expert piloting techniques to their kin. While not unified, the Jute were once again a whole people, healed from the brutal conditions that prompted their crossing.

The Jute prospered, but their savage nature and ancient traditions ruled out in the end. First the Island Jute began to plunder the coast. Villages that were used to seeing the longships of their ocean-faring kin were caught unaware when those same ships came loaded with raiders instead of fishermen. Many women and children were taken back to the islands in chains while their husbands and fathers were left for the crows in the burned husk of their villages. Some point to the rise in devil worship on the islands that prompted the raids; other learned men theorize it was a time of repeated attacks by the Redcaps that prompted the Island Jute to seek resources at the tip of the sword.

The Coastal Jute were quick to retaliate but suffered yet again as the Mountain Jute took advantage of the chaos to raid from the north. Coastal Jute were besieged on all sides, though managed to survive in part because of their allies in the Meek'ah. Coastal Jute had a higher command of the Manasphere than their kin and used this advantage to bolster their defenses against further incursion. Small ring-forts began to dot the land and they started to build longships at an increased rate. Centuries would pass in a cycle of raid and retaliation between the three Jute peoples. Alliances would be made and broken numerous times, fracturing the race enough to allow pervasive forces to begin to seep in. The Illumnarus watched the humans from afar and through magic. They gave help to Fey communities being pressured by the humans' expansion but made no move to establish contact with them. The Elder Flame Council hoped they would kill each other off, and decided to let time do their work in ridding the Western Shore of the human menace.

THE CLUTCH OF MALOUCIOUSVANTRAX...

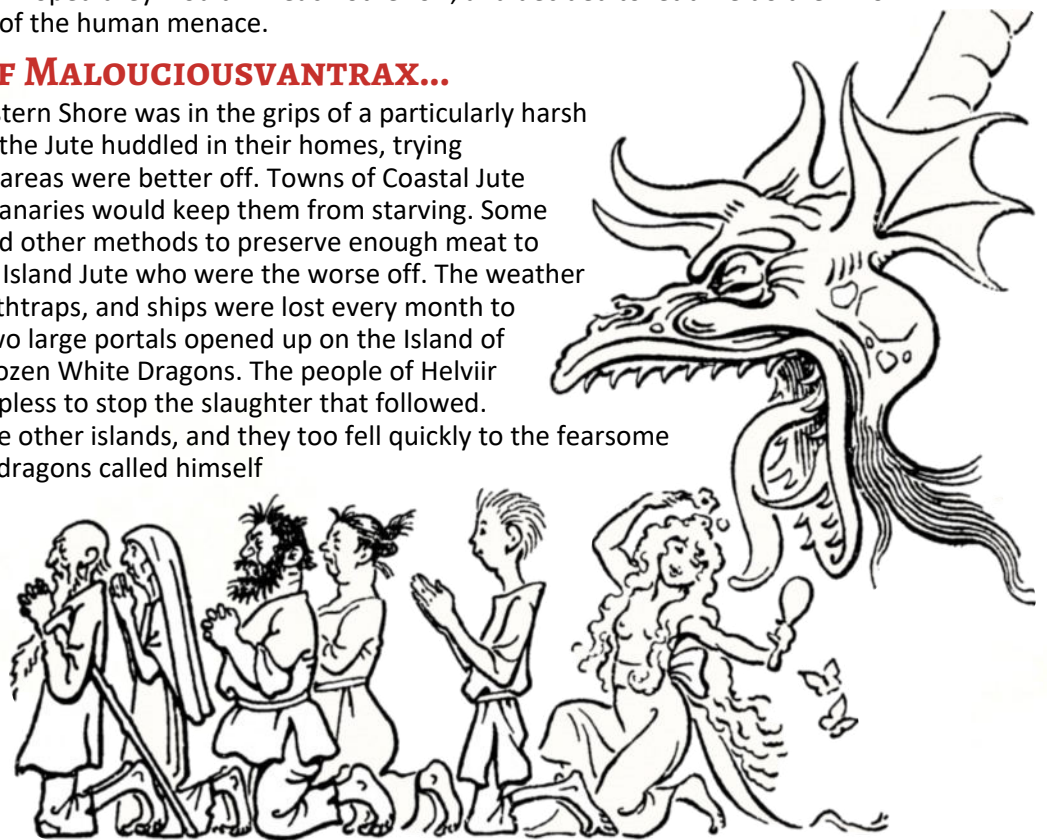
In -3,170 BA, the Western Shore was in the grips of a particularly harsh winter. Raids had stopped as the Jute huddled in their homes, trying desperately to survive. Some areas were better off. Towns of Coastal Jute were forward-thinking and granaries would keep them from starving. Some Mountain Jute used magic and other methods to preserve enough meat to feed their families. It was the Island Jute who were the worse off. The weather made the choppy waters deathtraps, and ships were lost every month to rogue waves and Redcaps. Two large portals opened up on the Island of Elbe and belched forth two dozen White Dragons. The people of Helviir cowered in fear and were helpless to stop the slaughter that followed.

The Dragons spread out to the other islands, and they too fell quickly to the fearsome onslaught. The largest of the dragons called himself Malouciousvantrax, but the Helviir soon knew him as Vantrax of the Frozen Death. The islands were carved up between his children and wives, and the Helviir were made slaves to the dragon's every whim. All the wealth they owned was given over.

The dragons only allowed the Jute to have the bare necessities needed to survive.

Work on building the dragon's elaborate lairs on the islands took its toll on the population. The dragon ordered the Helviir to begin raiding their kin to the east again, in exchange, the Helviir will be under the protection of the Clutch of Vantrax and all that would entail. While still slaves, they would be allowed to bring death and pain to their enemies on the mainland in exchange for all the riches they could steal.

The longships of the Helviir once again sailed east, this time, with the support of a dozen powerful dragons. The Coastal and Mountain Jute were no match for the raids. Even the magically talented Jute could not manage to bring down a single dragon, who had by this time mastered the Manasphere themselves. The Meek'ah in the swamp were not spared, and they too fell to the human raiders. Malouciousvantrax would go on and carve the Jute's territory between himself and his clutch. He gave large tracts of land to his favored wives and children, and let the rest sort it among themselves. The Fey fled the forest edge and the Illumnarus began to bolster their own defenses in anticipation of discovery by the dragons.



Contact with dragon-kind was nothing new to the Illumnarus or Fey races, though such a large group of mighty Whites was surely cause for alarm in their communities.

Many centuries would pass and, the Jute would be molded into elite slave soldiers that answered to their draconic masters. The territories of the dragons would swell and shrink based on how many slaves they owned and their ability to protect their slaves. Raids were commonplace, as were all out conflicts where thousands of Jute would meet on a battlefield in the name of their master. The dragons would send waves of Jute into the forest, clear-cutting entire groves to make room for farmland to feed the growing human populations and increase the dragon's territory. Battles with the Fey were also frequent as whole communities were put to the torch in the name of expansion. Hundreds of years of logging and fire would split the great forest of the Western Shore into a number of smaller woods. During this time demon worship was not only allowed but encouraged by some dragons, and those wyrms who made pacts with powerful demons would see the most return for their investment. Some dragons, including Malouviousvantrax, would learn the secret to absorbing worship through the Manasphere, elevating them to deific proportions.

The Illumnarus were successful in staying hidden for a number of centuries; however, increased patrols of Jute in the forest near Ritvel pushed the Elder Flame Council to reveal their presence. Envoys from the Elder Flames met with the Jute at a shallow river crossing. The meeting started well, but when mention of ceasing hostilities against the Fey was brought up, the Jute became agitated. The leader among them was a priest and fervent worshiper of his dragon master. He ended the meeting, vowing to rid the forest of undesirables in the name of his master. The Illumnarus reaction is debated by sages and there are different accounts of what happened next. Jute tales speak of the Illumnarus attacking the humans, killing the priest, and wounding several more. Illumnarus tales, written and preserved by the survivors of the meeting, say it was the priest who attempted to cast dark magic on them and was killed because of it. The Illumnarus wounded the others in self-defense and chose not to slay the rest.

Despite the conflicting accounts, the Jute and Illumnarus would remain enemies for thousands of years. The humans would continue to push east into the forest and territory under the protection of the Illumnarus and Fey peoples at the behest of their dragon lords.

THE REBELLION OF THE JUTE...

The Spring of -200 BA was like any other. The Jute of the Western Shore woke to their daily tasks, whether it was farming, mining, fishing, or warfare. There are numerous accounts of the early rebellion, told by those who survived it or at least copied the stories told by campfire and hearth. Most reports tell of Alufgar Bromkar, a farmer by trade, but also an accomplished battle commander for his dragon master. He returned to his village from a campaign in the east to find his home destroyed, and his wife and young son murdered. A rival dragon ordered his forces to attack the village while most of the fighting men were off to the east. Alufgar, wholly and utterly broken by the devastation and loss, single-handedly buried everyone he could find and burned the ones he could not identify. After the grim task he fell to his knees and began to wail.

Every tale agrees that Dhalla, the All-Mother, came to him in avatar form and eased his suffering. When Alufgar woke the next morning it was to the sound of a crying baby. An infant girl was clothed in a simple, but well made, linen blanket and placed at his side. Her eyes were as blue as the sky, and her hair was so fair it looked almost white in the sun. He named her Marvela, after his slain wife and set about rebuilding his home. He raised Marvela, who he soon found out was no ordinary baby. For every day of life she seemed to age a month, and within weeks she was learning to walk and form words. Alufgar's dragon master sent for him and ordered him to return to his master's lair to join a raiding force aimed at the dragon who burned his village. Young Marvela, who had been born not three months prior, urged her father to ignore the summons, and instead, find others who had lost so much to the dragons and lead them to freedom. Her words, bolstered by her divine will, stirred something inside Alufgar, and he promised his young daughter that he would see his people free or die trying.

They traveled the countryside in secret, gaining followers and inciting rebellion wherever they were allowed to be heard. Alufgar began to teach his daughter the ways of war, and soon she was a more accomplished fighter than men twice her age and size. Her growth slowed considerably, but she was still more mature and wise than her years. Their forces grew and soon won engagements against men sent to quiet them and bring Alufgar's head back to his former master. Marvela's passionate words and Alufgar's sound mind for battle were a combination that would see the Jute through the harrowing time. Early setbacks almost ended the rebellion, but the tenacity of the Jute people and their cries for freedom were too much for the dragon lords. The Jute fought for three years, killing any dragon and Jute who still called the wyrms master.

The final battle took place in the forest near the site of Alufgar's ruined village. The remaining dragons rallied behind the avatar of their cruel Goddess, a five-headed dragon of immense proportions. Thousands of Jute entered the forest to rid the land of the hated wyrms once and for all, led by Alufgar and his divine daughter. The teenaged Marvela slew the avatar of the dragon goddess and absorbed the mana from its death throws. She opened a portal to the heavens and took her place among the powers of the cosmos. She has lead the Jute pantheon from that day, and every Jute since her ascension has prayed for her love and protection.

It would be several more years before the surviving Jute would come together under the leadership of its first High King, Alufgar Bromkar. While many saw him and his daughter as their true saviors, the idea of bowing to someone so soon after throwing off thousands of years of slavery was distasteful. Alufgar and his closest advisors worked tirelessly to bring everyone together, working on the trust and loyalty gained during the rebellion. Eventually, the Jute would come to call him King and swear allegiance to him and his Jarls. The land was broken into six Jarlands, ruled by a high noble House and governed by the High King. A number of lesser Houses would be given smaller tracts of land as payment for their loyalty and backing during the rebellion.

While the rebellion freed the Jute from the yolk of slavery, it did little to change the power base of the Western Shore. The Jute were still the most numerous and most dominant race in the region, though now they ruled themselves once more. The Fey and Illumnarus of the Jutal Forest did little to help the Jute during the rebellion; instead, they kept to their own borders and affairs. Some Jute hold that against them and blame the forest dwellers for being complacent in their slavery. The Kingdom of Jutan would continue to prosper, eventually growing beyond its original borders to include the Clawbite Hills. The nobility of the kingdom rules the citizenry with a gentle hand that has been known to squeeze tight from time to time, but the people of Jutan feel a strong personal connection to the land of their birth, and the Houses that rule them.



The Wounding of a King - a painting depicting Alufgar Bromkar being spirited away after receiving a near fatal wound from a poisoned arrow during the battle for the Shield Islands.

Shadow On The Sun

PART ONE: THE VILLAGE OF BREMERHAVEN

The PCs attend a festival in the village celebrating the birth of the Jarland's namesake, Merdah Wyrmsbane. The village is attacked, and the PCs must survive and may even run afoul of a plot against the King himself.

PART TWO: THE AFTERMATH

Armed with knowledge about the real motives behind the attack, the PCs must contend with numerous obstacles on their way to Orinfjord and an audience with the King. The choices they make on the road to the capital city will either help them or hinder them once they reach their destination.

PART THREE: A ROYAL MEETING

Free from the grip of those who wish to do them harm, the PCs are made special agents of the Dragon Guard and tasked by the Crown Prince himself with a mission vital to the realm and the royal family.

ADVANCEMENT TRACK

This adventure is optimized for 4-6 player characters of any class who begin play at level 1. While it is not required, it is advisable that the party contains at least one class who can heal and one who is of Jute decent.

The adventure is designed to introduce the players to the world of Shin'ar and especially the Kingdom of Jutan on the Western Shore.

By the end of part one, the PCs should have enough XP to advance to level 2. Part two and three seek to embroil the PCs into a plot against the High King. If they are successful, the PCs should be at least level 4 and perhaps level 5 by the end of this adventure.

ADVENTURE SUMMARY

For any number of reasons, the PCs find themselves in the village of Bremerhaven, located in the northern Jarland of Merdah. The village is getting ready to celebrate the birth of the Jarland's namesake, Merdah Wyrmsbane. They could be passing through, attracted to the otherwise sleepy village by the presence of the Mockingbird and Jay Traveling Troupe, they could be accompanying an Alterian caravan on its way to Silvertown, or they could be locals. No matter how they find themselves in the village they become embroiled in the attack and destruction of the village by monstrous forces.

As they recover from the sudden attack and subsequent clean-up efforts, the PCs will be approached by two groups vying for their assistance in either keeping the attack quiet or telling their tale to the High King. Evidence collected during the attack, or shortly after, will give particularly astute PCs the clues needed to begin to piece together the story going on behind the scenes. This information may help keep them alive once they reach the capital of Jutan, the city of Orinfjord.

Once in the city, the PCs immediately run afoul of powerful agents sent to stop them from giving their testimony to the High King. Faced with an overwhelming and seemingly unstoppable foe, the PCs will have to use everything they have to escape the clutches of those who wish to see the kingdom burn.

The conclusion of the adventure path will see the PCs sworn in as members of the Dragon Guard, Special Services Division, and tasked with getting into the castle of the Jarl of Merdah to deploy a teleportation pad so the Crown Prince and his personal guard can take the Jarl into custody without invading the Jarland. More clues found in the castle will bolster the PCs story of who is really behind the plot to destabilize the kingdom.

You, the GM, should read through this adventure at least once before you begin to run it for your players. The shaded boxes are designed to be read directly to your players. All other information is for the GM's eyes only!

GAME MECHANICS AND STAT BLOCKS FOR BOTH **5TH EDITION** AND **PATHFINDER 1E** WILL BE DISPLAYED THROUGHOUT THE ADVENTURE.



JARLAND OF MERDAH

- 1) BREMERHAVEN
- 2) SALGEASE
- 3) SILVER TOWN
- 4) GORLAN HILLS
- 5) THORNFEANG FOREST
- 6) FROSTFORGE KEEP

ADVENTURE HOOKS

- The PCs are from the area and have decided to attend the festivities in the village. They can either meet in the pavilion tent or they can go to the party together.
- The PCs are new guards hired by an Alterian merchant caravan who is bringing their wares to Silvertown, which is a few days northwest of the village. The caravan has stopped in the village to rest, and the caravan master has given permission to his guards to unwind for the night.
- The PCs are hired by the Mocking Bird & Jay Traveling Troupe as guards or ushers for their performance in the village. The lead actor is from Bremerhaven, and the troupe returns every year to do a one-night performance for the villagers.

PART 1: THE VILLAGE OF BREMERHAVEN

A celebration of the Jarland's namesake, Merdah Wyrmsbane, who created a spell to destroy half the dragon population during the Rebellion, is occurring. The PCs are present for the day's activities, which include but are not limited to a playful reenactment for the children, feasting, a fabulous display of spells by visiting Magisters.

A troupe of Jute bards and performers have stayed the night and set up a staging of the new play they plan on debuting. Included with them are several minor nobles from the city of Bresken who are investors in the troupe.

During the day: A fun reenactment for the children takes place where many adults act as dragons and run about, being playfully slaughtered by their children. Games include caber toss, axe tossing, and shield racing. Shield racing is done by two competitors racing each other on top of shields that are held aloft by two dozen strong men. The first to fall off before making three full rotations is considered the loser.

Evening: After night falls and the children begin to file off to bed, and the alcohol comes out, nearly everyone gets drunk to celebrate with songs and even more feasting. The whole village (minus the youngsters and the few who watch over them) crowd around a makeshift stage to watch the play.

The sleepy village of Bremerhaven is alive with the sights, smells, and sounds of festivities. Large pavilion-style tents have been erected on the outskirts of the village to accommodate the influx of travelers and party-goers that show up to celebrate the birth of the Jarland's namesake, Merdah Wyrmsbane.

Children run around with wooden weapons, "slaying" older kids and adults alike who have painted their faces to look like white dragons, the Jute's former slave masters. Games are being held throughout the village. Large men and a few hefty looking women are participating in a caber toss. Small tables have been set up outside of the local tavern. Crowds have gathered around them to witness and maybe participate in a Dragon Chess tournament.

Inside the large pavilion tent, a stage has been erected by the Mocking Bird & Jay Traveling Troupe for them to showcase their newest short play about the trials the Jute faced during the Rebellion.

Drinking and merrymaking last well into the evening. Once the sun begins to go down and the torches and glowglobes are set up, everyone starts to congregate just outside the village, where the tent has been set up.

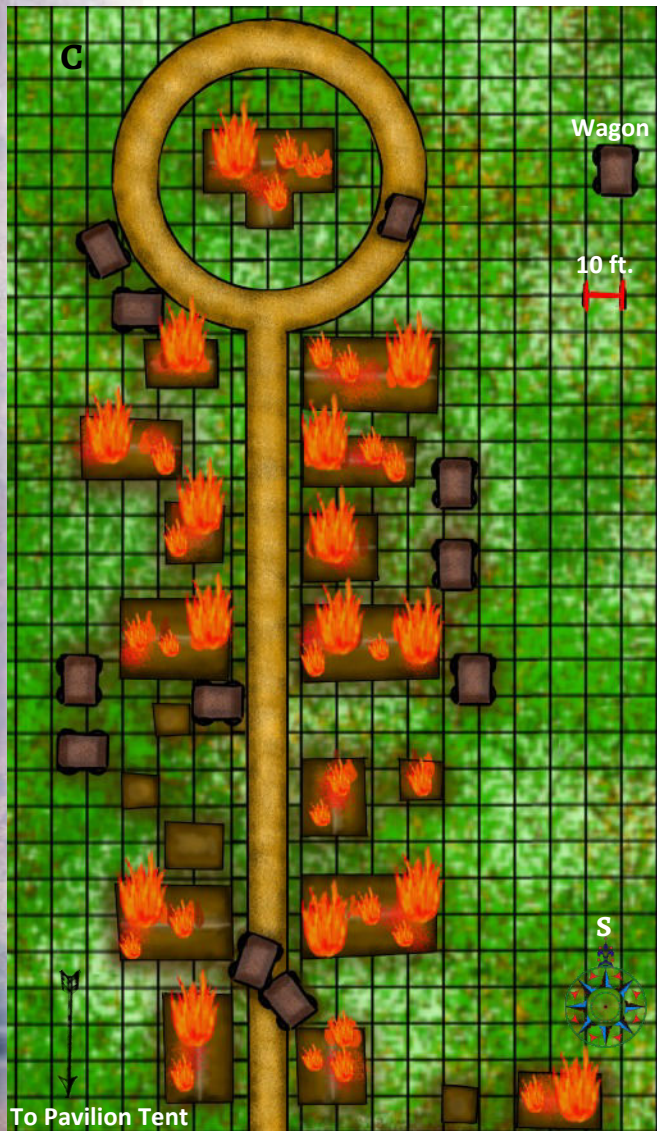
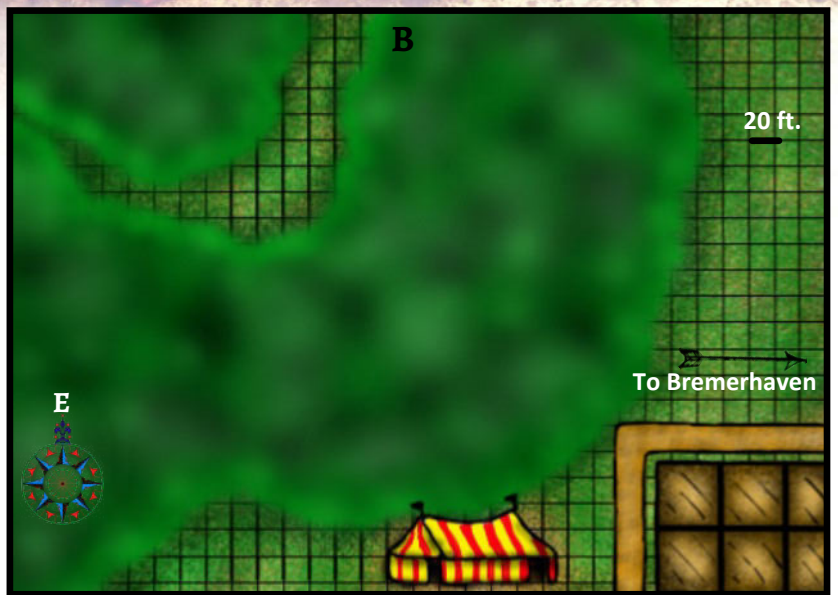
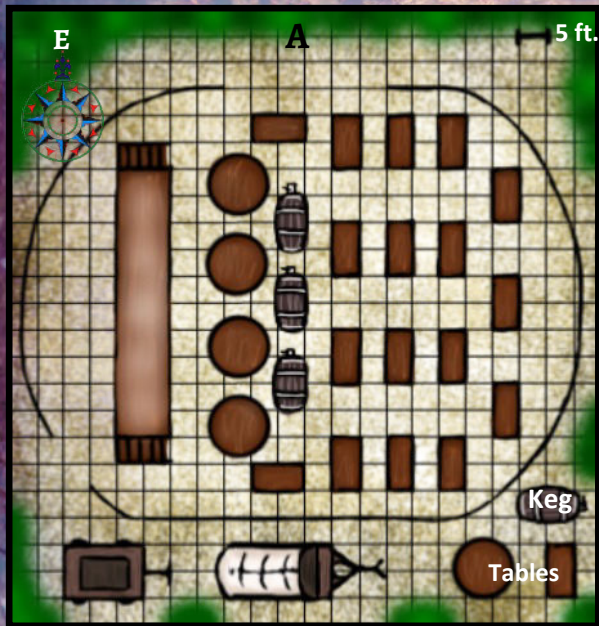
Numerous long tables and benches have been placed to accommodate the party-goers, and dozens of kegs have been tapped and blessed by the village's aging priest of Marvela. Ale and wine flow freely as bards and minstrels regale the crowd with sweet songs of lost love and rousing Jute drinking songs.

The cacophony of noise rising from the tents is momentarily drowned out by three loud crashes from a gong placed on the stage. A small man dressed in court finery waits for the crowds to finish murmuring before he addresses them.

"Thank you, everyone, for attending the festival. I am Lord Janis Highwall of Bresken, and I wrote and produced the play we are about to perform for you all."

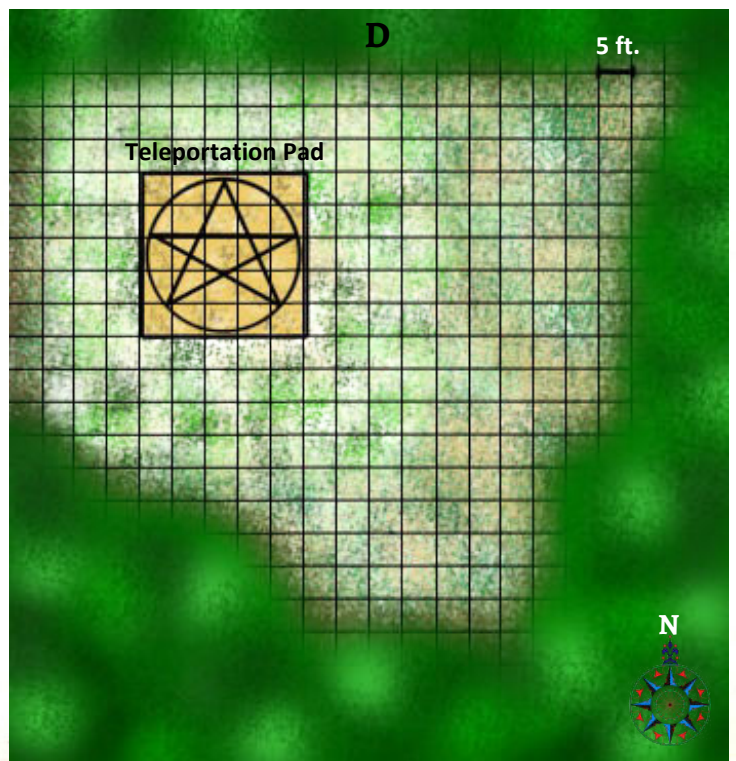
The proud man straightens his back and lifts his chin in anticipation of the applause he expects. None are forthcoming. A loud cough breaks the uncomfortable silence.

"Yes, well...I suppose without further ado", he begins, visibly upset, "I bring you, the Mocking Bird & Jay Traveling Troupe and the play 'Why Does Papa Have to Leave?': A Story of Loss and Redemption during the Rebellion!" Lord Highwall claps enthusiastically as he exits the stage. The crowd joins him half-heartedly in applauding as the actors take their positions.



PART 1 MAPS

- A. PAVILION TENT
- B. COPSE
- C. BREMERHAVEN
- D. GROVE



As the actors take the stage, all eyes seem to be on them, even the bored-looking militiamen who were assigned to watch over the kegs in the middle of the tent. Any player with a **passive Perception of 11** or higher or who makes a **Perception check against DC 11** will notice that everyone is watching the stage, even those who are supposed to be watching the crowd.

MAP A

A trio of horn players and drummer begin the opening number, a song about the Rebellion sung by a young bard who nervously steals glances off stage as he struggles with the high notes. The crowd begins to descend into pockets of murmurs and drunken boasting about personal singing talent compared to the dismal performance.

Isolated shouts quickly turn to collective boos as the rowdier and obviously drunker members of the crowd begin to stand up and launch empty mugs at the stage. The young bard ducks a few wild tosses but gets clipped by an expertly thrown empty bottle of wine.

The glass shatters on the youth's head, causing him to stumble close to the edge of the stage. The music stops and the noise from the unruly mob reaches deafening proportions. The young bard's body quickly stiffens as a long shaft appears in his chest. Those closest to the stage back up as he topples over and onto a bugle player who could not get out of the way fast enough.

Screams erupt from across the tent. The noise of battle can now be heard coming from the village. More arrows fall upon the crowd. Long and wicked looking shafts of jet black find plenty of targets in the mass of bodies that have rushed towards the stage area.

Depending on where the PCs decided to sit and watch the stage play, they may be in a position to use one of the large oak tables to provide cover from the arrows. Any PC that is Medium-sized or smaller is afforded total cover underneath the large tables. PCs who are larger than Medium size gain only **three-quarters** or **partial cover** from the tables.

The rain of arrows continues for one minute after the young bard is struck. PCs can try and exit the tent during that time; however, they must succeed in a **Dexterity** saving throw (DC 14) or a **Reflex** saving throw (DC 14) to avoid being crushed by fleeing people or hit by an arrow. Success allows the PC to move their full speed without incident. Failure results in either being hit by an arrow for 3 points of **piercing** damage or being struck by a panicked villager for 1 point of **bludgeoning** damage (GM's discretion).

Any PC who is struck by a fleeing villager must make another **Dexterity** saving throw (DC 13) or **Reflex** saving throw (DC 13). Failure results in them being *knocked prone*.

It takes approximately two minutes for the tent to empty. If the PCs decided to run out of the tent, skip to section **1A**. If the PCs decided to wait out the rain of arrows under the tables, read on.

The shouts and panicked screams die down and is replaced by the cries of the wounded and the sobs of those too terrified to flee from the relative safety under the large oak tables.

Screams can still be heard coming from the village and the unmistakable smell of smoke begins to fill the air. Near you, you can see at least a dozen dead villagers, with twice as many more writhing on the ground in pain.

Two militiamen lie slumped over each other. Each of the young warriors is sprouting multiple arrow shafts from their bodies. The other guard seems to have fled with the rest of the party goes.

There are twenty-five wounded villagers in the tent. Eight are critical and have 1 hit point remaining. The rest have less life-threatening injuries sustained from the crowd instead of arrows.

The PCs can choose to assist the remaining villagers, one of whom is the aged priest of Marvela, who was apparently knocked unconscious as he tried to shield a young woman from the fleeing crowd. If the PCs revive him (no spell needed), he quickly gains his wits and introduces himself as Kloppi Hlvarskir. He will shout at any villager who seems less hurt than the others to assist him in helping the rest. He will not bark orders at the PCs but he will also not refuse any additional help. He has four **potions of healing/potion of cure light wounds (1d8+5)** on him that he will use on the injured villagers. He will not part with them for any price; however, if any PC lost 50% or more hit points in the rush, he will gift one potion to them if they have decided to stay and help him.

Assisting the priest in healing the wounded will take approximately 4 to 6 minutes and may use up any healing spells or abilities the PCs may have readied. The shouts from the village will grow louder, and some of the less injured will periodically rush off to see if they can help. If the PCs choose to stay in the tent to help, they will be awarded additional XP in the form of an **Optional Story Award** at the end of the chapter.

If the PCs choose to stay and help, go to section **1B**. If they decided not assist the priest, go to section **1A**.

SECTION 1A: OUTSIDE THE MAIN TENT

The hail of arrows comes from a squad of goblins armed with shortbows and wicked-looking swords. As the PCs exit the tent (either through the main entrance or out from under the tent itself), read the following:

As you exit the tent, you notice a small force of goblin archers melt back into the nearby woods. A larger force of goblins is marching off towards the village square. They are marching in military order and are following the command of a large bugbear dressed in ill-fitting chain mail armor. The large Goblinoid spots you exiting the tent and barks orders at the rearmost goblins. They break out of formation and advance on you!

Encounter 1a - Goblin (5) pg. 23/25

The goblins number 23 in total and are accompanied by a bugbear who seems to be keeping them in line. When the five rear-most goblins break off, the remaining begin to double step and quicken their pace.

If one goblin is slain quickly (within the first 2 rounds of combat), the others will fight to maim and hinder their movement by employing blades coated with *darkfang sap*. *Darkfang sap* is detailed on page 29. One of the goblins also has a **potion of healing/potion of cure light wounds (1d8+3)**.

After the battle, the PCs have a choice to make. They can choose to chase down the marching goblins, who by now are reinforcing their comrades who are already in the village, or they can head into the nearby woods. There is a newly created path made by the marching goblins that seems to come from the small forest that borders the outskirts of the village. If the PCs choose to go and help in the village, skip to section 3. If they decide to investigate the nearby woods, go on to section 2. If they chose to flee the village, skip to section 3c.

SECTION 1B: A TALE OF TWO PATHS

Read the following to your players if they chose to stay and help the priest:

As you exit the tent, your senses are assaulted by the carnage of battle. Bodies of villagers lie strewn about. Some are pierced by multiple arrow shafts. Others seem to have been slain by blades, evident by the blood pools and missing appendages. A fire has begun to engulf the village and appears to be quickly spreading.

You notice a trail of muddy boot prints coming from the nearby woods and leading to the village. Looking toward the village, you spot

dozens of small figures dressed in mismatched armor and wielding wicked looking blades. Goblins. Among the goblins you can also make out larger figures that seem to be giving orders to the green-skinned rabble. You spot more dead villagers but do not see any bodies belonging to the local militia or caravan guards.

The PCs will have a choice to make here. They can choose to follow the trail back into the woods to perhaps find out where the invaders came from, or if there are any more coming. They can also, of course, rush off towards the village to lend a hand there.

If the PCs choose to investigate the woods, go to section 2. If they choose to help in the village, go to section 3. If they choose to flee the village altogether, skip to section 4.

SECTION 2: DARKNESS IN THE WOODS

The small forest outside of the village is little more than a few wooded areas in close proximity where the locals hunt and fell sick trees for firewood. The trees are densely packed and separated by large glades. It is not large enough to house or hide a large force of Goblinoids and any PC who is a local or who makes an **Intelligence (Investigation)** check against a DC 11 or a **Knowledge: Geography** check (DC 12) will notice that as well.

The forest itself is dense, with the canopy above allowing in very little light. The moonlight does little to illuminate the surroundings, and some sort of light source is needed for those who cannot see in the dark.

MAP B

The small forest looms before you. The goblins obviously came from the woods; however, you are unclear as to how such a large force could have even got this close to the village without someone, anyone, spotting them.

Peering into the trees is difficult due to the dense canopy. It is also difficult to make out any noise coming from the forest above the screams and sounds of battle coming from the village.

The invaders left very little in the way of a "rear guard" because they were sure of their swift victory. The PCs will not encounter any resistance at the tree line. As they move into the woods, the sounds of battle get softer; however, the fire in the village is noticeably out of control now. After traveling for less than two minutes, allow the PCs to perform a **Wisdom (Perception)** check against DC 10 or a **Perception** check (DC 11) to hear the noise of the four goblins that were left to patrol the woods. If the PCs have any light source brighter than a candle, the goblins are not detectable as they are lying in ambush instead.

If the PCs are unaware of the goblins, read the following:

You travel further into the woods, listening intently for the slightest noise that would indicate more goblins are ahead. Just as you move past a large tree, three invaders spring out from their hiding place among the underbrush.

Encounter 2a - Goblin (4); pg. 23/25

The goblins will fight to the death, though if two are slain quickly (within the first 2 rounds of combat), the remaining goblins will attempt to flee further into the forest. Two of the four goblins have one **potion of healing/potion of cure light wounds (1d8+3)** each.

If the PCs chase the goblin, or if they choose to continue into the forest after the battle, read the following:

MAP D

The forest ends and opens up to a large grass and wildflower-filled glade. In the middle of the glade lies a large platform constructed of wood and metal. The platform is slightly elevated from the ground, and supported by four squat legs.

As you get closer, the center of the platform glows, and two forms begin to materialize. One is a slightly beefier Goblin wearing a polished chain shirt. Its companion is taller and dressed in dark leather. His skin is a dusky gray, and he sprouts inky black ram-like horns from his head.

The platform is a hastily constructed teleportation pad that has deposited the invading force, and presumably, to allow them to disappear quickly after the raid.

The two newcomers are a Drazil shadowgiest and his Goblin Boss liaison to the invading rabble. If the PCs are somehow hidden or otherwise unable to be seen, the Drazil and the goblin will leave the platform and begin to walk in the direction of the village.

If the PCs are not attempting to hide, the Drazil will spot them rather quickly and order his companion to intercept them. The goblin then immediately begins to run towards the PCs while the Drazil continues to walk, though now with an increased pace.

Encounter 2b - Goblin Boss/Goblin Captain (1) pg. 23/25

Drazil Shadowgiest (1); pg. 23/25

If the Drazil is not engaged immediately by one of the PCs, he will attempt to enter combat only after at least one of the PCs becomes injured. Otherwise, he will hang back and bark orders at the goblin. Whenever the Drazil enters combat, the first thing he will do is conjure a globe of darkness centered on any PCs who clearly do not possess any type of night vision. He will also instruct his eidolon to harass the party's spellcaster while he attempts to land sneak attacks on any PC which is in melee with the goblin.

If searched, the Drazil is carrying a rolled-up scroll written in Draz. The scroll explains his role in the attack (observer) and to make sure nobody is left alive. It goes on to explain this village must be destroyed to distract the King from plots to steal his throne. It does not reveal who is responsible for the plots or what they may be.

The platform can be destroyed by a few well-placed blows from someone with a Strength score of 14 or higher. The teleportation pad, however, cannot be destroyed, but it can be blocked. Allow the PCs to roll an **Intelligence (Arcana/Manasphere)** check against a DC 13 or a **Knowledge: Arcana/Manasphere** check (DC 13) to realize they have no way of destroying the portal itself, but that it can be blocked. Filling the center of the pad with approximately two hundred pounds of material would succeed in blocking any incoming travelers from trying to use the portal.

If the players decide to go to the village, skip to section 3E. If they choose to flee the area, move on to section 3C.

SECTION 3: CARNAGE IN THE VILLAGE

The village was attacked on two sides by a force of goblins who teleported in from the nearby woods and from a wagon, equipped with a hidden teleportation pad, that was parked with some other wagons belonging to a merchant caravan that had stopped at the village for the festivities.

The bulk of the force came in from the hidden pad in the wagon and was quick to overtake the caravan guards who were unlucky to be on duty at the time. A second force came from the east and stopped to assault the tents before joining their kin in the village proper.

As the PCs enter the village square, read the following:

MAP C

The scene is worse than you could ever imagine. Slain villagers are strewn about in various states of dismemberment. Fire rages through almost every building. You notice the building that serves as the barracks for the local militia is also on fire. A large wagon is pushed up against the main doors in an attempt to barricade them. The side door is flung open and in the entryway lay three slumped over bodies, each sprouting arrows and crossbow bolts. The goblins apparently pushed the wagon against the main doors and set the building on fire to flush them to the side entrance.

You can hear faint screams come from the south, the bulk of the invading force seems to be moving that way. Several goblins periodically break

off from the main unit to light a home on fire or to slay a fleeing villager.

The invaders have not yet noticed your presence, however, that is sure to change.

There are several things the PCs can do now. The obvious thing is to chase down the attacking force; however, judging on numbers alone, the PCs would be very hard-pressed to survive that encounter.

They can attempt to slow the attacking force down somehow or otherwise occupy them until some type of organized defense can be mustered. However, judging by the way the invaders managed to take everyone by surprise suggests they had some kind of inside help. Therefore, it is safe to assume that whoever is helping is also going to make sure there is no cry for help sent to a nearby community.

They can also attempt to flee the village by staying behind the invaders, and perhaps finding any stray villagers that they can save.

Allow the PCs any applicable rolls to piece all of that together, or just explain the situation to them as you see fit.

If the PCs decide to take on the invaders or to try and slow the attackers down somehow, go to section **3A**. If the PCs decide to attempt to flee the village, skip to section **3B**.

SECTION 3A: A FOOLISH PLAN

If the players are convinced they can take on the invaders, read the following:

The goblins number just over 35, with a bugbear leading them. The bulk of the force is approximately fifty yards away, to the south, and moving at an accelerated pace. Every thirty steps the bugbear barks a few words in their shared language and six goblins detach from the main group to kick open any doors to homes that have not yet burned down.

Between your position and the invaders lie several dead villagers and abandoned wagons. Between the wagons you can see the bodies of the caravan guards that were stationed with them during the performance. Two wagons lie overturned.

If the players choose to investigate the overturned wagons, allow them to roll an **Intelligence (Investigation)** or **Wisdom (Perception)** check against a DC 12 or a **Perception** check (DC 12) to notice something off or to hear noise coming from under one of the wagons.

If they decide to investigate further by flipping the suspect wagon, read the following:

The wagon manages to flip on its side with little effort. Underneath you find two young men covered in blood and soot. One of them points a loaded heavy crossbow at you.

“Oi! What are you about!”, the youth brandishing the loaded crossbow manages to quietly exclaim.

“Leave us be you fools! They have passed us by.” The other cowering man quickly says.

The boy with the crossbow is wearing the uniform of the village militia. His left foot is heavily bandaged, and blood is seeping through. The other youth is dressed in fine clothing, although it is now ripped and torn in several places. His sandy colored hair is plastered to his head with sweat and blood. He appears unhurt.

The militiaman’s name is Jacob. He was stationed in the pavilion tent when the rain of arrows began. If pressed, he will admit he ran and abandoned his post, only to find himself face to face with the invading force outside the tent. He will go on to say that he managed to slay three of the goblins (a lie) before he took a crossbow bolt to his foot. He managed to then crawl to the abandoned wagons.

The other boy’s name is Algrand Highwall, a nobleman and son of the man who introduced the play. He is scared and thoroughly out of his element. He will adopt a defensive attitude when asked questions, eventually imploring the PCs to escort him out of the carnage and to safety. If asked for monetary compensation, he will agree to no more than 30 gp per player if he is delivered safely away from the scene.

If the PCs insist on attacking the goblins, the two men will become increasingly agitated and noisy. Roll a 1d6. On a roll of 1 - 4, nothing happens. On a roll of 5 or 6, the invaders have heard the commotion at the wagons. If that happens, read the following:

The raised voices of the two cowering men have alerted the goblins to your presence! The lead bugbear stops and barks orders in their guttural language.

Ten goblins detach from the leading group and turn around to rush towards you.

Encounter 3a: Goblin (10); pg. **23/25**

The injured militiaman will participate in the battle and try to shoot the invaders with his heavy crossbow, although his injury leaves him helpless should the goblins reach him. The young nobleman will participate as well; however, he begins combat with the *frightened* condition. He will not willingly join melee combat unless he is attacked, though he will use his *wand of magic missiles* (CL 6).

Jacob Hvlarson; pg. **24/26**

Algrand Highwall; pg. **24/26**

Algrand will take direction from any Jute in the party but he will not respond favorably to females of any race who issue him orders. If he is left on his own, he will only participate in the battle if he is personally threatened.

Jacob will aim for the goblins with his heavy crossbow, trying to thin their numbers. He will take direction from anyone who has a Charisma score of 13 or higher; otherwise, he will ignore any suggestions on targets.

Even with their help, this fight is bound to be very difficult for the PCs. When combat enters its third round or when one or more of the PCs are reduced to 0 hit points, read the following:

A horn blast pierces the air. Arrows fly over your head and pierce the closest two goblins. You turn around and see three Jute dressed in chain shirts over what looks like the latest in courtly fashion. They continue to fire arrows into the mass of invaders.

Their leader, a young Jute woman with sun-kissed auburn hair pulled back into a tight ponytail, lowers her bow and shouts, "Behind us, now! Coordinated retreat, on me, now!"

Siggi Arndotter; pg. **24/26**

Jute Herald (2); pg. **24/26**

The three newcomers are members of the Royal Heralds, a group of Jute who wander the kingdom recording essential events. They also deliver important messages to noble families from the king and his council. Some even accuse the Heralds of being spies for the crown.

The Herald will give the PCs as long as they need to disengage from combat and rally behind her. She will instruct her companions to continue to pepper the invaders with arrows, and they will aim for any foes that are in any way hampering the PCs from retreating.

As soon as the PCs and the two men who were hiding (if they are still alive) get behind the newcomers, the woman will crush a Skipstone in her hand. When that happens, go to section **4**.

SECTION 3B: NO SENSE IN STICKING AROUND

The PCs have not gained the attention of the invaders, so they may be able to sneak out of the village. There are two avenues available to them. They can choose to retrace their steps and go back north, towards the outskirts of town and the pavilion area. They can also try and sneak off to the west, towards the main road and then away to safety.

The invaders are marching through the village headed south, though they have given no indication if they will turn around or keep going. The east side of the village is completely engulfed in flames and is virtually impossible to get through.

If the PCs decide to head back the way they came, read the following:

You quickly surmise that sticking around is suicide, and you quietly begin to fall back the way you came. Back at the tent area, you spot the aged priest giving orders to his helpers, most of which are carrying the ones too injured to walk on their own. He spies you sneaking your way back from the village and motions for you to join them.

The priest will ask the PCs to describe what they saw. He will become upset if he thinks the PCs are leaving anything out. He is most concerned with the well being of the villagers and if the village itself can be spared or if the fire is too out of control. The other survivors will begin to ask the PCs if they have seen their loved ones among the dead. Before the PCs can answer that, the priest interjects and reminds everyone that they are still in danger. He suggests fleeing through to the west, and to the main road. The Jute will agree with the priest, and he will insist the PCs accompany them for protection.

If the PCs decline and decide to continue north, go to section **3c**. If they choose to go with the priest, go to section **3d**.

SECTION 3C: ON OUR OWN

As the PCs flee north, they quickly put distance between them and the invaders. North of the village is dominated by tall grasses and densely wooded glens. Any PC which has a **passive Perception of 14** or higher or who rolls a **Wisdom (Perception)** check against a DC 14 or a **Perception** check (DC 14) to notice three Jute sneaking up to them from the west. Regardless if the PCs discover the trio or not, read the following:

"Hail adventurers!"

Three Jute dressed in chain shirts and brandishing shortbows emerge from the tall grass.

Their leader says, "Who are you and why are you fleeing the burning village?" To emphasize her point, her companions draw back the strings of their bows and aim them at your chest.

The three newcomers are members of the Royal Heralds, a group of Jute who wander the kingdom recording important events. They also deliver important messages to noble families from the king and his council. Some even accuse the Heralds of

beings spies for the crown.

Their leader, Sigg, will insist the PCs tell her everything. She will become disturbed if the PCs happen to say to her that they left a group of villagers alone, and if they attempt to omit that fact, they must make a **Charisma (Deception)** check against a DC 14 or a **Bluff** check (DC 14).

Sigg will order her companions to continue to the village to assess the situation themselves and, depending on what the PCs told her, to also locate the priest and his group and see them to safety.

She will insist the PCs come with her. If they show signs of reluctance, she will invoke the name of the king and her royal authority to detain them. She is convinced they are telling the truth (though she will be upset if they are caught lying) about the goblins, but she has a duty to the crown, and their testimony must be recorded.

If the PCs attempt to fight her (she will use force to stop them), she will defend herself. If she is injured, she will use her Skipstone to get away.

If the PCs agree to accompany her, she will instruct them to gather around her while she uses her *skipstone*. Continue to section 4.

SECTION 3D: PROTECTING THE GROUP

The PCs and the group of villagers begin to move west from the tent area. About one hundred feet from a large pavilion tent where the stage was set up, the PCs start to hear the rapid footfalls of pursuing goblins.

You hazard a glance behind you and spy four goblins brandishing shortbows giving chase. They are quickly closing the distance needed to fire on you and the group of villagers.

The PCs need to react quickly if they are to neutralize the threat. The goblins are under orders to slay every Jute in the village and will aim for the villagers unless one of the PCs begins to pose an immediate threat.

Encounter 3b: Goblins (4); pg. **23/25**

After two rounds of combat or after one of the goblins are killed, whichever comes first, a bugbear will come crashing through the back of the pavilion tent and will run towards the group.

Bugbear (1); pg. **23/25**

The priest will do his best to protect the villagers, but he will not enter combat unless he is forced to defend himself or a villager. The villagers are in no shape to help, although if one or more of the PCs sustains a significant injury (GM's discretion), the less injured villagers (of which there are 4 well enough to fight) will either be shamed into action or enraged enough to fight back.

Kloppi Hlvarskir; pg. **24/26**

Jute Villager (25); pg. **24/26**

On the second round of combat after the bugbear joins the fight or if two or more of the PCs are brought to hit points, read the following:

A horn blast pierces the air. You turn around and see three Jute dressed in chain shirts over what looks like the latest in courtly fashion, run up from the northwest.

Their leader, a young Jute woman with sun-kissed auburn hair pulled back into a tight ponytail, lowers her bow and shouts, "Behind us, now! Coordinated retreat, on me, now!"

Sigg Arndotter; pg. **24/26**

Jute Herald (2); pg. **24/26**

The newcomers will lay down heavy ranged fire while the villagers retreat behind them. When the bugbear and goblins are dead, read the following:

The tanned skinned woman, who appears to be the leader of the trio of newcomers, turns to the priest and addresses him.

"Hail, Grandfather! I am Sigg Arndotter, Royal Herald. What has happened? Are you all that escaped?"

The priest will quickly tell Sigg what has transpired and what he has witnessed. He will defer to the PCs on the state of the rest of the village, which by now is thoroughly engulfed in flames.

Sigg will insist the villagers and the PCs accompany her to safety. Each of the Heralds will produce a *skipstone* and take as many people with them as they can. Sigg insists the PCs crowd around her as she crushes the stone in her hand. Continue to section 4.

SECTION 3E: IS THERE ANYONE ALIVE?

As the PCs emerge from the wooded area, read the following:

The smoke is very thick now. The fire has spread to the entire village and little is left standing. You notice movement through the haze near the tent area. Several shapes emerge, some being carried, others limp along with minimal help. You notice the old village priest and two other villagers brandishing weapons.

The priest and the armed villagers will rush over to the PCs and implore them to help. They will also quickly inform them that the invaders have finished their sweep of the village and seem to be headed back this way.

Before the PCs can react, a hail of arrows falls from the sky from the south. There are a total of 25 villagers, plus the priest. Roll 2d10 and add the totals together. Now, subtract anywhere from 1 to 7 from the total. This is the number of villagers who are hit by arrows.

Everything happens so fast. One second you are talking with the trio of survivors, the next, multiple villagers fall to the ground clutching arrow shafts protruding from their bodies. A terrible scream pierces the air after the shafts fall. Goblin savages rush toward you through the smoke and haze.

Encounter 3c: Goblins (4); pg. **23/25**

Kloppi Hlvarskir; pg. **24/26**

Jute Villager (25); pg. **24/26**

Three of the goblins are wielding shortbows, and the other has a sword and shield. They will attempt to slay the villagers first unless the PCs show a greater and immediate threat. One the second round of combat and every two rounds after, two more goblins show up until 6 rounds have passed, or two or more of the PCs are reduced to 0 hit points, whichever comes first. When that happens, read the following:

A horn blast pierces the air. You turn around and see three Jute dressed in chain shirts over what looks like the latest in courtly fashion, run up from the northwest.

Their leader, a young Jute woman with sun-kissed blonde hair, pulled back into a tight ponytail, lowers her bow, and shouts, "Behind us, now! Coordinated retreat, on me, now!"

Siggi Arndotter; pg. **24/26**

Jute Herald (2); pg. **24/26**

When the Heralds join the fight, roll a 1d6. On a roll of 1 - 5, nothing happens. On a roll of 6, (1) bugbear will run from the south and join any remaining goblins.

Bugbear (1); pg. **23/25**

As with most of the fights in this section, this might be very difficult for the PCs. When the battle is over, the leader of the Heralds will insist the survivors flee with them. They each produce a Skipstone and instruct everyone to crowd around them. Go on to part **4**.

SECTION 4: SAFE... FOR NOW

Purple mist quickly envelopes you and your whole body begins to feel like its being decompiled atom by atom... In an instant you find yourself in a small wooded clearing. The sights and smells of the burning

village are replaced by the calls of woodland creatures and the droning of nearby insects. Tied to large tree are three horses. The village is barely visible to the east, a bright spot of red in the creeping darkness.

Depending on how the PCs were introduced to the Heralds, Siggi will either address the priest or the nobleman first, once everyone comes to their senses.

She will address the young nobleman with respect, though he shows little back to her. He will offer no 'thank you' for his rescue, but he will, however, affirm in the Herald's presence any promise to pay the PCs for his rescue. The PCs can acquire the agreed-upon amount from him at his residence in the city of Bresken.

She will speak with the priest as he and the other Heralds tend to the wounded. The priest will give an accurate account of the past hour and will differ to the PCs to fill in any information he does not have.

Siggi will be thankful for the information the PCs can provide on the nature of the attack. She insists they travel to Orinfjord and report everything directly to her superior. She will inform the PCs that her mission before she spotted the fire in the distance, was to go to Silvertown to witness the birth of the Jarl's granddaughter. She cannot delay her trip any more than she already has, and she must ride on to Silvertown.

If the PCs rescued the nobleman and the militiamen, they will ride with the Heralds west. The nobleman will gift his *wand of magic missiles* to the PCs as a down payment for his rescue. If they ended up with the priest and villagers, Siggi will instruct her men to accompany them west to the nearest village. There, they are to wait and call for a member of the Dragon Guard. She will go on alone to Silvertown to finish their mission.

When the PCs reach Orinfjord, they should report to the Office of the Heralds or the Dragon Guard. If the PCs have the evidence they found on the Drazil, she tells them to keep that quiet until they are recanting their story to one of her superiors.

The trek to Orinfjord will take several days to a week of traveling, depending on how the PCs wish to proceed. They can follow the main road south until they reach the Iceflow river. Once there, they can hail a barge or rent a raft down the river to the capital.

They can choose to accompany the priest and villagers west to the nearest village. There, they might be able to get mounts. From there, it would be several days ride southwest to the capital. The Heralds will give 1 **potion of healing/potion of cure light wounds (1d8+2)** to each party member if they choose to accompany the villagers.

Siggi will discourage the PCs from going with her. If pressed, she will tell them that she suspects other forces at work, especially if the PCs inform her of the Drazil. Allow a **Wisdom (Insight)** check against a DC 14 or a **Sense Motive** check (DC 14) to see if Siggi is holding something back.

If she is confronted, she will apologize for keeping anything from them, but she is under direct orders from the Crown Prince, and her mission comes directly from him. She will not elaborate any further, but she will say that the Crown suspects the Jarl of wrongdoing. What that has to do with the attack on the village, she cannot say, as she does not know.

Allow the PCs to rest and recuperate before they set off. Award the XP earned, and level up any characters who have reached level 2 before starting the next section.

OPTIONAL XP AWARDS

Award the PCs XP based on which battles they participated in and survived. Grant any optional story awards they may have earned as well.

Story Award experience is awarded to each PC and not divided among them.

Optional Story Award: Helping the Priest **+150 xp/+250 xp**

Optional Story Award: Rescuing the Nobleman **+50 xp/+150 xp**

Optional Story Award: Telling Siggi about the Drazil **+150 xp/+250 xp**

Optional Story Award: Sabotaging the Teleport Pad **+50 xp/+150 xp**

Pathfinder XP awards are based on the Medium level advancement track.

PART ONE BESTIARY

Goblin; statistics as a Goblin

5E **Goblin Boss; statistics as a *Goblin Boss* with the following exceptions: **Scimitar +1.** Melee Weapon Attack. +5 to hit, reach 5 ft.; Hit: 6 (1d6+3) slashing damage. **Additional Gear:** 2 *potions of healing***

Bugbear; statistics as a Bugbear

DRAZIL SHADOWGIEST

Medium humanoid (Drazil), CE

Armor Class: 13 (studded leather armor, dexterity bonus)

Hit Points: 18 (3d8+3)

Speed: 30 ft.

STR +1 DEX +1 CON +1 INT +0 WIS +1 CHA -1

Damage and Condition Immunities: Magical sleep and charm effects

Skills: Stealth +5, Perception +3

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Draz, Goblinoid

Challenge: 1 (200 xp)

Darkness. The Drazil can conjure a field of absolute darkness up to 5 feet from their position. The field is a dome, measuring 10 feet in radius. Non-magical light is extinguished, and normal sight is impossible without the aid of magic. Creatures with Darkvision can see within the dome, but cannot see through it. Drazil are immune to this effect can see normally. Magical light can extinguish this effect. The darkness lasts for 10 minutes. Drazil can do this once per day.

Life Link. If the Drazil's shadow minion takes enough damage to be dispersed into the Manasphere, the Drazil can sacrifice any number of hit points to prevent this from happening. The exchange of hit points for damage is 1:1.

Shadowblend. The Drazil can merge his form with ambient shadows once per day. This gives the Drazil a 50% chance to be missed by both melee and ranged attacks for two rounds. There must be at least Medium-sized shadows for this to work.

Sneak Attack. The Drazil can attempt to sneak attack its foe if it has *advantage* on the attack roll, dealing an additional 1d6 weapon damage if successful. It does not need *advantage* if its target is engaged in melee combat.

Sunlight Sensitivity. When in bright light, such as daylight, Drazil suffer a -2 penalty to attack rolls, ability checks, and saving throws.

SIGGI ARNDOTTER (BARD 3)

Medium humanoid (Human - Jute), CG

Armor Class: 15 (chain shirt, dexterity bonus, cloak)

Hit Points: 24 (3d8+6)

Speed: 30 ft.

STR +1 DEX +1 CON +2 INT +1 WIS +2 CHA +3

Saving Throws: Dexterity +4, Charisma +6

Skills: Athletics +5, Deception +5, Performance +5, Persuasion +7, Religion +4, Sleight of Hand +3

Tools: Disguise kit, forgery kit, lute, drums, flute

Languages: Juten, Tradespeech, Goblinoid

Challenge: 1 (XP 200)

Proficiencies: Light armor, medium armor, shields, simple weapons, martial weapons

Healthy Living. Siggs gains +2 to Constitution saving throws.

Skilled. Siggs is proficient with the Religion skill.

Bardic Inspiration. Siggs can grant a d6 to use by others to add to a d20 roll. She can do this 3 times before a long rest.

Jack of All Trades. Siggs adds a +1 bonus to any ability check that she is not proficient in.

Song of Rest. Siggs can grant an additional 1d6 hit points to resting allies.

Bard College - Valor

Combat Inspiration. Allies are able to add their bardic inspiration to weapon damage rolls. They may also use their reaction to use the inspiration and add it to their AC against an attack.

Expertise. Siggs doubles her proficiency bonus with the following skills: Athletics, Persuasion

Spellcasting. Siggs is a level 3 spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She knows 6 Bard spells.

Cantrips (at will) - blade ward, vicious mockery

1st level (4 slots) - charm person, healing word, sleep

2nd level (2 slots) - calm emotions, heat metal, shatter

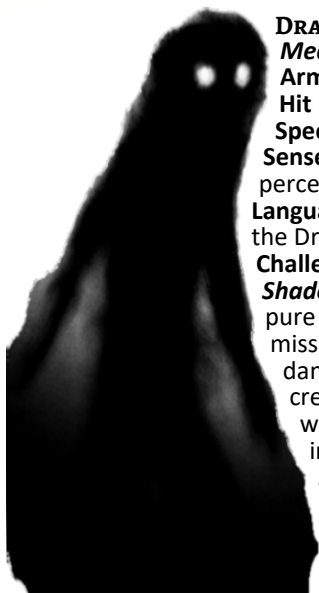
Rapier. Melee Weapon Attack. +3 to hit, reach 5 ft., One target. Hit: 6 (1d8+1) piercing damage.

Shortbow. Ranged Weapon Attack. +3 to hit, range 80/320 ft.; One target. Hit: 4 (1d6+1) piercing damage.

Other Gear: chain shirt, quiver with 15 arrows, bone flute, explorer's pack, disguise kit, forgery kit, ring of jumping, cloak of protection, 3 potions of healing, skipstone

Mana Infused Shortsword. Melee Weapon Attack. +3 to hit, reach 5 ft., One target. Hit: 4 (1d6+1) slashing damage plus 1 fire damage. (Simple cut: round crystal of burning)

Other Equipment. potion of healing, minor rune crystal of Dexterity +2



DRAZIL'S SHADOW MINION

Medium Monstrosity, CE

Armor Class: 12

Hit Points: 8 (1d8)

Speed: 30 ft.

Senses: Darkvision 60 ft., Passive perception 11

Languages: - (understands all languages the Drazil does)

Challenge: n/a

Shadow Form. The eidolon is made of pure shadow. It has a 20% chance to be missed in combat. It can deal only ½ damage (rounded down) to corporeal creatures unless it is using a melee weapon. It deals normal damage to incorporeal creatures.

Evolutions. The Drazil's Eidolon has increased reach in melee combat.

Touch. Melee Weapon Attack. +4 to hit, reach 10 ft., One target. Hit: 2 (2) necrotic damage.

Kloppi Hlvarskir; statistics as **Priest** with the following exceptions: AC 10 (unarmored), Speed 30 ft., **Fist.** Melee Weapon Attack +2 to hit, reach 5 ft.; Hit: 1 (1d4) bludgeoning damage.

Jute Villager; statistics as **Commoner**

Jute Herald; statistics as **Guard** with the following exceptions: AC 14 (no shield), **Shortbow.** Ranged Weapon Attack. +3 to hit, range 80/320 ft.; Hit: 4 (1d6+1) piercing damage; **Dagger.** Melee Weapon Attack. +3 to hit, reach 5 ft.; Hit: 2 (1d4+1) piercing damage. **Additional Gear:** 2 potions of healing, skipstone (keyed)

Jacob Hvlarson; statistics as **Guard** with the following exceptions: AC 14 (no shield), HP: 6 (injured foot); **Heavy Crossbow.** Ranged Weapon Attack. +3 to hit, range 100/400 ft.; Hit: 8 (1d10+1) piercing damage.

Algrand Highwall; statistics as **Noble** with the following exceptions: AC 11 (unarmored); **Dagger.** Melee Weapon Attack. +3 to hit, reach 5 ft.; Hit 2 (1d4+1) piercing damage. **Additional Gear:** wand of magic missiles

PFRPG

Goblin; statistics as a **Goblin**
(*pathfinder bestiary* pg. 135)

Bugbear; statistics as a **Bugbear**
(*pathfinder bestiary* pg. 38)

GOBLIN CAPTAIN CR ½

Small humanoid (Goblinoid); NE XP 200

Goblin Fighter 1

Initiative +5 Senses Darkvision 60 ft., Perception +2

DEFENSE

AC 16 (touch 12, flat-footed 16; +4 armor, +1 Dex, +1, +1 size)

HP 11 (1d10+1)

Fort +3 Ref +1 Will -2

OFFENSE

Speed 20 ft.

Space 5 ft.; Reach 5 ft.

Melee +1 scimitar +3 (1d4+2, 18-20/x2) or

Ranged shortbow +2 (1d4, x3)

STATISTICS

STR +1 DEX +1 CON +1 INT +0 WIS +2 CHA +0

BAB +1; CMB +2; CMD 13

Feats: Improved Initiative, Quick Draw

Skills: Craft: Armor +4, Handle Animal +4, Knowledge: Geography +1, Ride +5, Stealth +5

Languages: Goblin

Combat Gear +1 scimitar, shortbow, 20 arrows, tanglefoot bag, *potion of cure light wounds* (1d8+3)

Other Gear chain shirt, *standard treasure*

DRAZIL SHADOWGIEST CR 1

Medium humanoid (Drazil); CE XP 400

Initiative +2 Senses Darkvision 60 ft., Perception +1

DEFENSE

AC 16 (touch 12, flat-footed 14; +4 armor, +2 Dex)

HP 9 (1d8+1)

Fort +1 Ref +4 Will +2

Defensive Abilities: Shadowblend 1/day

Immunities: Magical sleep and charm effects

Weakness: Light blindness

OFFENSE

Speed 30 ft.

Space 5 ft.; Reach 5 ft.

Melee mana infused shortsword +2 (1d6+1, 19-20/

x2 +1 point of fire damage) or gore +2 (1d6+1/x2)

Special Attack: Sneak attack +1d6

Spell-like Ability: CL 5th
1/day - darkness

STATISTICS

STR +1 DEX +2 CON +1 INT +0 WIS +1 CHA -1

BAB +0; CMB +1; CMD 13

Feats: Blind-fight

Skills: Acrobatics +4, Climb +2, Intimidate +4, Stealth +8, Swim +2

Racial Modifiers: Intimidate +4, Stealth +4

Languages: Draz, Goblin

Special Qualities

Life Link (Su): Whenever the eidolon takes enough damage to dispel its magical form, the shadowgeist can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being dispelled.

Shadowblend (Su): Once a day, the Drazil is able to blend into the darkness around him, gaining 50% concealment. This ability lasts for 4 rounds.

Combat Gear mana infused shortsword (*simple cut: round crystal of burning*), *potion of cure light wounds* (1d8+3)

SHADOW MINION (EIDOLON) CR N/A

Medium magical creature (Eidolon); CE XP N/A

Initiative +2 Senses Darkvision 60 ft., Perception +0

DEFENSE

AC 14 (touch 12, flat-footed 12; +2 natural, +2 Dex)

HP 9 (1d8+1)

Fort +3 Ref +3 Will +2

Defensive Abilities: Shadowform (takes 50% damage from corporal weapons)

OFFENSE

Speed 30 ft.

Space 5 ft.; Reach 10 ft.

Melee claw +2 (1d4, x2)

STATISTICS

STR +2 DEX +2 CON +1 INT -2 WIS +0 CHA +0

BAB +0; CMB +2; CMD 14

Feats: Blind-fight

Skills: Acrobatics +4, Climb +2, Intimidate +4, Stealth +8, Swim +2

Languages: – (Cannot speak, but understands Draz)

Evolutions: Claws, limbs (arms), limbs (legs), extended reach (+5 ft.)

Kloppi Hlvarskir; statistics as a **Shoreline Cleric** (pathfinder NPC codex pg. 45) with the following exceptions: **Race** - Human (Jute); **AC** 10 (unarmored); **Melee** Fist +2 (1d4-1), **S**-1, **D**+0, **C**+1, **I**+0, **W**+4, **Ch**+1

Jute Villager; statistics as a **Pig Farmer** (pathfinder NPC codex pg. 256) with the following exceptions: no scythe

Jute Herald; statistics as **Guard** (pathfinder NPC codex pg. 267) with the following exceptions: **Ranged** masterwork shortbow +3 (1d6/x3); **Feat** Weapon Focus (longsword)

Jacob Hvlarson; statistics as **Recruit** (pathfinder NPC codex pg. 266) with the following exceptions: **Race** - Human (Jute); **HP** 6 (injured); no melee weapon, **Ranged** heavy crossbow +2 (1d10, 19-20/x2); **Feat** Weapon Focus (Heavy Crossbow); **Combat Gear** heavy crossbow, 11 crossbow bolts **Other Gear** chain mail

Algrand Highwall; statistics as **Heir Apparent** (pathfinder NPC codex pg. 251) with the following exceptions: **Melee** masterwork dagger +4 (1d4/x2); **Skills** Use Magical Device +5 (instead of Perform); **Combat Gear** wand of magic missiles (CL 9, 11 charges), masterwork dagger

SIGGI ARNDOTTER (BARD 3) CR 2

Medium humanoid (Human - Jute); CG XP 600

Initiative +1 **Senses** Perception +4

DEFENSE

AC 15 (touch 11, flat-footed 14; +4 armor, +1 Dex)

HP 20 (3d8+3)

Fort +3 **Ref** +4 **Will** +3; +4 vs bardic performance, language dependent, and sonic

OFFENSE

Speed 30 ft.

Melee masterwork rapier +4 (1d6, 18-20/x2)

Ranged masterwork shortbow +4 (1d6/x3)

Special Attacks Bardic performance 10 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3, Concentration +5)

1st (4/day) - charm person (DC14), cure light wounds, hypnotism (DC14), sleep (DC14)

0 (at will) - daze (DC13), detect magic, light, lullaby (DC13), mage hand, resistance

STATISTICS

STR +0 **DEX** +1 **CON** +1 **INT** +2 **WIS** +0 **CHA** +2

BAB +2; **CMB** +1; **CMD** 12

Feats: Skill Focus (Bluff), Spell Focus (enchantment), Weapon Finesse

Skills: Appraise +6, Bluff +11, Diplomacy +8, Disguise +8, Intimidate +6, Knowledge: Local +9, Knowledge: Arcana +7, Knowledge: Nobility +7, Perform (Act, Dance) +8, Perform (Sing) +7, Sense Motive +5, Spellcraft +8

Languages: Juten, Tradespeech, Goblinoid

Special Qualities Bardic Knowledge, versatile performance (act)

Combat Gear masterwork rapier, masterwork shortbow, 15 arrows, 2 potions of cure light wounds (1d8+5), skipstone

Other Gear chain shirt



SIGGI ARNDOTTER - HERALD OF JUTAN

PART ONE NEW MAGICAL ITEMS

5E DARKFANG SAP

Wondrous Item; rare

This dark sap is the color and consistency of pitch and can be applied to any metal weapon or ammunition. Once applied, it lasts for 4 rounds until it flakes off and must be re-applied. Any creature with blood who is struck by a weapon coated in *darkfang sap* must make a Constitution saving throw against a DC 12. On a failed save, they earn the *poisoned* condition for 1 minute, and their movement speed is reduced by ½ for the duration. One small jar of the sap is enough for two applications.

SKIPSTONE

Wondrous Item; rare

A *skipstone* looks like a well-worn river stone but made of mana crystal. When it is keyed, a faint purple glow emanates from it. A *skipstone* is keyed by grasping the crystal and speaking its command word. Typically, the command word is “remember” in whatever language the creator spoke when crafting the item. The *skipstone* will drain 1 hp from the person who keys it, storing the hit point in itself to fuel its magic for up to 8 hours. If the *skipstone* is not used within 8 hours of its keying, the hit point is returned and must be re-keyed.

When the *skipstone* is activated, the hit point is returned to the person who keyed it. If the person who keyed the item dies before it is activated, the *skipstone* is de-powered and crumbles to dust. The *skipstone* will teleport the one who activates it, along with any living creature who is within 10 feet, to a pre-determined location chosen when the item is keyed. The area it is keyed to and the point of activation must be on the same plane of existence and can not exceed 10 miles from each other. Individuals arrive at the location, or in case the site is blocked, the safest location within 20 feet. The *skipstone* must be crushed in order to activate it. Once crushed, it activates immediately.

If a creature does not want to be teleported by the *skipstone*, they may use their reaction to make a Constitution saving throw against a DC 15. They are not teleported on a successful save.



PFRPG DARKFANG SAP

Type poison, injury Save fort DC 12

Frequency 1 minute for 10 minutes

Effect -1d3 Dexterity plus -½ movement speed

Cure 1 save

Harvested from the corrupted trees in the Thornfang Forest, darkfang sap can be applied to any metal weapon or ammunition. Once applied, it lasts for 4 rounds until it flakes off and must be re-applied.

SKIPSTONE

Aura strong conjuration; CL 10th

Slot none; Weight —; Price 5,000 gp

A *skipstone* looks like a well-worn river stone but made of mana crystal. When it is keyed, a faint purple glow emanates from it. A *skipstone* is keyed by grasping the crystal and speaking its command word. Typically, the command word is “remember” in whatever language the creator spoke when crafting the item. The *skipstone* will drain 1 hp from the person who keys it, storing the hit point in itself to fuel its magic for up to 8 hours. If the *skipstone* is not used within 8 hours of its keying, the hit point is returned and must be re-keyed.

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If a creature does not want to be teleported by the *skipstone*, they may attempt a Fortitude saving throw against a DC 15. They are not teleported on a successful save.

CONSTRUCTION

Required craft wondrous item, craft: mana crystal, teleport; Cost 2,500 gp

PART 2: THE AFTERMATH

At this point, the PCs should be fully rested and leveled up (if applicable). They must choose whether to accompany the refugees and Heralds west or to go on their own to the south. If they decide to go west, continue to section 5. If they choose to go it alone and head south, go to section 6.

SECTION 5: ESCORT DUTY

Siggi will give instructions to the Heralds and ride north. The PCs are to accompany the Heralds and the refugees west to the small town of Salgease, which lies three to four days away from Bremerhaven. If the group includes the Priest and the villagers, have the trek take the full four days. If the PCs are accompanied by just the Heralds, guard, and nobleman, have the journey take a little more than three days. They will only have two horses, and the PCs are encouraged to let the Heralds ride them, or the old Priest and a few young or injured villagers.

The Heralds know nothing of Siggi's mission, other than that they were to accompany her to Silvertown. The first day should go on without any major incident and can be used as a way for the PCs to get to know each other better (if they met in Bremerhaven) or to get a better understanding of Jutan and its nobility from the Heralds. After breaking camp on the second day, read the following:

You carefully break camp and stow your gear for another long day marching west to the town of Salgease. The two Heralds are quiet this morning, as are the others in your group.

After three hours, you come close to a small wooded area, which is common in this part of the kingdom. As you get closer to the tree line, you notice a rustle among the thick bushes and grasses.

Roll a 1d4 to determine what is making the noise in the wooded area: 1 - one worg and three wolves; 2 - one brown bear; 3 - three axe beaks; 4 - a group of (harmless) rabbits.

Encounter 5a: Worg (1); pg. 41/43

Wolves (3/2); pg. 41/43

Or

Brown Bear (1); pg. 41/43

Or

Axe Beak/Dretch (3/1); pg. 41/43

This encounter should pose little problem for the PCs, especially if the Heralds help out. The Priest and villagers will not intervene unless one of them is specifically targeted. Likewise, the guard and nobleman will not help unless they are in immediate danger.

The wooded area can be explored, though the PCs will not find anything of note. You may allow them to forage to replenish dwindling food supplies. Another six to eight hours of walking will cap off this day's activities. If you feel the PCs are ready for another encounter during this time, choose one of the choices that were not used in the previous encounter. Otherwise, they should set up camp and rest for the night. The next morning, read the following:

As you rub the sleep from your eyes you notice the rest of your traveling companions enjoying some rations while one of the Heralds gets the campfire burning again in an attempt to ward off the morning chill.

A loud horn blast pierces the still morning air. To the east you spot a group of five riders making haste for your camp. They are flying the colors of House Stanz.

"Be wary," one of the Heralds warns, "if they are coming from the east they are sure to know of Bremerhaven."

The other Herald begins to mount his horse. "We will go and meet them. I implore you to stay in camp until we find out what they want."

The two Heralds ride out to meet the group about fifty yards from camp. You cannot make out what is being said.

MAP A2

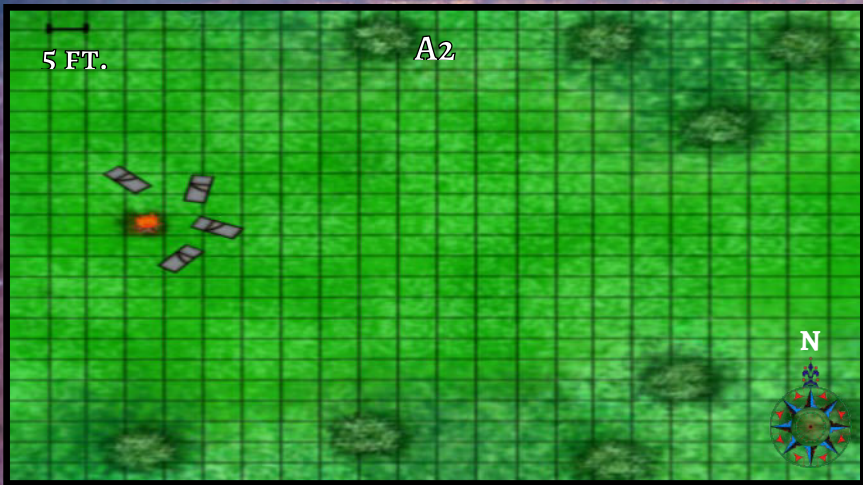
Allow the PCs to roll a DC 11 **Wisdom (Insight)/Sense Motive** check to notice the riders are clearly agitated. Give any PC who makes the check time to grab their weapons and arm themselves. The PCs also see two of the five riders are holding loaded crossbows in their lap.

Before the PCs can react, both Heralds are shot dead by the crossbow-wielding riders. As they re-load, the others spur their horses towards the camp.

Encounter 5b: House Stanz Sergeant (1); pg. 41/43

House Stanz Troops (4); pg. 41/43

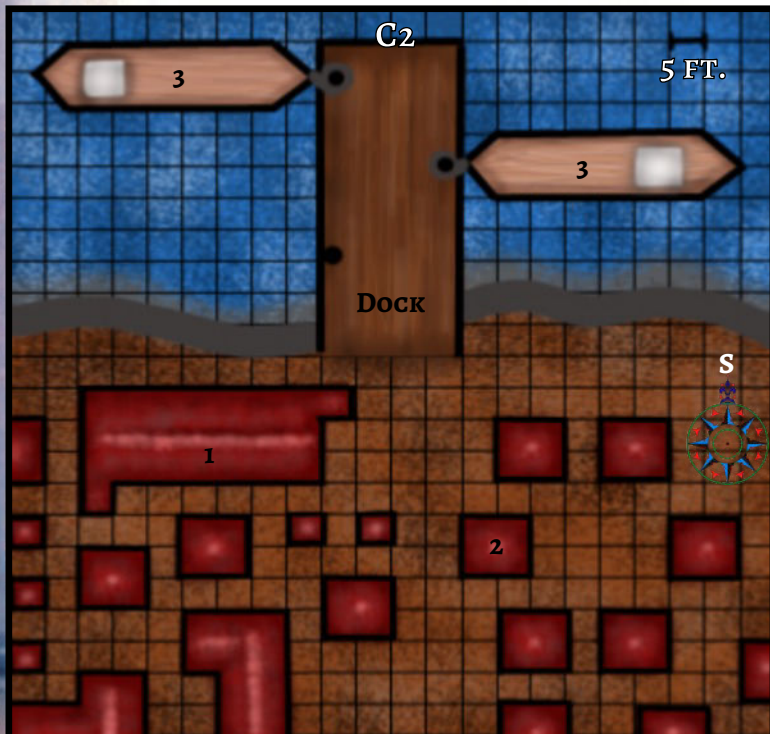
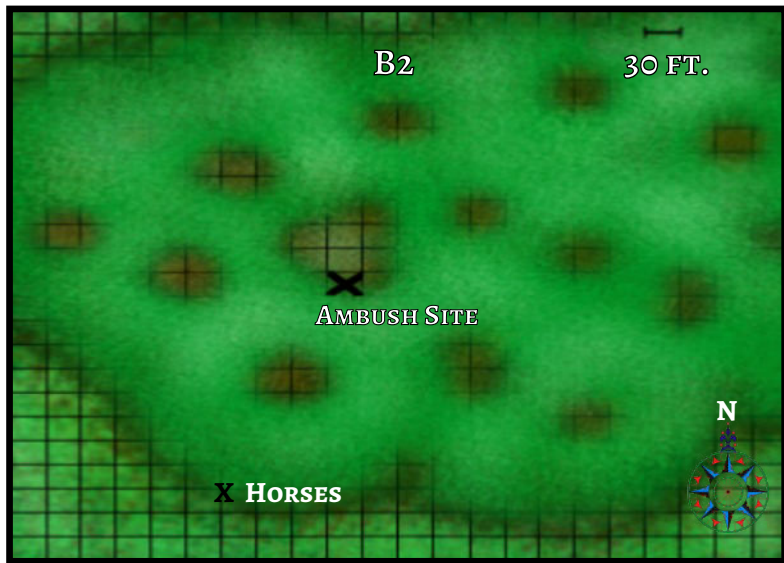
The troops have strict orders to kill any witnesses or survivors of the Bremerhaven attack. To accomplish this, the Sergeant and two riders will seek to engage the PCs while the other troopers, including the crossbow-wielding riders, will target the refugees.



**MAP A2 - STANZ
CONFRONTATION**



MAP B2 - THE BETRAYAL



MAP C2 - HAMLET OF HANWIELER

- 1 - WAREHOUSE
- 2 - SMALL GENERAL STORE
- 3 - BARGE





MAP D2 - THE SECRET TEMPLE





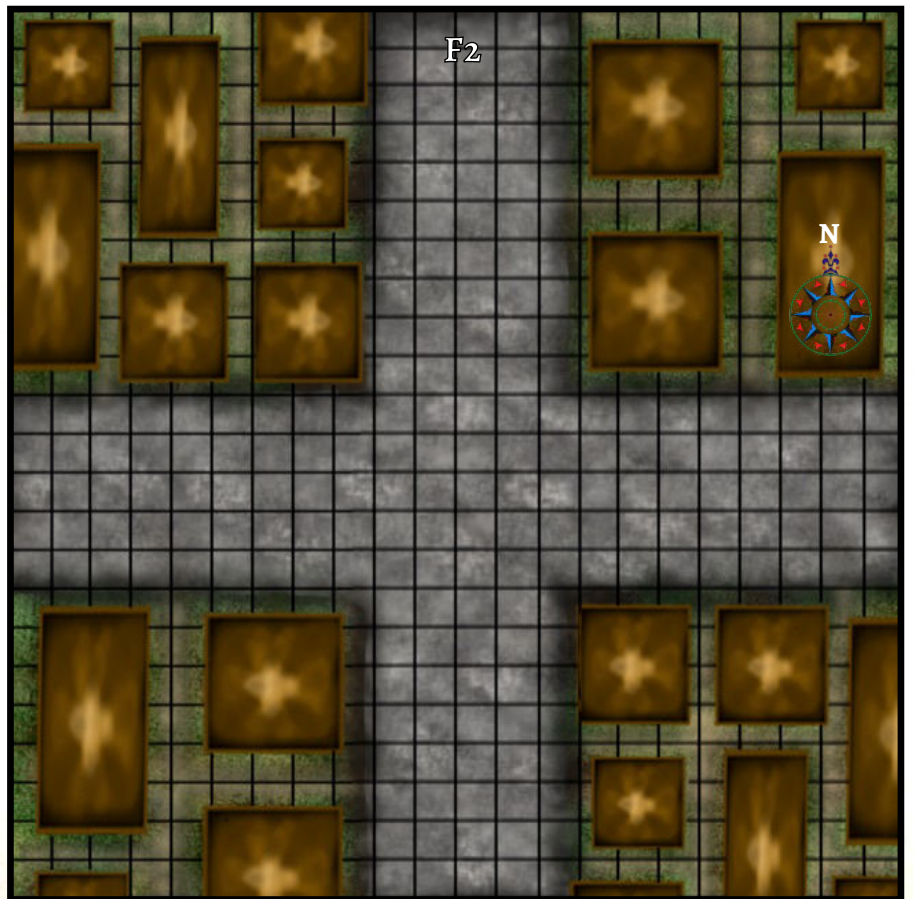
E2

MAP E2 - THE STUDY

ONE SQUARE = 1 FOOT



ONE SQUARE = 5 FEET



F2

MAP F2 - THE INTERSECTION

The non-crossbow wielding trooper will throw his flasks of Alterian fire at the refugees in an attempt to get as many as he can in the resulting blast. If the refugees flee the camp, the crossbow-wielding riders will pick them off before they engage the PCs, unless they are specifically targeted. You are highly encouraged to make sure all of the refugees are all killed in this fight. If any should survive, they opt to go their own way and refuse any further help from the PCs.

If the body of the House Stanz sergeant is searched, the PCs will find a not-so-well hidden scroll in his left boot. The scroll is written in Juten and gives a description of the fleeing refugees and of the PCs. The scroll goes on to describe the punishment the sergeant and his men would face should any of the group be allowed to live. It is signed with the initials "HB" and the seal of House Stanz, a stylized anvil with two crossed axes above it.

The PCs have the option of using any of the horses that didn't run off in the scuffle. The horses are **Riding Horses/Horses (5e Monster Manual pg. 336/Pathfinder Bestiary One pg. 177)** and have regular saddles and one saddlebag each. The horses belonging to the Stanz troops each have studded leather barding displaying House Stanz colors. The PCs can tow any un-used horses or set them free.

If the PCs make haste, they can be in Salgease by mid-afternoon. If they choose to skip the town, go to section **5C**. After about four hours of riding, they will come across a cart path that leads to Salgease. The trail is well-worn and traversed by citizen serfs bringing their wares to market. If the PCs are riding horses that are displaying House Stanz colors, the people on the path move aside and let them pass. If not, the PCs will have to ask nicely for the serfs to move, or just fall in line with them as they make their way to the nearby town.

The town of Salgease is small, with about four hundred residents and another two hundred living around the town on farms and homesteads. As the PCs approach, read the following:

The town of Salgease seems quaint and cozy. You notice a few dozen buildings inside the small town's palisade wall. An equal number of buildings can be found around the perimeter of the wall.

As you approach the town's open gate, you notice several bored looking militiamen passively allowing the traffic to go through with barely a second glance. Two militiamen seem to be arguing over a game of dice.

You hear the gate guard say to those he waves through, "Welcome to Salgease. Lord Gribborn asks that you refrain from any violence while in town."

If the player's horses are showing the colors of House Stanz, read the following:

"Hold riders! Are you the replacement troops from Silvertown?"

Allow the PCs to attempt a DC 12 **Charisma (Deception)/Bluff** check to pass themselves off as the House Stanz troops. If the PCs include one or more non-Jute or Meek'ah, raise the DC by 2 for each in the party.

A failure of this check will result in the guard becoming suspicious and calling over his companions. The PCs are allowed another attempt to talk their way out of this predicament, but the DC is raised to 14.

If one or more players succeed in any of the checks, read the following:

The gate guard looks you up and down and then spits on the ground near your horse's feet.

"You all are two days late. Report to the watch tower outside the west gate for your orders. There is a representative of the Dragon Guard in town as well, asking to speak to any riders coming from the east. I suppose that includes you lot. I don't know where he is," his face twists into a sneer, "he declined to bunk in our barracks."

The gate guard waves you through and returns to his routine meet and greet of the other travelers that have now congregated behind you.

If multiple PCs fail the check, read the following:

"I'm not sure who you are or where you got those horses, but I am sure Lord Gribborn will want to speak to you. Dismount and follow me. Don't try anything stupid."

If the PCs have taken the House Stanz colors off their mounts, the gate guard waves them through with the rest of the travelers. Continue to section **5A**.

If the PCs decide to make a run for it, go to section **5B**. If they comply with the guards, go to section **5C**.

SECTION 5A: THE TOWN OF SALGEASE

The town is laid out fairly simply. There is an Inn and general store the PCs can visit. The general store will have a limited selection of goods. They will sell any item found in the Player's Handbook that has a cost of 1 gp or less. They will not have weapons, armor, or magical items for sale. The storekeeper will buy items for 25% of their value.

The Inn is called The Bloated Wyrms and can easily be found by the stuffed white dragyl hanging from a pole outside of the main door. The dead dragyl

has seen better days, and its goose feather stuffing can be seen peeking out from small openings in its crude stitching.

The taproom of the Inn is lively, with only two of the eight tables free. The bar is occupied with thirsty travelers and weary caravan drovers. Once the PCs sit at an open table, a young waitress comes to take their order.

Drinks and meals can be purchased for the following: ale (6 cp/pitcher), wine (2 sp/pitcher), bread & cheese (1 sp per person), a bowl of stew (3 sp per bowl with free bread).

The PCs can attempt to overhear some conversation if they like. A simple DC 10 **Wisdom (Perception)/Perception** check will give them one of the following:

- Lord Gribborn has been overheard complaining that the Jarl is sending troops to the south with no apparent reason.
- Orinfjord has been a hotbed of intrigue since the High King left for Wyrmfire Citadel. The Crown Prince stayed in the capital to meet with the People's Council.
- Jarl Stanz has declined entry into the Jarland to an envoy from the Illumnarus city of Ritvel.
- Banditry around town has dropped off considerably in the last few months. Reports from other Jarland communities tell a similar tale.
- The Yardir Strangler, a man who was found responsible for six murders in the Steel City, was apparently released from prison. One townsman swears he saw him wearing House Stanz colors on a recent trip to Silvertown, but he cannot be sure.
- Reports of a goblin attack on a small village to the east are rolling in. Apparently, the village was burned to the ground, and there were no survivors.

Two House Stanz soldiers are deep in their cups at a table close by. They are loudly arguing over a friendly bet they had in regard to recent troop movements. The PCs can attempt to get them talking with a successful DC 13 **Charisma (Persuasion)/Diplomacy** check. If the PCs offer to buy them another round, lower the DC by 3.

If the check succeeds, the soldiers will let it slip that the Jarl has been hiring all sorts of people to fill his personal guard. The people being recruited are typically not the type to pledge themselves to a noble house, especially a high noble house. Some of the new

recruits have a dangerous look about them that makes the older soldiers weary.

If the check fails, the soldiers will become tight-lipped. One will toss a few coins on the table and tell his companion it is time to leave.

Rooms can be rented if the players choose to do so. The inn only has three rooms vacant: single bed and squalid furnishing: 3 cp/night; two beds and modest furnishings: 3 sp/night; and single bed comfortable furnishings: 6 sp/night. All rooms come with free bread and sweat cakes in the morning.

If the party has no mode of transportation, or if they are looking to sell their horses, the innkeeper suggests visiting his cousin at the livery. Horses can be bought for 85 gp each, and the stable master has three riding horses available. Each horse comes with a simple bit and bridle and saddle. He also has a mule and cart available for 20 gp.

He will also buy horses and associated gear (barding, bit, saddle, etc.) for 35% of their retail value. He will not buy any barding that has House Stanz colors and becomes suspicious if the players try and sell it to him. If he becomes suspicious, he will raise prices 20%.

Once the players exit the livery, they are approached by two Jute men in well worn traveling clothes and cloaks. Read the following:

Two Jute men in well worn traveling clothes approach you as you exit the livery. "Hail and well-met travelers!"

The taller man raises his hands with his palms out, a Jute sign of peace and respect. He is clean-shaven and his dirty blonde hair is kept out of his face by a simple blue ribbon. "I am Arvid, and my companion here is Egil. We wish to speak with you a moment."

His shorter companion nods as his name is mentioned but stays silent.

The two men are members of the Dragon Guard, the house troops of House Bromkar, and the official standing army of the kingdom. They wear no visible insignia, though if they are asked to prove their allegiance, they both show tattoos depicting a dragon skull wreathed in flame, the symbol of the Dragon Guard and House Bromkar.

Arvid will go on to explain that they are on leave from active duty and are in town visiting his ailing aunt. In truth, they have been dispatched from Orinfjord to meet with any survivors of the Bremerhaven attack. He gave word at the local barracks that he wished to speak to any travelers coming from the east and was pointed to their direction from the innkeeper after missing them at the inn.

He says he has no knowledge of why the village was attacked or of any plot from outside forces. If Egil is asked the same type of questions, he defers to Arvid, and remarks that he is just along to watch his back.

Give the players a chance to roll a DC 15 **Wisdom (Insight)/Sense Motive** check to see if either of the men is keeping something from them. A successful check will prompt Arvid to say that there is more he is not saying; however, talking of such things in the open is dangerous.

If pressed further, he will become tight-lipped, saying he will divulge such information at the right time. If the PCs tell them of being attacked by House Stanz men and the deaths of the Heralds and refugees, both men will become visibly shaken and angry. Arvid will spit and curse Jarl Stanz, saying that things are progressing too quickly. He will not elaborate further, stating that the PCs have stumbled upon something far above their ken.

Arvid will implore the PCs to let Egil and him accompany them to Orinfjord, stating they will have an easier time entering the city if they are with two members of the Dragon Guard. You are highly encouraged to have the PCs agree to travel with the two men.

The trip to the capital will take five to seven days on horseback. The two men retrieve their mounts at the inn's stables and set out with the PCs. Continue to section **5E**.

SECTION 5B: HIGHTAILING IT TO THE CAPITAL

If the players decided to skip the town of Salgease or they make a run for it if confronted at the gate, they head south at top speed. The gate guards will not chase them; however, they do ring a large gong that alerts the rest of the town militia. The player will notice four heavily armed riders making haste for them. The players should have no problem outdistancing them and the riders give up after one hour. After another two hours of riding, read the following:

You slow your mounts to a far less break-neck speed and allow them and yourselves a moment to rest.

As you glance back, you do notice a pair of riders galloping fast towards you flying two flags. One flag is plain and white, and the other is black and red with the picture of a dragon skull wreathed in flames.

As they get closer, the lead rider shouts, "Hail travelers! Might we speak a moment! We come in peace."

The two men are Arvid and Egil, members of the Dragon Guard, who have been sent to meet with any survivors of the Bremerhaven attack. Interaction with them is described in section **5B**. If the PCs decide to let the men accompany them, go on to section **5E**.

SECTION 5C: UNDER ARREST

If the PCs decided to comply with the gate guards, they are relieved of their weapons and possessions, including their horses, and escorted to the local jail. Their belongings are dumped in a pile on the floor of the large room that holds four cells. The PCs are split up and put into two of the cells. The other cells are empty.

The guards dismiss any attempts to engage them in conversation, saying that Lord Gribborn will decide their fate. The cell door locks are expertly made, picking them without tools is impossible. After a short while, read the following:

After only a few minutes two of the three gate guards come bursting into the room. They are accompanied by two Jute men dressed in well worn traveling clothes.

The taller, clean shaven man says, "Unacceptable! Release them at once!" One of the guards rushes to unlock the doors. As the cell doors swing free, the man turns to you and says, "Well met! I am Arvid, and this is my traveling companion Egil. Please excuse the rudeness of the gate guards, you understand, they were only doing their duty."

The one named Egil pulls a small purse from his tunic and tosses it to the guard who unlocked your cells. "That is all. You may leave now," Arvid says as he waves his hand to dismiss the guard.

"Many thanks for the coin, however, Lord Gribborn will still hear about this. I can't do anything about that", the guard says as he tests the weight of the small purse by gently tossing it in his open palm.

The one called Arvid raises a single blonde eyebrow and says, "Yes, well, I figure as much. The coin there should buy us an hour or so to make it out of town before he comes calling. I have drafted a small letter informing him of my intentions. If he has a problem, he can take it up at the next Dragon Council meeting." Arvid reaches into the folds of his cloak and hands a small letter to the guard. The letter is sealed with dark red wax.

He turns to you again as the guards leave the room, "Gather your things. We must be out of town as soon as possible. I have made arrangements with the livery to procure you a few horses. Come now, we must make haste."

Allow the PCs a DC 11 **Intelligence (History)/Knowledge: Nobility** or **Local** check to determine that the red wax seal is that of the Dragon Guard, the house troops of House Bromkar, and the standing army of the kingdom. Further interaction with them is described in section 5A. If the players agree to accompany them, continue on to section 5D.

SECTION 5D: IN THE COMPANY OF DRAGONS

The first two days are uneventful. You can use this time to role-play the two Dragon Guard members if you like.

Arvid Hagen - Grew up in Orinfjord and joined the Dragon Guard as soon as he was able. After working his way through the ranks, he was appointed a Captain in the Special Services branch that deals with noble disputes and foreign relations. He is talkative and will speak on topics ranging from the nobility of Jutan, fishing, hunting, and calligraphy, which he has recently begun to learn.

Egil Karlson - Egil is a lot less talkative than Arvid, though he will not ignore the players. He was born in a small village in the Jarland of the Basket but moved to Orinfjord when he was a teenager. He lives in the capital city with his wife and three daughters. He joined the Dragon Guard after being a city watch member in Orinfjord for three years. This is his first assignment outside of the capital city. He enjoys carving and he has several partially finished wooden toys he works on in his downtime. They are gifts for his children.

Two more days go by with no incident, however, on the fifth day after breaking camp and riding for a few hours, roll a 1d4 after Arvid slows his mount and motions for the others to do the same. Depending on the roll, the group is confronted by the following: 1 - one gibbering mouther; 2 - one worg and two goblins; 3 - three mud mephits; 4 - roll again.

Arvid Hagen; pg. 41/43

Egil Karlson; pg. 42/43

Encounter 5c: Gibbering Mouther (1); pg. 42/43

Or

Worg (1); pg. 41/43

Goblins (2); pg. 42/43

Or

Mud Mephits/**Earth Mephit (3/1)**; pg. 42/43

These encounters should be no problem for the party, especially since the two Dragon Guards are there.

At this point, Arvid suggests moving southwest, and Egil agrees, as the coast, and therefore the capital lie that way. A simple DC 10 **Wisdom (Insight)/Knowledge: Geography** or **Local** skill check will reveal they are telling the truth.

The rest of that day can be uneventful, or you can add one of the random encounters you did not use previously. Suggested times would be just after setting up camp, or shortly after changing course.

Camping that night, Arvid will tell the group that they are now less than a day's ride to the capital. If the players ask about not seeing more people, Arvid will admit he took them "off the beaten path" to help conceal their approach to the metropolitan city. Egil shrugs his shoulders if he is pressed with the same question.

After a few more hours, Arvid will call for the group to stop as they come upon a copse of trees. Read the following:

MAP B2

"We want to get into the city at nightfall. If we continue at this pace, we will arrive much too soon. I'd like to kill some time by hunting a bit."

Arvid dismounts and ties his horse to a nearby tree. "I come to this area often," he begins again, "Egil and I took a fat turkey not three hundred yards from here."

Egil dismounts as well and adds, "It was good meat." He ties his horse to the same tree and pulls his shortbow off his back.

Arvid unpacks a crossbow and says, "Tie your mounts here and follow us. We will take us a nice turkey to Egil's wife. She is a very accomplished cook."

If the players decline and offer to stay with the horses, Arvid becomes agitated. He will remind the players that as far as they know, the players are wanted fugitives. His orders are to escort them safely to Orinfjord to tell their side of what happened. He will become very insistent that they all accompany him.

Egil will remain silent, much as he has been. He will continue to differ to Arvid, who is his commanding officer. If players make up their mind to stay, Arvid will load his crossbow and shoot Egil in the chest. He then drops the crossbow and runs into the forest. If the players give chase, he is seen pulling a small bone flute from his tunic and blowing three distinct notes.

A great crashing noise comes from the east. The players can make out an owlbear charging at them at full speed. Arvid will slow his pace just enough to turn a ring on his hand. He then vanishes with a wink.

If the players agree to follow the pair into the woods, read the following:

You trail the two into the woods, keeping as silent as you can. Your pace is slow, but deliberate, with Egil leading the way.

Occasionally, he stops and cocks his head as if listening to something you cannot hear. After a few minutes of stalking, Arvid pulls away from the group and outpaces Egil for half a minute. He stops and turns on Egil, shooting the young trooper in the chest.

He sneers at the shock on your faces as he tosses the crossbow on the ground. "Such a pity, I will miss his wife's cooking." He pulls a slim bone flute from his tunic and blows three distinct notes. You hear an ear-piercing screech and a crash coming from the east. "You should have died in Bremerhaven," Arvin says as he pockets the flute and twists a ring on his finger. He vanishes as the screeching becomes louder.

You hazard a glance and make out a frenzied owlbear charging your way!

Encounter 5d: Owlbear (1); pg. 42/43

The Owlbear will fight to the death. The players can try a DC 12 **Intelligence (Nature)/Knowledge: Nature** check to notice the Owlbear's eyes are glowing a different color than they should be, possibly indicating it has been charmed or controlled. Once slain, its eyes revert to normal. It has no other markings of any kind.

If the players search Egil's body, they will find a signet ring inside of a small pouch at his waist. The ring's symbol is that of a black half-moon on a white shield. The initials EW are engraved on the inside. The players can attempt a DC 13 **Intelligence (History)/Knowledge: Nobility** check to determine it is the crest of House Wymlr, a lesser noble house in the Jarland of the Basket. Three partially finished wooden dolls can also be found in his saddlebag, along with the rest of his equipment listed in his Bestiary entry.



EGIL KARLSON

The party is just hours away from the capital city. They are encouraged to make haste to their destination. Continue to section 7A.

SECTION 6: A BARGE TO CATCH

If the PCs have decided to go south to the Iceflow river, inform them that the way is through hinterlands that are little settled. Heading due south will get them to the river in three days. There are a number of small hamlets and towns along the northern banks of the Iceflow that cater to barge traffic.

The Heralds will not relinquish their mounts for any price or promise. If any PCs are still injured, and they rescued the aged priest, he will heal them to full hit points before they set off.

The area from Bremerhaven to the Iceflow is flat ground covered in tall grasses and infrequent copse of trees. It is little settled by the Jute but claimed by the Jarl of Merdah all the same.

At the end of the first day of traveling, roll a 1d4 before setting up camp. A quick encounter here will keep the players on their toes in this wilderness.

1 - one worg and three wolves; 2 - one brown bear; 3 - three axe beaks; 4 - a group of (harmless) rabbits.

Encounter 6a: Worg (1); pg. 41/43

Wolves (3/2); pg. 41/43

Or

Brown Bear (1); pg. 41/43

Or

Axe Beak/Dretch (3/1); pg. 41/43

On the second and third day of travel, roll 1d4 at least once a day or add at least one encounter you may have previously devised. On the morning of the third day, the players should awake to darkening clouds in the south.

Mid-afternoon on the third day, the players will come within a mile of the Iceflow river. In the distance, they spot a small hamlet. There are two barges tied to the small community's single dock.

The hamlet is called Hanwieler and consists of six buildings built close to the shore. A small seawall made of large stones keeps the waters of the slow-moving river at bay. There is no inn, though if inquiries are made, the players are told they could rent a room in the warehouse by the docks from the dockmaster. It is unheated and usually holds cargo, but it's spacious and can house up to ten individuals. There is a small stall set within a large house near the docks. The players can buy and sell items here from the young shopkeeper who was just about to close up for the day.

She will buy any weapons or equipment at 25% of their player's handbook value. She has a limited selection of goods, and no weapons or armor for sale at the moment. Her stock consists of mundane items that cost less than 1 gp.

The barges tied to the dock are both rigged to sail, and even at this late hour, they are full of activity. A Meek'ah man, no more than three feet tall, is arguing with two Jute captains about past due fees. If the players approach, read the following: **MAP C2**

It becomes apparent that the quaint little settlement seems to be closing for the night. The darkening clouds above continue to swell, and a light rain begins to fall on the riverside hamlet. As you get closer to the docks you begin to overhear a commotion between what appears to be the dock master and the two barge captains.

"This is the third time. Brothers should be more honorable. I'll keep a third. Bring me back my coin from capital to get rest." The Meek'ah was dressed modestly but expertly tailored and impeccably clean. He raised his voice only to be heard over the worsening rain and noise from the barges. There was no threat in his voice as he spoke to the towering Jute captains.

"Be reasonable," the taller of the two captains began, "We cannot pay you what we don't have."

"A storm is coming! We must be off now!", the other brother added quickly.

The Meek'ah dock master gave an exaggerated sigh. He looks both men in the eye and says, "Last time! Leave quickly to avoid storm and before I change my mind."

As the dockmaster leaves, the two captains begin yelling orders at their crews. The rain picks up and begins to drench everything. The wind starts to whip up the river and the barges rise and fall with the swells.

The barge captains are brothers and business partners. They have come into some bad luck, mostly due to the older brother's gambling, and cannot pay the full dock fees. Passage to Orinjford can be booked on one of their barges for 3 gp per person. They stress that they must leave as quickly as possible to try and avoid the worst of the storm. Staying overnight is out of the question as it would put them at risk of missing their deadline and sacrificing much-needed coin. If the PCs need it, they may have a short rest (one hour) in the room at the warehouse where the crews are unpacking the cargo. If they offer to help load the barges, the captains will drop 1 gp per person who

helps out from the price of passage.

After one hour, a group of riders rushes into town. The wind and rain pick up substantially. The lead rider, a hard-looking man wearing an eye patch, calls over the two captains. The PCs cannot hear what they are discussing, due to the wind and rain, but allow them a DC 11 **Wisdom (Insight)/Sense Motive** check to notice the Stanz troops are clearly agitated and tense. Any PC that makes the check is allowed to ready their weapons if needed.

The riders dismount and draw weapons. Two riders have loaded heavy crossbows. Read the following:

"Off the barge boys!" The tall captain yells out. His crew seem perplexed, but comply. The House Stanz troops allow the crew to disembark before making their way up the gangway.

The lead rider, a dangerous looking man sporting an eye patch over his left eye, rushes past his men and addresses you, "You lot! By order of the Jarl of Merdah, you are under arrest for the attack on the village of Bremerhaven. Disarm and come peacefully!"

To emphasize his point, two of his troops level their loaded heavy crossbows at you. The one-eyed man continues, "Please, resist. I told the boys they could do a bit of killing today. Wouldn't want to disappoint."

The troops have no intention of taking the players alive. If they insist on surrendering, as they begin to disarm themselves, one of the troopers fires his crossbow.

The two captains and the crew have moved from the dock to the warehouse to get out of the worsening rain. They will watch but will not intervene for any side.

Encounter 6b: House Stanz Sergeant (1); pg. 41/43
House Stanz Troops (4); pg. 41/43

The PCs can attempt to jump into the river. If they do, they must succeed in a DC 14 **Strength (Athletics)/Swim** check or be pulled with the current moving west. If they fail the check, they take 1 point of **necrotic** damage from swallowing water and are swept downriver. Players in the water must succeed on another check every 5 minutes. Each failed check earns them more hit point damage. It takes one successful check to either keep swimming or to move to the shore.

A quick search of the one-eyed soldier will turn up a scroll written in Juten describing the PCs and giving instructions for their death. It goes on to describe the dire punishment that will be levied on the men if they let the PCs live, and it is signed "HB" and the sigil of House Stanz.

If the PCs defeat the troops, the barge captains will insist they leave at once. They will return any coin paid to them, but they will not give them passage to Orinfjord. The PCs can attempt to steal one of the barges. If they decide to do this, the captains will not stop them (they just saw them kill five heavily armed soldiers!) If they decide to go on foot, they must follow the river west. The villagers will not let them stay to wait out the storm and they will come out with pitchforks and other crude weapons to emphasize their point.

Piloting the barge will be extremely difficult. The weather will make it almost impossible to steer for anyone who does not have a proficiency in **vehicles (water)/Profession (Sailor)** or similar skills.

Every 15 minutes on the barge, any PC who is trying to control the vehicle must make an appropriate check against a DC 14. Because of the weather, the check is also made at a **disadvantage/-2 penalty**.

A failed check means the barge has hit an underwater obstacle, or it has drifted too close to the shore. If this happens, the players must succeed in a DC 14 **Dexterity/Reflex** saving throw or be tossed overboard. Players dumped into the river must make a DC 14 **Strength (Athletics)/Swim** check or be pulled with the current moving west. If they fail the check, they take 1 point of **necrotic** damage from swallowing water and are swept downriver. Players in the water must succeed on another check every 5 minutes. Each failed check earns them more hit point damage. It takes one successful check to either keep swimming or to move to the shore.

While this is going on, the weather goes from bad to worse. Inform the players the air has taken on an electrified smell, like an accumulation of ozone, in their vicinity. Brief flashes of purple lightning pierce the sky. Allow players to make an **Intelligence (Manasphere)/Knowledge: Manasphere** check against a DC 11 to notice the storm is quickly turning into a manastorm.

The clock begins ticking at this point. If the PCs remain in the manastorm for over 10 minutes, they are subject to mana poisoning. Each player has a 5% chance to gain a mana poisoning point after the first 10 minutes of seeing the purple lightning. To determine this, roll a d100. A roll of 1 to 5 indicates that all the players now need to roll a **Constitution/Fortitude** saving throw against a DC 16 or earn one mana poisoning point. A roll of 6 to 100 means the players are safe, for now. If the players become poisoned, consult the mana poisoning table (*Manastorm: World of Shin'ar*, pg 140/149) to determine the effects.

Continue rolling every 10 minutes to determine if the players begin to feel the effects of the raw mana around them. The % increases with every additional 10 minutes they stay in the storm, at a degree of +1% to +5% each time.

Additionally, after 30 minutes have passed, roll another d100 and consult table 3b (*Manastorm: World of Shin'ar*, pg 141/150) to determine if a random spell effect takes place. Continue this roll every 30 minutes the players are in the storm without adequate cover.

Encourage the players to pilot the barge to shore and to seek shelter. If they insist on riding out the storm, they are subject to mana poisoning rolls for the next two hours until the manastorm subsides. This is a perilous venture and can lead to more than one PC dying from the raw mana their body endures.

Eventually, through the wind and rain, a large hill can be seen looming over the countryside on the southern bank of the river. On top of the hill stands a lone windmill and blockhouse. The structures look like they will be sufficient enough to shield the players from the worst of the storm.

Traversing the storm up the hill will take at least another 10 minutes. Once the PCs get close enough, read the following:

The purple lightning flashes again and you can just barely make out the condition of the two buildings. The blockhouse has definitely seen better days. Its entire roof has collapsed and it is quickly beginning to flood from the accumulation of rain water.

The wind mill seems to have fared better. While the wind mill itself is broken, the tower is sturdy and its roof is intact. The sturdy wooden door to its interior sits slightly off its hinges and looks like it is in danger of flying away at any moment.

Just inside there seems to be the remnants of a campfire, though it has clearly been out for some time. Next to it lies a partially open backpack and a dirty ceramic dish. Moldy cheese and soggy biscuits lie strewn about, most likely disturbed by the wind whipping its way inside from the open door.

A quick **Wisdom (Survival)/Survival** check against a DC 10 will tell the PCs that the campfire is at least a week old. The backpack's contents include one half full waterskin, a tinderbox, 3 iron spikes, and a small pouch containing 8 sp. There are four soggy torches, and moldy trail rations are strewn about.

The room is large enough to house five to seven individuals if they huddle together. It is intact enough to shield everyone from the adverse effects of the raging manastorm if the door is repaired. To repair the door, a simple Strength check against a DC 8 will put it on its hinges properly and allow the door to close. A simple, but sturdy, latching bolt keeps it closed.

Once the door is fixed and the PCs begin to rest, allow the players a DC 11 **Wisdom (Perception)/Perception** check to notice faint footprints heading to the back of the mill. Further investigation of the prints has them end abruptly at the back of the mill and they do not turn back to the make-shift camp.

A DC 14 **Intelligence (Investigation)/Perception** check is needed to notice a large block on the floor that is slightly discolored. Pushing the stone down has a section of the floor where the footprints end begins to move. The players can hear the faint moving of gears as the floor moves aside to reveal a dark staircase going down.

A putrid odor wafts from the opening, smelling of old rot and decay. There is no light, but any PC who brings a light source close can see that the stairs descend about twenty feet.

If the players decide not to go down the stairs and to wait out the storm, the stone on the floor can be pushed again to close the opening. This time, however, the gears will seize up halfway due to rust and the floor will remain partially open. Forty minutes after opening the floor, a Ghast and Ghoul barge up the stairs and attack.

If the players decide to go down the stairs, they find themselves in **ROOM ONE** (as indicated on the map on page 32). Begin by reading the following: **MAP D2**

The stairs descend about twenty feet to a small landing. From here, they turn east and go down another thirty feet. At the bottom of the stairs you find yourselves in a 15-foot by 20-foot room. The low, 6-foot ceiling, shows signs of rot and water damage. The floor and walls are made of smooth worked stone.

The room is dark, but you can make out a wooden door on the east wall. Around the back of the staircase, in the northern part of the room, are four wooden crates. Each crate is broken and its contents are spilling out onto the dusty ground. Moldy torches and moth-eaten heavy cloaks lie strewn about.

A thick layer of dust covers the floor and everything in the room. Cobwebs can be seen along the ceiling and among the remnants of the broken crates.

ROOM ONE: There are numerous footprints in the dust, though they are quickly fading thanks to the wind coming down from the open stairs. The torches are useless, as are the cloaks. There is a single torch sconce by the door that lies empty. The door is not locked and is partially open.

At the bottom of the stairs, the PCs can find a lever. Pulling the lever causes the secret door in the windmill floor to shut (if the PCs did not try and shut it previously). The gear mechanisms will seize up and the opening will remain stuck halfway.

The partially open door moves with little effort. Its hinges are rusted but still allow the door to move well enough. A short un-lit hallway lies behind the door.

The hallway ends and opens up to a large 20-foot by 10-foot room with a fifteen-foot ceiling being supported by six marble pillars. Three pillars are located east of the hallway, and another three lie along the north wall.

The room continues south with another short hallway. To the north, just east of the three pillars, there is another wooden door. This door is shut and locked with a rusted padlock.

Along the walls every six feet or so are torch sconces. Most are empty; others hold moldy torches. The dust on the floor is notably thicker here, and boot prints can be seen heading south.

ROOM TWO: The pillars can be inspected further. All of them are chipped, and pockmarked, though PCs can make out dozens of carved faces coving each of them. The faces are all of the same handsome Jute man, some smiling, some laughing, and some crying or angrily screaming. A DC 12 **Wisdom (Religion)/Knowledge: Religion** check will reveal they are all depictions of Vemish, the Jute God of Trickery and Lies.

A portion of the base on the southernmost pillar can be removed to find a small pouch containing 3 pp and one small uncut ruby (worth 25 gp). The compartment can only be located with a successful DC 15 **Intelligence (Investigation)/Perception** skill check.

The door is locked but not trapped. The rusty padlock has a DC of 11. If the PCs wish to bypass picking the lock, the door can be broken down by anyone with a Strength ability score of 13 or higher. The noise of breaking the door will alert the monsters to the south. The Ghast and Ghoul will arrive to investigate in 1d4 minutes.

The door opens with a soft groan indicating it hasn't been opened for some time. Stale air rushes out as you enter an un-lit 10-foot by 10-foot room. Huge cobwebs connect the 10-foot ceiling and a large stone sarcophagus that takes up the middle of the room.

Carved along the sarcophagus are scenes of Jute men gambling and playing games of chance. Its lid depicts a Jute man sitting at an ornate desk among large stacks of books. He is holding a writing pen in one hand and a dagger in the other.

ROOM THREE: The air in this room smells stale and old, but has less of a putrid odor than the previous rooms. The sarcophagus lid can be moved with a successful DC 14 Strength check. Inside, the PCs will find a skeleton dressed in rotted purple and gold robes. The skull has a black silk mask draped over its eye-sockets.

A quick search of the sarcophagus interior will net the PCs a silver and platinum ring (135 gp) and a gold and malachite bracelet (40 gp). A dagger rests in its crossed, skeletal, hands. The dagger's blade is rusted and chipped.

PCs can attempt to locate a secret door on the east wall with a successful DC 14 **Intelligence (Investigation)/Perception** skill check. To the right of the secret door is a small discolored stone, not unlike the stone trigger used for the concealed stairs. Pushing the stone causes the secret door to move aside and reveal a little 5-foot by 5-foot cubicle. Resting on the floor inside the room is a single oak chest. The chest is old and shows some signs of rot; however, it is shut tight and locked.

TRAP (POISON NEEDLE)

Mechanical trap

A poison needle is hidden within the oak chest's lock. Attempting to lift the lid will cause the needle to spring out. Failure to pick the lock will cause it to spring as well.

When the trap is triggered, the needle extends six inches straight out from the lock. A creature within range takes 1 point of piercing damage and 11 (2d10) poison damage. They must succeed in a DC 13 **Constitution/Fortitude** check or be poisoned for 5 minutes.

On a failed save, effected players have the **poisoned condition**/take -1 **Constitution** every minute for the duration. An additional save is offered every minute. It takes one successful save to shake off the poison.

The DC to perceive the trap is 20.

The DC to remove the trap is 15.

The DC to pick the lock is 11.

Inside the chest, there are two small pouches, a gold circlet with a single bloodstone set on the front (**circlet of blasting/crown of blasting, minor**), a potion bottle with yellow liquid (*potion of climbing*), and a potion bottle with cloudy green fluid (*potion of water breathing*). One pouch contains seven pearls (100 gp each), the other has 20 gp.

As you move down this short hallway, the stench of rot and decay gets stronger. The hallway opens up after 20 feet to a large 25-foot by 35-foot room. In the middle of the room lies a pile of broken wooden pews and benches. There is a raised dais in the back of the room, past the pile of broken furniture. On the dais is a cracked stone lecture stand. A 5-foot by 5-foot circle of tarnished gold and silver rests on the floor behind the lectern.

To the west, the walls and ceiling seemed to have collapsed long ago. Rock, dirt, and other debris pile up in that direction, partially blocking the southern half of the room on that side. Just past the debris you can see four bedrolls and several stacked crates the shape and size of the ones in the room with the stairs.

The east wall is intact, and displayed on it are several moldy and moth eaten tapestries. Among the rotted bits you can make out several scenes of a handsome Jute man interacting with various demons and devils. The most intact depicts him sitting with a balor playing a game of dragon chess.

The floor is dusty and various bones and rotted bits of furniture coalesce in small piles. Large splotches of what looks like dried blood cover the floor in places devoid of debris. Along the east wall two naked and gaunt figures are crouched, sitting among the tattered remains of benches and tapestries. They seem to be feeding on a rats and other other small vermin.

If the players bring a light source into the room, add the following:

The two forms turn to you and hiss at your light. Their faces and bodies are vaguely human, with yellowed skin and red tinted eyes. Blood drips from their faces and hands, each finger ending in a two inch, blackened claw. They stand quickly and lunge at you!

Encounter 6c: Ghast (1); pg. 42/43

Ghoul (1); pg. 42/43

ROOM FOUR: A search of the bones and debris on the floor will net the players: one rapier, two daggers, eight crossbow bolts, a broken light crossbow, two broken shortbows, eleven arrows, two rusty shortswords, one suit of rotted leather armor, three empty waterskins, 3 gp, 18 sp, 29 cp, and a slim mithril rod (80 gp). The rod is one foot long and stamped on both ends with Vemish's holy symbol.

If they crawl over the stone debris to inspect the crates and bedrolls, they will find moldy bedrolls and boxes full of moldy torches and dark clothing. A

DC 11 **Wisdom (Perception)/Perception** check will reveal a false bottom on one of the crates. Inside is a rotted wooden scroll tube and a scroll of **guiding bolt/doom**.

Investigating the room further can uncover two secret doors along the east wall. The entries can be found with a successful DC 17 **Intelligence (Investigation)/Perception** check. They are well hidden and partially covered by rotting tapestries. Both doors open up to a narrow 25-foot by 5-foot room with a large stone chest at its south end.

There are two pit traps, one along the north wall and one in the middle of the room that the PCs can notice with a successful DC 15 **Wisdom (Perception)/Perception** check. Success will show that there is a section of floor that is worn smoother than the rest, indicating a safe walking path from either secret door to the stone chest. Both traps are identical.

TRAP (HIDDEN PIT)

Mechanical trap

Sections marked with an X have been modified into hidden pit traps. Any creature or item weighing more than twenty pounds that steps on or is placed on the floor tiles will trigger the trap. The floor will swing open, revealing a 25 feet deep pit, and will drop whatever set off the trap into it. A successful DC 13 Dexterity saving throw will save anyone from falling in.

Any creature or item that falls into a pit takes 9 (2d6) **bludgeoning** damage from the fall. There are no handholds to facilitate climbing out of the pit.

The stone chest is not locked or trapped. It is empty, save for two small (empty) bone tubes, and a well-preserved book that is written in Juten. If the PCs read the book, they will discover it is some type of journal depicting life in the hidden temple. It details the use of two mithril rods in activating the teleportation pad located in the previous room behind the stone lecture. The bone tubes were designed to hold the rods, and the book gives no mention of where the rods can be.

The manastorm outside will dissipate in roughly two hours, leaving it safe for the PCs to continue their journey to the capital. Orinfjord is two days to the west, and the trek should be uneventful unless you feel the players need another encounter, in which case, feel free to add one.

SECTION SEVEN: THE CAPITAL CITY

The PCs will arrive at the capital and blend in with travelers and wagons on the road. As they attempt to enter the city, they will be stopped by soldiers wearing the colors of House Viemen, the rulers of the city. The soldiers will insist they accompany them.

They are not under arrest, but if they choose to make a scene, the soldiers are authorized to use force.

If the PCs comply, continue to section **7A**.

SECTION 7A: A VERY IMPORTANT MEETING

The guards will escort the PCs to the southern section of the city, and to a modest townhouse that has two House Viemen soldiers standing guard. They don't know anything more than the PCs' description and their orders to detain and escort them. They are to meet with a senior official of the Dragon Guard regarding a matter of importance to the crown.

They are shown to a large den inside the townhouse. They will not be disarmed; however, the guards will lock the door behind them. Read the following:

MAP E

The den is large and richly furnished.

The floor is covered with expertly crafted rugs, undeniably of Aravork construction. Numerous bookshelves line the northern section of the room, each containing books written in Juten or Calvish. Most are devoted to history; some are written about art or the Jute nobility.

A large mahogany desk stands to the west of a large hearth that is busy keeping the room warm. Logs of maple and birch burn low and give off a sweet scent as someone has recently added a few handfuls of dried leaves and flowers to the flames.

A rolling cart is positioned next to the desk. On it rests several crystal decanters and goblets. The liquids in the decanters smell strongly of alcohol. A scattering of paper rests on the desk, next to the inkwell.

Inside the crystal decanters are various forms of liquor and spirits, including Honeyflame Whiskey. The paper on the desk is blank. The door is locked (DC 20) and PCs can attempt to pick it; however, the guards will hear the attempt and warn them not to try it. They plead for the PCs to relax until the Dragon Guard liaison gets here.

Thirty minutes will pass before the players hear shouting and the sounds of melee coming from the other room. The door will be violently kicked open, and five dangerous-looking people will enter with their weapons drawn and dripping with fresh blood. The four House Viemen soldiers who were guarding the PCs are lying dead.

The invaders fan out from the broken door, steel drawn and ready to fight. Two of them stand out, a seven-foot Jute man with flowing black hair and a small, bald Calvoid woman wearing a red robe.

The towering Jute begins to speak, "Coin well paid, Lolla. A few silvers were all it took to get those Viemen dogs' tongues wagging!" He lowers his greataxe in a defensive gesture and continues, "You all managed to escape us on the road, but you will not leave this place alive."

The Calvoid woman pulls a slim wooden wand from the folds of her robe and says, "Be quick, Bjorgor, I am unaware of the other team's progress."

The large Jute gives a snort in recognition of his companion's words. "Right then, let's dance!"

Encounter 7a: Bjorgor the Black Bear (1); pg. 42/43

Lolla vas Korddon (1); pg. 42/43

Mercenaries (3); pg. 42/43

After two rounds or whenever a PC is brought to 0 hit points, whichever occurs first, the battle will be joined by three more combatants.

A swarthy Jute man and his two House Viemen soldier companions will charge at the mercenaries.

Ser Kris Cornel (1); pg. 42/43

House Viemen soldier (2); pg. 42/43

The knight will introduce himself as Ser Kris Cornel, Knight-Captain of the Dragon Guard. It was he the PCs were to meet with at the townhouse, however, as he made his way to the meeting, he and his guards were jumped by a group of ruffians.

He is sure that the incident and this are connected and he suggests the PCs accompany him to a safer place. If the PCs are suspicious of him, he will tell them Siggie has vouched for them, and though they are officially wanted for the destruction of Bremerhaven, he and his superiors know it was not them, thanks to Siggie's testimony.

If the PCs tell him about Arvid and Egil, he will become visibly distraught at the news of Arvid's apparent traitorous ways and the murder of Egil. He trained with Arvid, though he hasn't seen him in more than a year. He was not close to Egil, though he is sure he has family in the capital, on the north side. The news only reinforces his notion that the enemy has spies everywhere, and he must get the PCs to a safer location.

If he is told of the Drazil at Bremerhaven, he will thank the PCs and say that Siggie has given a full report. She did mention that the PCs saw a Drazil operative at the battle, but she did not speculate any further.

If the PCs agree to traverse the sewers with the knight, go to section 7B. If they choose to wait for a large escort, go to section 7C.

SECTION 7B: ON THE RUN AGAIN

The knight will order his guard (if one survived) to rush to the Dragon Guard barracks and inform them he is bringing the PCs there via the sewers, and to be ready for them when they arrive. He will insist they leave at once, but if one or more of the PCs are under ½ of their hit point total, he will allow a short rest (1 hour) before heading out. The townhouse has an entrance to the sewers in its basement.

Traversing the sewers to the barracks will take approximately two hours. The group will be subject to one or more random encounters in that time. Roll a 1d6 every thirty minutes they are in the sewers: 1 - a swarm of rats; 2 - one giant toad; 3 - one will-o-wisp; 4 - one grick; 5 - a group of thugs; 6 - a dead body.

Encounter 7b: Swarm of Rats (1); pg. 42/43

Or Giant Toad/Giant Leech (1/1); pg.

42/43

Or Will-o-wisp (1); pg. 42/44

Or Grick/Ooze Mephit (1/1); pg. 42/44

Or Thugs (3); pg. 42/44

If you roll a six, the PCs come across a dead body. Roll a 1d4 to determine what state it is in:

1 - Decomposing body of a wealthy merchant in the rotted remnants of fine clothing. His jewelry and coin purse are missing, but a DC 12 **Intelligence (Investigation)/Perception** check will uncover a false bottom of his muddy boots. Inside will be a single platinum piece;

2 - Decomposing body of a prostitute. A DC 14 **Wisdom (Medicine)/Knowledge: Dungeoneering** check will notify the player that she died from poison, probably inhaled or digested. She has nothing of value;

3 - Fresh corpse of a Jute sanitation worker. His box of tools (masterwork mason's tools) lies near his body. A DC 14 **Wisdom (Medicine)/Knowledge: Dungeoneering** check will show the player two small puncture wounds on his ankle and a swollen tongue consistent with a poisonous snake bite;

4 - Fresh corpse of a Meek'ah female wearing dark leather armor and a black face mask. She has visible stab marks and is lying in a pool of congealing blood. She has no obvious equipment; however, a DC 14 **Intelligence (Investigation)/Perception** check will find a hidden pouch under her armor containing 8 gp and one small ruby (45 gp).

When the players reach the Dragon Guard barracks, the knight will ascend the ladder and knock on the manhole cover. The PCs are directed to a small room with three cots where they can rest. The knight excuses himself to go and report to his commander but informs the players that he will be back in a few hours to take them to tell their tale to the crown prince.

Award the XP the players earned and level up any character that needs it. Five hours will pass before Ser Cornel will return and fetch the PCs for their meeting.

SECTION 7C: THE LONG WALK

If the PCs insisted on waiting for more guards, they will arrive thirty minutes after the knight sends for them. A group of eight House Viemen soldiers and three Dragon Guard members will show up to the townhouse and escort the players to the Dragon Guard barracks.

The walk should take about forty minutes, and when they are about halfway there, a commotion on the street will catch their attention. Read the following:

MAP F

The streets of the capital have been lively. Street peddlers, pedestrians, and various noble house servants can be seen running about on their daily errands. Your heavily armed group parts people like a ship moving through the water as you make haste to your destination.

As you near a large intersection, you notice a group of Jute youths moving down the western street making noise and tossing rocks. At the same time, a large group of Meek'ah carrying baskets full of fresh fruit and vegetables are making their way from the east.

When the two groups near, the youths begin tossing rocks at the Meek'ah and shouting obscenities. Four House Viemen soldiers break off from the group and begin to chase off the rowdy children.

The Dragon Guard members approach the Meek'ah and offer assistance as two of their number took large rocks to their heads, causing them to spill their baskets onto the cobblestone street.

A shrill whistle blows from the south as three large Jute men move out from their hiding place and aim their loaded crossbows at you. Another whistle blow issues forth from the north as six more Jute run out from side alleys with weapons drawn!

Encounter 7c: Jute Thugs (9); pg. 42/44

Dragon Guard soldiers (3); pg. 42/44

House Viemen soldiers (8); pg. 42/44

Ser Kris Cornel (1); pg. 42/43

The assailants know they must kill the group quickly before the city watch sends reinforcements.

The fight should be easy enough for the players with the help of the soldiers tasked to guard them. The thugs will attempt to target the PCs first unless they are specifically threatened. If two or more thugs are still alive after the fifth round of combat, seven city watch members will arrive and the remaining thugs will surrender.

If the PCs insist on interrogating them, they will divulge they were paid in silver about two hours ago by a Jute man with long blonde hair tied back and out of his face. He gave his name as Arvid, and instructed them to wait along this road and to ambush the group of soldiers that came walking by. The thugs paid the kids a few coppers each to roam the streets around here, making trouble and causing distractions. The thugs seemingly have no allegiance to anyone but themselves and cannot offer any more information.

When the players reach the Dragon Guard barracks, they are ushered to a small room with three cots where they can rest. The knight excuses himself but assures the players he will be back in a few hours to escort them to a meeting with the crown prince.

Award the XP the players earned and level up any character that needs it. Five hours will pass before Ser Cornel will return and fetch the PCs for their meeting.

PART TWO BESTIARY

Warg; statistics as a Warg

5E *Wolf; statistics as a Wolf*

Brown Bear; statistics as a Brown Bear

Axe Beak; statistics as an Axe Beak

House Stanz Sergeant; statistics as a Bandit

Captain with the following exceptions: Longsword. Melee Weapon Attack. +5 to hit, reach 5 ft.; Hit: 7 (1d8+2) slashing damage. Additional Gear: potion of healing

House Stanz Troopers; statistics as a Bandit with the following exceptions: Longsword. Melee Weapon Attack. +2 to hit, reach 5 ft.; Hit: 5 (1d8) slashing damage. Additional Gear: 2 flasks of Alterian fire

Arvid Hagen; statistics as a Veteran with the following exceptions: AC 15 (chain shirt +1); Additional Gear: potion of healing, ring of invisibility, flute of monster charming

Egil Karlson; statistics as a **Scout** with the following exceptions: **Shortbow +1**. Ranged Weapon Attack. +5 to hit, range 80/320 ft.; Hit: 6 (1d6+3) piercing damage. **Additional Gear**: 3 arrow +1, potion of hiding
Gibbering Moulder; statistics as a **Gibbering Moulder**

Goblin; statistics as a **Goblin**

Mud Mephit; statistics as a **Mud Mephit**

Owlbear; statistics as an **Owlbear**

Ghast; statistics as a **Ghast**

Ghoul; statistics as a **Ghoul**

Bjorgor the Black Bear; statistics as a **Berserker** with the following exceptions: **Additional Gear**: necklace of adaptation

Lolla vas Korddon; statistics as a **Cult Fanatic** with the following exceptions: **Additional Gear**: wand of the war mage +1

SER KRIS CORNEL (ANOINTED KNIGHT 4)

Medium humanoid (Human - Jute), LN

Armor Class: 18 (breastplate, shield, ring)

Hit Points: 36 (4d10+12)

Speed: 30 ft.

STR +2 DEX +1 CON +3 INT +1 WIS +2 CHA +2

Saving Throws: Strength +4, Constitution +7

Skills: Athletics +4, Insight +4, Religion +3, History +3, Persuasion +4

Tools: Dragon chess

Languages: Juten, Tradespeech, Meech

Challenge: 2 (XP 250)

Proficiencies: Light armor, medium armor, shields, simple weapons, martial weapons

Healthy Living. Kris gains +2 to Constitution saving throws.

Skilled. Kris is proficient with the Religion skill.

Challenge. Kris can use his action to challenge a foe in combat. He gains a +2 to his AC from attacks from the challenged foe, and he deals an additional 1d4 weapon damage once per round to the challenged foe. He can do this once before a short or long rest.

Order - Order of the Sun's Light

Bravery. Kris gains *advantage* on saving throws against the *frightened* condition.

Lady's Radiance. As a bonus action, Kris can cause his shield to glow, giving friendly creatures within 30 feet a +2 bonus to saving throws against the *frightened* condition. Any undead creatures within 30 feet must succeed in a DC 16 Wisdom save or earn the *frightened* condition. He can do this once before a long rest.

Longsword +1. Melee Weapon Attack. +5 to hit, reach 5 ft.; Hit: 8 (1d8+3) slashing damage.

Other Gear: breastplate, shield, ring of protection, 2 potions of healing

House Viemen Soldier; statistics as a **Guard**

Swarm of Rats; statistics as a **Swarm of Rats**

Giant Toad; statistics as a **Giant Toad**

Will-o-wisp; statistics as a **Will-o-Wisp**

Grick; statistics as a **Grick**

Jute Thugs; statistics as **Bandit**

Dragon Guard Soldiers; statistics as a **Guard**



PFRPG

Worg; statistics as a **Worg**
(*pathfinder bestiary* pg 280)

Wolf; statistics as a **Wolf**
(*pathfinder bestiary* pg 278)

Brown Bear; statistics as a **Bear, Grizzly**
(*pathfinder bestiary* pg 31)

Dretch; statistics as a **Dretch** (*pathfinder bestiary* pg 60)

House Stanz Sergeant; statistics as a **Veteran Buccaneer** (*pathfinder NPC Codex* pg 267)

House Stanz Trooper; statistics as a **Brigand** (*pathfinder NPC Codex* pg 266) with the following exceptions: **Ranged** light crossbow +3 (1d8, 19-20/x2); **Other Gear**: 10 masterwork crossbow bolts, 2 flasks of Alterian fire.

Arvid Hagen; statistics as a **Tavern Champion** (*pathfinder NPC Codex* pg 268) with the following exceptions: **Race** Human (Jute); **Melee** masterwork longsword +8 (1d8+3, 19-20/x2); **Ranged** light crossbow +6 (1d8, 19-20/x2); S 14, D 13, C 12, I 12, W 10, Ch 11; **Feat** Power Attack (instead of improved unarmed strike); **Languages** Juten, Tradespeech; **Other Gear**: ring of invisibility, flute of monster charming

Egil Karlson; statistics as a **Seasoned Trapper** (*pathfinder NPC Codex* pg 261) with the following exceptions: **Race** Human (Jute); **Melee** +1 shortsword +3 (1d6, 19-20/x2); **Ranged** +1 shortbow +6 (1d6+1/x3); **Languages** Juten, Tradespeech; **Other Gear** potion of cure light wounds (1d8+3)

Gibbering Moulder; statistics as a **Gibbering Moulder** (*pathfinder bestiary* pg 153)

Goblin; statistics as a **Goblin** (*pathfinder bestiary* pg 156)

Earth Mephit; statistics as an **Earth Mephit** (*pathfinder bestiary* pg 202)

Owlbear; statistics as an **Owlbear** (*pathfinder bestiary* pg 224)

Ghast; statistics as a **Ghast** (*pathfinder bestiary* pg 146)

Ghoul; statistics as a **Ghoul** (*pathfinder bestiary* pg 146)

Bjorgor the Black Bear; statistics as an **Axe Warrior** (*pathfinder NPC Codex* pg 11) with the following exceptions: **Race** Human (Jute); **Languages** Juten, Tradespeech; **Other Gear** necklace of adaptation

Lolla vas Korddon; statistics as a **Whiteclaw Sorcerer** (*pathfinder NPC Codex* pg 161) with the following exceptions: **Race** Calvoid; **Melee** masterwork dagger +2 (1d3, 19-20/x2); **Languages** Calvish, Tradespeech; **Other Gear** wand of color spray (CL 8, 17 charges)

Mercenaries; statistics as a **Brigand** (*pathfinder NPC Codex* pg 266)

SER KRIS CORNEL (ANOINTED KNIGHT 4)

Medium humanoid (Human - Jute); LN **CR 3**
Initiative +1 **Senses** Perception +1 **XP** 800

DEFENSE

AC 19 (touch 11, flat-footed 18; +6 armor, +2 shield, +1 dex)

HP 36 (4d10+8)

Fort +7 **Ref** +2 **Will** +3; +1 vs fear

OFFENSE

Speed 30 ft. (20 ft. While in armor)

Melee +1 longsword +7 (1d8+3, 19-20/x2)

Special Attacks Challenge 1/day (+4 damage to challenged foe on a successful strike)

STATISTICS

STR +2 **DEX** +1 **CON** +2 **INT** +0 **WIS** +1 **CHA** +2

BAB +4; **CMB** +6; **CMD** 17

Feats: Power Attack, Cleave, Blind-Fight

Skills: Diplomacy +7, Knowledge: Religion +5, Intimidate +6, Ride +6, Sense Motive +7

Languages: Juten, Tradespeech

Special Qualities Challenge (+1 AC against challenged foe), Lady's Radiance (allies gain +2 vs Fear; undead must succeed DC 16 Will save or be frightened)

Combat Gear +1 longsword, potion of cure moderate wounds (2d8+7),

Other Gear chainmail, heavy steel shield, ring of minor cold resistance

House Vielmen Soldiers; statistics as **Recruit** (*pathfinder NPC Codex* pg 266) with the following exceptions: **Race** Human (Jute); **Melee** masterwork longsword +4 (1d8+1, 19-20/x2); **Feat** Weapon Focus (longsword - instead of dwarven waraxe); **Languages** Juten, Tradespeech

Swarm of Rats, statistics as **Rat Swarm** (*pathfinder bestiary* pg 232)

Giant Leech; statistics as a **Giant Leech** (*pathfinder bestiary* pg 187)

Will-O-Wisp; statistics as a **Will-O-Wisp**
(*pathfinder bestiary* pg 277)

Ooze Mephit; statistics as an **Ooze Mephit**
(*pathfinder bestiary* pg 202)

Jute Thugs; statistics as a **Brigand** (*pathfinder NPC Codex* pg 266) with the following exceptions: **Ranged** light crossbow +3 (1d8, 19-20/x2)

Dragon Guard Soldiers; statistics as **Recruit**
(*pathfinder NPC Codex* pg 266) with the following exceptions: **Race** Human (Jute); **Melee** masterwork longsword +4 (1d8+1, 19-20/x2); **Feat** Weapon Focus (Longsword); **Languages** Juten, Tradespeech



JUTE THUG

PART 3: A ROYAL MEETING

After resting and possibly leveling up, Ser Kris Cornell returns to their small room and addresses the party:

"I trust you all are rested and ready to meet with my superior," the young knight begins as he waits for you to gather your belongings. "Please, follow me."

There is little time for small talk as Ser Kris leads the PCs through the Dragon Guard barracks and to an ornately carved door. He knocks twice, then opens the door before waiting for a reply.

The door opens up to a modestly furnished office with a writing desk, a small round table, and six high backed chairs arranged around the room. Sitting in the chairs are two older Jute wearing gleaming plate mail armor. Their gray hair and full beards mark them as veteran soldiers or advisors.

Seated at the small writing desk is a Jute man who looks a bit older than fifty winters. His hair is light, with a dusting of white and his beard is neat and trimmed short. He is dressed in a tunic of dark satin and above his breast is stitched a dragon's skull wreathed in red flames.

"Good day gentlemen. May I present the Bremerhaven survivors", Kris begins as he bows his head slightly to the man seated at the desk. He turns to you and gestures to that man, "Please bow in the presence of the Crown Prince, Torstin Bromkar, Defender of the People and heir to the Dragonbone Throne."

The prince rises to his feet as he is being announced and says, "Please, no formality here. Have a seat if you wish, I want to begin right away."

Ser Kris Cornell will begin by recounting the events of the past day, including the attack on the manor house and the PC's subsequent escape from further harm. He adds that in his opinion, this newly uncovered plot against the crown is more severe than previously thought, and the king should be made aware as soon as possible.

The older knights will strongly disagree with that assessment, and without any substantial proof of the Jarl of Merdah's wrongdoing, the king should be kept in the dark, for now.

The PCs will have an opportunity to tell their tale, and possibly give proof in the form of the note found on the Drazil or the note on the House Stanz sergeant.

If the PCs can produce evidence, the Prince takes it and looks it over:

"You all are to be commended for your bravery in the face of such opposition," the prince says. He glances over the evidence you presented and states, "I have made a decision."

He stands and addresses the older knights in the room, "I want you to coordinate a march on Merdah, nothing large, we don't want to tip our hands. I want two detachments with full provisions to begin North as soon as this meeting is over. We will send messengers to Jarl Stanz stating we request permission to enter his Jarland as a relief force and we are to scour the eastern countryside for Goblin activity."

"He won't like that, and he won't give the order to allow us in his territory," one of the older knights says as his face turns hard. "We will have a hell of a fight if he decided to mobilize against us."

The prince calmly addresses his advisor, "He won't have the opportunity. I am sending a small force to infiltrate his keep and arrest him. The marching troops are but a distraction."

"Ser Cornell," the prince begins, "you are to lead this force and gain entry to Frostforge Keep. Once there, you will deploy a teleportation pad that will allow a larger force to storm the keep from within. Hopefully, and with Marvela's Light shining on us, we can take the Jarl into custody before he does more harm to our kingdom."

Ser Cornell bows deeply and says, "I will arrest Jarl Stanz under your authority and bring him back to Orinfjord to answer for his crimes."

The other knights stand and make their way to the exit when the prince says, "We are embarking on a dangerous endeavor. The evidence against Jarl Stanz is light, and thus far, not enough to justify this move. However, I cannot let his treachery go unchecked as my father often has, he must be removed for the good of the realm."

After the older knights leave the room, the Prince will address the PCs directly:

"In case you haven't figured it out, I would like you all to accompany Ser Cornell in infiltrating the keep. My reasoning is two-fold: you are intimately involved with this whole affair, and I'm guessing, would like a bit of payback for the hardships you've had to endure. Also, you are outsiders, and as such, I have the ability to disavow any knowledge of your mission."

The Prince goes on to say, "Ser Cornell, I am temporarily stripping you of your rank and title. You

will oversee this mission as my personal agent; however, you will not be representing the Dragon Guard.”

“I understand, my Prince, “ the young knight says.

The prince once again addresses the group, “I am offering you all commissions as my personal agents. You will have my authority to arrest and detain any Jute citizen, including nobility, that you find guilty in this conspiracy. This mission is will likely turn bloody, by becoming my personal agents, you will be exempt from prosecution for murder if you are defending yourselves and the Crown. But know this: any dishonorable behavior from any of you will nullify your privileges, and you will be hung with the rest of the traitors when this is over.”

The Prince reaches down and opens one of the writing desk’s small drawers. From within, he produces a small wooden box. As he places the box on the desk he speaks a few words and waves his hand over the lid. A brief white glow emanates from the box, and the lid pops open. He reaches inside and brings forth a handful of small pins made into the shape of a dragon’s skull.

“My personal agents wear this small pin, and it marks you to those who understand such things as my retainers. Each pin has a bit of magic in it as well, and they should help you in your mission.”

He gestures for you to take a pin, and with it, his offer to become his agents.

The PCs should be encouraged to take the Prince’s offer. If they refuse the pin, the Prince will be disappointed, but he will not force it on them. Those who do not take a pin can still participate in the mission. However, they will not be afforded the same protections as those who take the pin.

If a player asks about the type of magic held within the pin, the Prince will inform them that they offer some protection from harmful magic as well as the ability to heal wounds faster with proper rest. The *dragonskull pin* is described further at the end of this section.

If the PCs should ask about monetary compensation, the Prince will chuckle and tell them not to worry, the royal vaults will compensate the survivors of the mission very well. He goes further to say that they have permission to gather any equipment they might need for the mission by requesting such items from the barrack’s quartermaster.

The quartermaster has access to any weapon or suit of armor listed in the PHB, as well as any mundane item (such as a backpack or coil of rope) listed in the PHB that costs less than 5 gp. Magical items, artisan tools, and items costing 5 gp or more are not available.

SECTION 8: A RIDE INTO DANGER

Once the players are adequately provisioned and rested, Ser Cornell will meet them in the main hall of the barracks. If you decide the party is lacking in power, Ser Cornell suggests they conscript Siggie Arndottor into their little band. Siggie can be ready to accompany them quickly as she is staying in Orinfjord, awaiting a new mission. Ser Cornell has been provided with a magical bag that holds the large teleportation pad to be deployed in the Jarl’s keep. In the bag are also plenty of provisions and equipment (rope, manacles, trail rations) the party might need.

Once everyone is ready, they are provided with fresh horses and leave by the city’s river gate. The plan is to ride east along the Iceflow and turn north for a trek through the hinterlands and finally to the Gorlan Hills and Frostforge Keep.

Three days of hard riding will put them in the hinterlands. Each day the party should be subjected to some form of random encounter. Roll a 1d4 to determine what type of creature they must contend with: 1 - worg and wolves, 2 - giant boar, 3 - axe beaks, 4 - no encounter or roll again

Encounter 8a: Worg (1); pg. 41/43

Wolves (3); pg. 41/43

Or

Giant Boar/**Boar** (1/1); pg. 59/60

Or

Axe Beaks/**Dretch** (4/2); pg. 41/43

These encounters are mainly there to break up the gameplay and to offer players a chance to flex their muscles. With the help of Ser Cornell and possibly Siggie Arndottor, the PCs should have no problem in dispatching the monsters.

After three days, the party will turn north and enter the hinterlands. If the PCs traveled to Orinfjord through the hinterlands, they would be familiar with the terrain or sparse vegetation and rocky ground. Three more days riding north will get them to the Gorlan Hills.

While in the hinterlands, they will be subjected to more encounters. News of the Dragon Guard marching on Merdah has put the Jarland on alert, and the Jarl has dispatched extra men to patrol his territory. The PCs are reminded by Ser Cornell that their mission is top secret, and must succeed at all costs.

While in the hinterlands, a roll of 1d6 should be made every 12 hours: 1 - axe beaks, 2 - stirges, 3 - Stanz Troops, 4 - wolves, 5 - Stanz Kill Squad, 6 - no encounter or roll again.

Encounter 8b: Axe Beaks/**Dretch (4/2)**; pg. **41/43**

Or

Stirges (8); pg. **59/60**

Or

House Stanz Troops (8); pg. **59/60**

Or

Wolves (6); pg. **41/43**

Or

House Stanz Kill Squad (4); pg. **59/60**

Any encounter involving House Stanz troops must conclude with the death of all troopers. If one should escape, any subsequent roll that has the PCs fight more House Stanz soldiers adds 1 + 1d4 additional troopers to the encounter total, making further encounters challenging, to say the least.

Give the PCs adequate time to rest between some encounters, so they are fully prepared for what lies ahead.

After three days in the hinterlands, they arrive at the foot of the Gorlan Hills. Frostforge Keep is a day and a half ride northwest through the hills. A roll for a random encounter should be made every six hours. Roll a 1d4: 1 - hill giant, 2 - goblins, 3 - House Stanz Kill Squad, 4 - no encounter or roll again.

Encounter 8c: Hill Giant/**Cyclops (1/1)**; pg. **59/60**

Or

Goblins (8); pg. **23/25**

Or

House Stanz Kill Squad (4); pg. **59/60**

The Gorlan Hills are very lightly settled by the Jute, and those homesteads stay close to the Darkfrost mountains in the west. The central and eastern hills are infested with goblins, hill giants, and worse creatures.

As the PCs ride northwest through the hills, the air begins to get colder as the temperature drops significantly. PCs who are not outfitted for cold environments (fur-lined gloves, thick coats, etc.) or who do not have a natural resistance to cold will be subject to freezing rain and snow and must make a **DC 11/DC 15 Constitution/Fortitude** save every hour or suffer one level of **exhaustion/1d6 non-lethal damage**.

Frostforge Keep is built upon a rocky outcropping, and its battlements can be seen from miles away. Once the players get near, read the following:

In the distance you spy a large castle built of dark colored stone. Its battlements and towers fly flags and pennants displaying a stylized anvil with two crossed hammers, the sigil of House Stanz.

Aiding in its current defense are hundreds of House Stanz soldiers milling about in what looks like hastily constructed camps and mustering areas on the road to the keep.

"We will slow our approach," Ser Cornell begins, "and we will move under the cover of darkness to our destination. There is an old tunnel used to drain water from the keep's underground cistern. The tunnel, if it is still there, should lead us to the dungeons.

"The castle's second level is where we must deploy the teleportation pad. Unfortunately, the second level is also rumored to hold strong enchantments against teleportation, and we must contend with that or fail our mission."

If asked to explain what he means by strong enchantments against teleportation, he will inform the group that Jarl Stanz was rumored to have one of his Magisters create an item that warded against such magic. He does not know what the item is or where it is located.

The party should approach the western slope of the rocky outcropping the castle rests on. The road up to the castle is long and winding, with various tents and camps made along its route. The camps are full of new conscripts the Jarl has pressed into his service once he learned of the Dragon Guard's march.

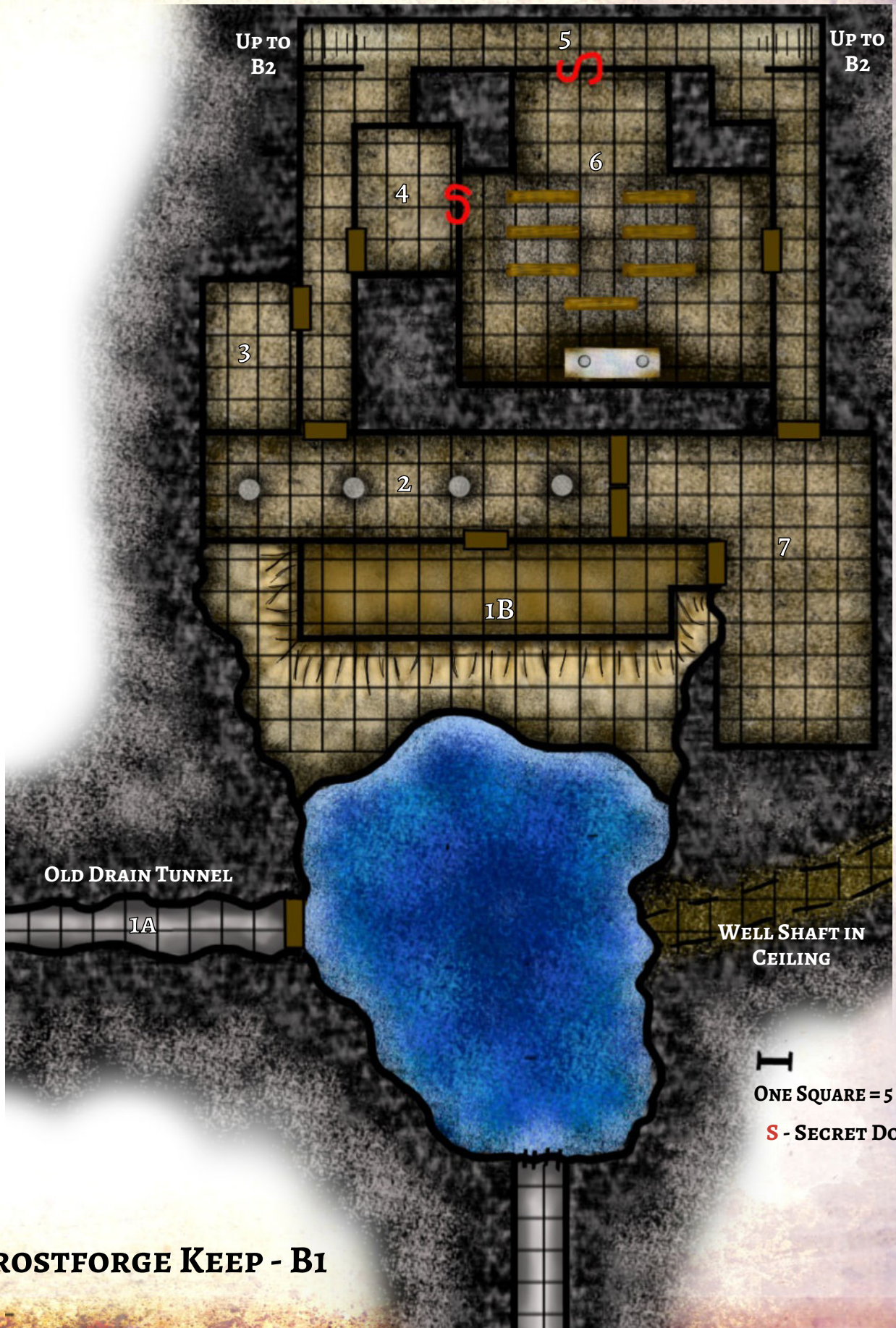
You should allow each player a **Dexterity (Stealth)/Stealth** roll against a DC 13. A failed roll may, in your opinion, alert a small patrol (3 House Stanz Troopers) to their presence, or it can just scare the PCs. The camped troops' discipline is considerable lax since they don't fear an attack being so close to the seat of their Jarl's power.

The PCs will find the tunnel entrance masked by years of bushes and overgrowth. It takes no time to cut away enough to allow them all to squeeze into the tunnel, which is made of rough-hewn rock and is approximately 5 feet wide and 8 feet tall. The tunnel smells of mildew and the floor is damp. It is dark so the PCs may need some sort of light to proceed. After five minutes of brisk walking through the tunnel, they will reach its end.

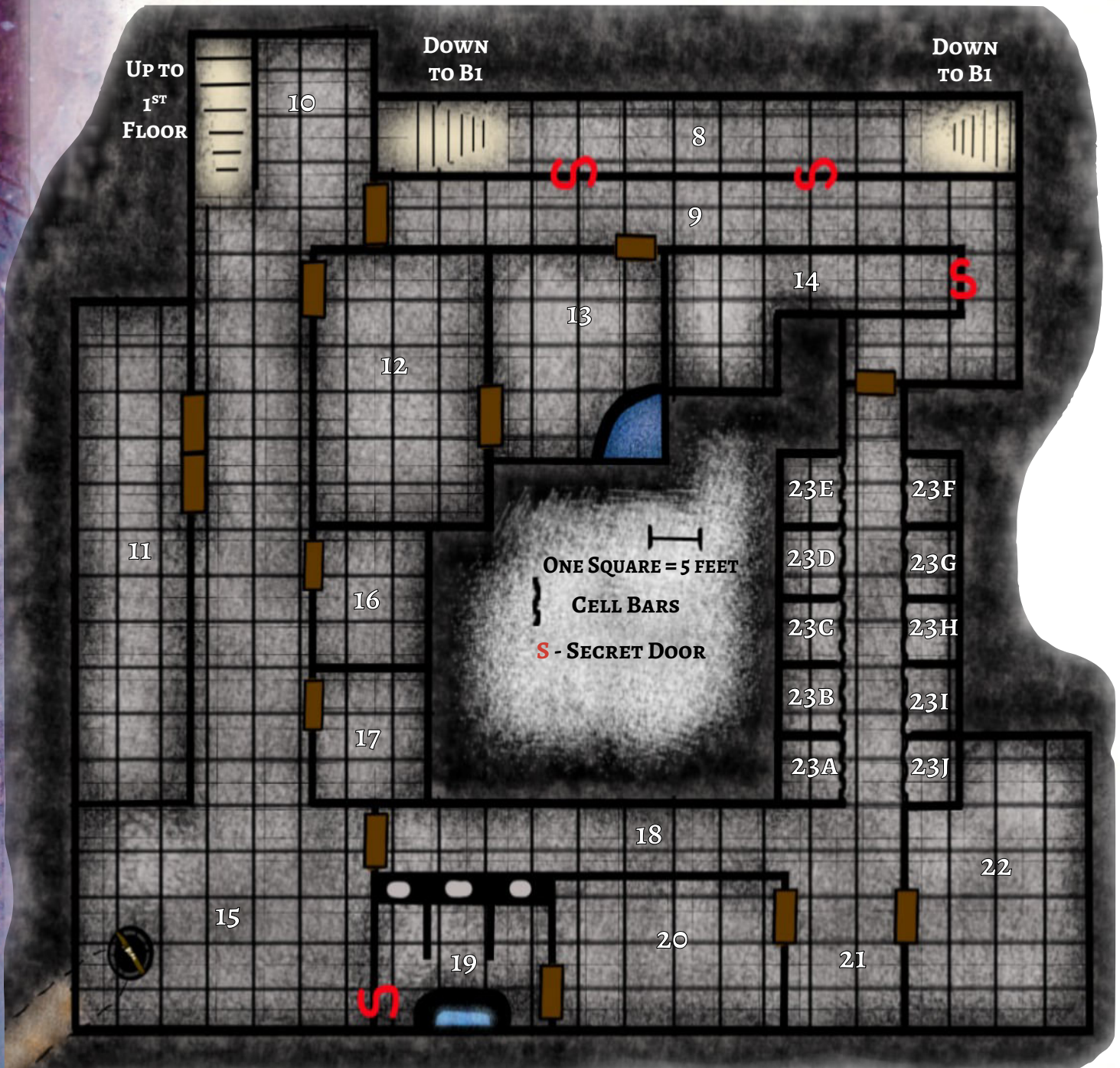
SECTION 9: FROSTFORGE KEEP B2

This level of Frostforge Keep's walls are rough-hewn or natural rock. Light is provided by ever-burning torches located every 10 feet, on average. Doors are made of thick oak and are considered not locked unless otherwise stated.

Random Encounters. A roll of 1d4 can be made every 20 minutes with the following encounters: 1 - thug, 2 - thug and cultist, 3 - two cultists, 4 - cultist and giant rat.



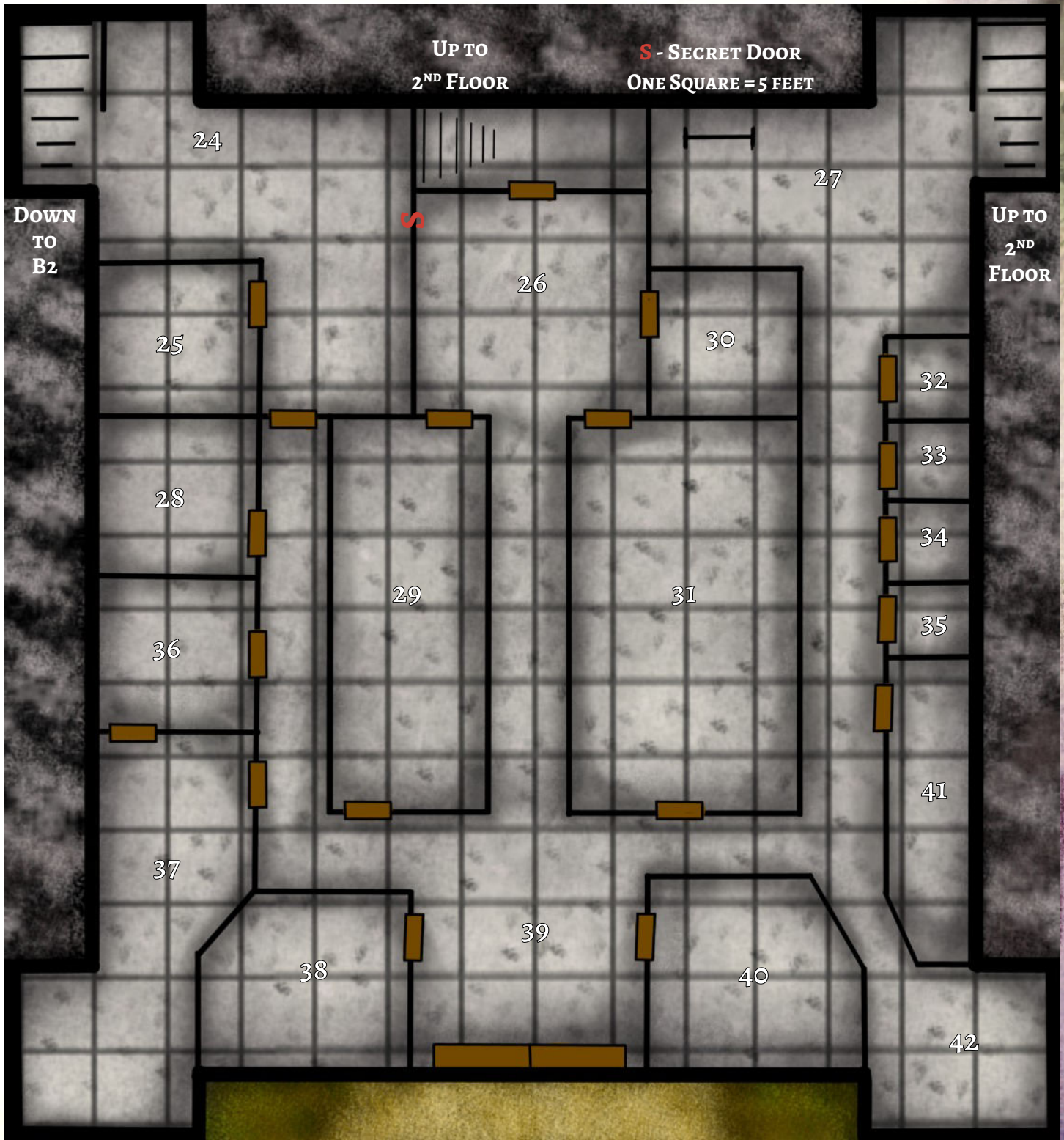
FROSTFORGE KEEP - B1



FROSTFORGE KEEP - B2

FROSTFORGE KEEP

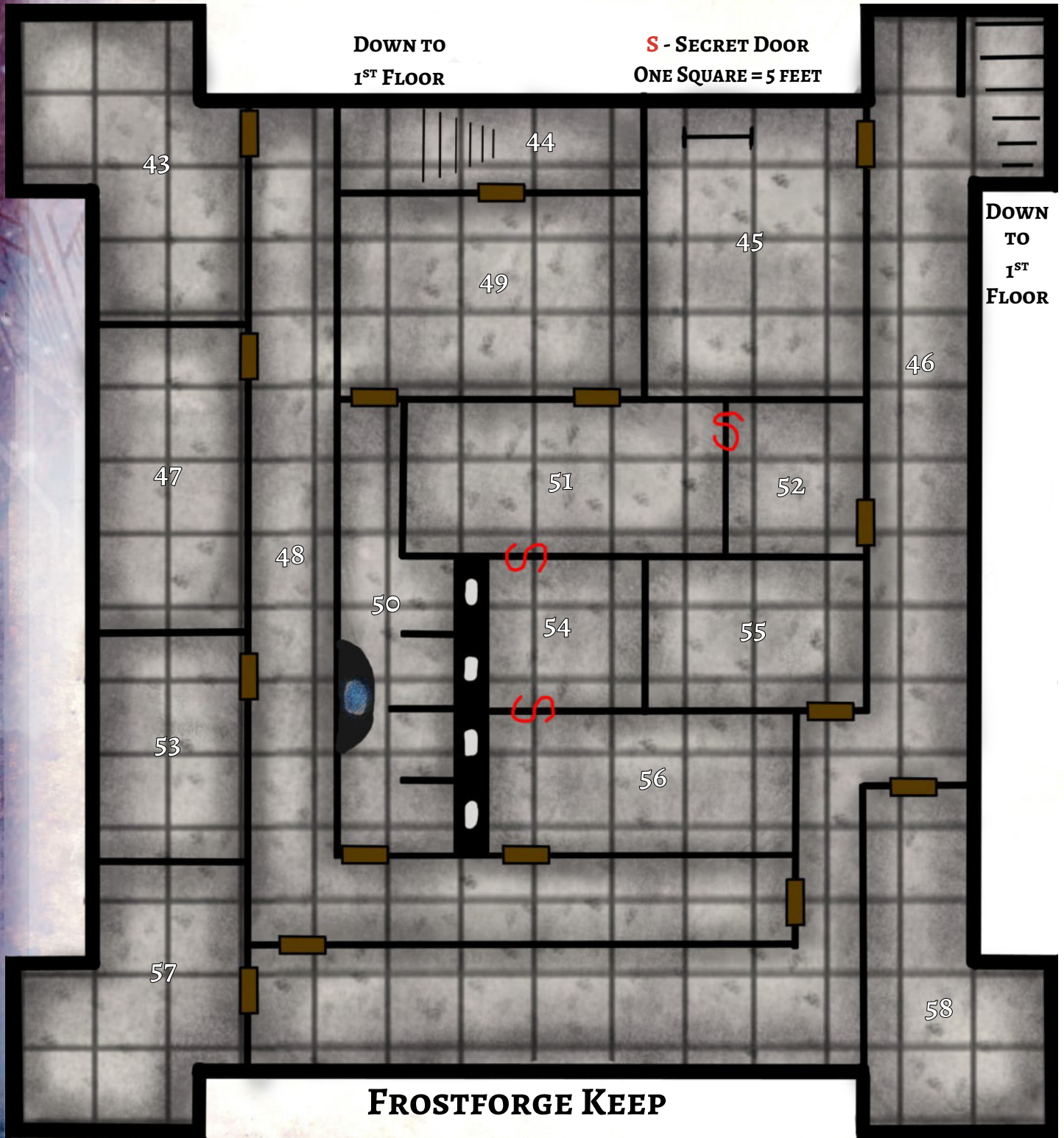
1ST FLOOR



DOWN TO
1ST FLOOR

S - SECRET DOOR
ONE SQUARE = 5 FEET

DOWN
TO
1ST
FLOOR



FROSTFORGE KEEP
2ND FLOOR

1A. OLD DRAIN TUNNEL

The drain tunnel ends in a partially rusted iron gate. There is some barely visible graffiti written in Juten scratched on the gate.

Iron Gate. The graffiti reads “Hvarlen can choke on his traps”

The gate is magically trapped. Anyone touching the gate without saying the command word (Hvarlen) first will be subject to a necrotic jolt. The gate is not locked.

TRAP (NECROTIC JOLT)

Magical trap

The iron gate was placed here at the request of the Jarl’s Magister, Hvarlen Breakbones. Two workers were killed after the gate’s installation when Hvarlen declined to tell them the command word.

The command word must be spoken, and the gate touched by that person within 6 seconds to deactivate the trap.

The trap deals 11 (2d10) **necrotic/negative energy** damage on a failed DC 14 **Constitution/Fortitude** saving throw and has a +6 bonus to attack.

The DC to perceive the trap is 13.

The DC to remove the trap is 14.

Once the trap is deactivated, either by springing it or removing it, the gate is safe to lift. It is heavy and requires a Strength ability check against a DC 15. On a successful check, the gate will begin to lift. As soon as it begins to be lifted, water begins to rush into the tunnel. The water stops rising when it reaches two feet and it is not fast enough to knock anyone of Small size or larger down.

1B. UNDERGROUND CISTERN

The gate opens up to a vast underground cavern. The walls are rough-hewn and the ceiling rises to a height of 20 feet. The PCs will find themselves on a small ledge where the old drain tunnel meets the cavern. The ledge is 3 feet wide and submerged in two feet of water. It is traversable north to dry land. The cistern sits like a small lake in the middle of the cavern. There is a similar tunnel to the south blocked by an iron portcullis instead of a gate. To the north, there is a 4 foot high and 40-foot wide mound of raised dirt that keeps the water of the cistern from flooding the rooms on this level. There is a simple oaken door to the north and one to the east.

Cistern. The water is clean and clear. The reservoir is 15 feet deep in its middle and begins to slope upward near its edges.

Ceiling. The cavern’s roof is unworked stone, complete with several small stalactites. There is an opening in the ceiling that leads to a 10-foot wide shaft where large buckets are lowered from the level above to collect water from the cistern. The sides of the shaft are slick and make climbing very difficult (DC 17). The shaft leads to a well room located one level above (#15 on Map B2)

Iron Portcullis. The iron bars are very thick and look new, without a hint of rust. They are unable to be moved or lifted.

2. PILLAR ROOM/UNDERCROFT

The northern door from area 1b leads to a 10 by 40-foot hall. There are 4 large pillars made of the same type of stone the walls on this level are made of holding up a 20-foot high arched ceiling. There is a door to the north and thick double doors to the east. Three Jute thugs are playing dice in the northwest corner of the hall.

Jute Thugs. Three **temple guards** are loudly playing dice and will fail to notice the PCs enter the hall unless they are making excessive noise.

3. UNDERPRIEST QUARTERS

This room measures 10-feet by 30-feet and contains the following:

Modest Furnishings. There are two beds, a small square table, a writing desk, a large trunk, and three stools. The room is lit by a single oil lamp on the small table.

Underpriest. There is one **underpriest** sleeping on one of the beds. He remains asleep unless the PCs made excessive noise entering the room.

Treasure. The trunk has a false bottom that can be found with a successful DC 12 **Intelligence (Investigation)/Perception** check. Inside can be found a small pouch containing 4 moonstones (50 gp each).

4. PRIEST QUARTERS

The door to this 10 by 30-foot room is not locked. The room contains the following:

Opulent Furnishings. There is one large four-post bed, two bookshelves, desk, couch, wardrobe, and a single high-backed chair. The furniture looks expensive and expertly crafted.

Priest. Seated at the desk is a Jute **priest** dressed in dark brown robes trimmed with gold. Around his neck is a large gold medallion shaped like a bull’s head. Standing next to him are two Jute **cultists**.

Desk. The priest has just finished penning a *scroll of dispel magic*.

Secret Door. Located on the eastern wall of the bedroom is a secret door that leads to the temple of Poseidon (#6). The door can be found with a DC 14 **Intelligence (Investigation)/Perception** check.

5. STAIRWAY HALLWAY

There are two flights of stairs, both leading up to area #8, situated at opposite ends of this hallway.

Thugs. Standing guard at each flight of stairs is a **temple guard**.

Secret Door. There is a concealed door leading to the temple of Poseidon (#6) located midway between the two flights of stairs. The door can be found with a DC 14 **Intelligence (Investigation)/Perception** check.

6. TEMPLE OF POSEIDON

This room's walls are worked stone and contain frescos of numerous bulls, some running, some being jumped over by scantily clad men and women, and some being ritually slaughtered. The room also includes the following:

Furniture. Seven wooden pews are situated in the middle of the room. There is a polished obsidian altar along the southern wall, resting on a raised dais of rough-hewn stone. There is a thick oak door to the east.

Cultists. Four **cultists** are busy sweeping and cleaning the room.

Treasure. A giant gold statue of a bull (7,500 gp) rests on the altar. Garlands of fresh flowers are slung over its polished horns. The statue is heavy and weighs roughly 86 pounds. There are four large gold lamps (25 gp each) suspended on chains from the ceiling. A leather-bound prayer book (10 gp) rests near the golden bull statue on the altar. The book contains hymns and prayers to Poseidon and is written in Estan.

Note: Ser Cornell will be disgusted by the apparent worship of a pagan god by the Jarl and his men. He will insist the PCs take the prayer book as evidence of the Jarl's wrongdoing.

7. CULT BARRACKS

This room is quite large, measuring roughly 50 feet at its widest to the west where two thick double doors can be found. The room is 35 feet long and contains the following:

Poor Furnishings. Eight small cots are situated along the walls, each with a small trunk that contains vestments and various personal items. There are four large metal cages resting on two wooden tables in the southern part of the room.

Cultists. A single **underpriest** is speaking to three **cultists** and two **temple guards** who are busy feeding three **giant rats** from a bucket of garbage.

Treasure. One of the small trunks has a false bottom that can be spotted with a simple DC 11 **Intelligence (Investigation)/Perception** check. Inside there is a small pouch with engraved bone dice (20 gp) and 4 pp.

SECTION 10: FROSTFORGE KEEP B1

This level of the castle is the lowest level most servants and retainers of House Stanz frequent or even know about. The lowest level that houses the secret temple is kept hidden to all but House Stanz's followers of Poseidon and the Jarl's most trusted advisors.

The walls of this level are made of worked stone, and its doors are thick oak. Light is provided by ever-burning torches situated approximately every 10 feet. Entries on this level are considered locked with a simple DC 10 lock unless otherwise stated. The head jailor (**guard captain**) in room #20 has a master key to every lock on this level.

Random Encounters. A roll of 1d4 can be made every 20 minutes with the following encounters: 1 - guard, 2 - guard and mastiff, 3 - 2 guards, 4 - servant (commoner).

Commoners are not treated poorly by the noble house; however, they are not by any means cared for affectionately. If the PCs encounter a servant of House Stanz (commoner), there is a 60% chance they will do what the PCs tell them and not alert guards to their presence.

Note: The intentional harming or killing of commoners is considered a dishonorable act. Ser Cornell and Siggie will verbally decry any harsh treatment of them, and they will tell the Crown Prince of any wrongdoing on the part of the PCs, resulting in them losing the protected status given to them by the Crown Prince.

8. SECRET HALLWAY

This hallway has two flights of stairs, each going down, which leads to area #5 on the lower level.

Secret Doors. There are two secret doors located on the southern wall and spaced 15 feet from each other. They can be found with a successful DC 13 **Intelligence (Investigation)/Perception** check.

9. HALLWAY OF PAIN

This hallway is lined with rusty torture equipment hung upon the walls. Some of the more crueler implements still have dried blood covering them. There is a door (unlocked) to the west. The hallway heading east turns south then west and ends in a door (locked). There is a well-hidden secret door to area #14 in the short section of the hallway that turns south before heading west.

Patrol. A single **house guard** and his **guard dog** patrols this hallway. He has the key to the door leading to area #21.

10. STORAGE & HEAVY CLOAKS

Up and to the side of a set of stone stairs going up is an area that holds the following:

Crates. Seven crates marked with House Stanz's sigil are stacked neatly along the northern wall. Three boxes contain bundles of torches and tinderboxes. Empty waterskins, small tents, and pitons occupy the remaining crates. All of the equipment is new and the boxes are carefully packed with straw.

Heavy Coats. The western wall has eleven iron pegs jutting out from the stone. Each peg holds a sealskin coat lined with thick wool. The tips of two of the coats are slightly damp.

11. COLD LARDER

Two thick oak doors open to this 10 foot by 35-foot room full of the following:

Floor. The floor that is not bare stone is covered in thin whicker mats. The parts of bare stone have a thin layer of frost and are slick. No save is required against slipping, but any attempt to hold onto one's footing should a PC step on one should be hilarious.

Temperature. As soon as the doors are opened, the PCs will notice the temperature drops as they enter the room to 20 degrees Fahrenheit (-6C). If the PCs stay in this room for more than 20 minutes without proper insulation against the cold, they will need to make a **DC 11/DC 15 Constitution/Fortitude** save or suffer one level of **exhaustion/1d6 non-lethal damage**. Another save is required for every 10 minutes after that of prolonged exposure.

Shelves. Thick iron shelves line the room, starting from the right of the double doors and ending at the southwestern corner of the room. The shelves are rimmed with frost and hold glass jars and wicker baskets. The jars are full of different preserves and jellied meats. The baskets that have contents hold cuts of meat ranging from chicken breasts to whole hog's heads.

Meat Racks. Whole carcasses of deer, elk, pig, sheep, and bear can be found hanging from thick iron hooks from the room's ceiling.

12. ARMORY

This unlocked oak door leads to a large 15 by 25-foot room that contains the following:

Armor Racks. There are eleven armor racks. Five hold suits of chain mail, three hold suits of splint mail, and the other three are empty. All of the armor is sized for a Medium-sized humanoid.

Weapon Racks. Ten weapon racks hold a variety of edged and blunt weapons: mace x4, spear x4, battleaxe x3, greatsword x2, shortsword x3, flail x2, longsword x5, rapier x2, war pick x2, warhammer x3.

Crates. Six open crates line the walls of this room. Four crates hold arrows in bundles of 20 (560 arrows in total). The other crates hold crossbow bolts in bundles of 10 (1,800 bolts total).

Sharpening Wheel. In the southwest corner of the room lies a stone sharpening wheel set into the floor, complete with a foot pedal to get it moving. A squat stool rests next to the wheel.

Sounds of ringing hammers can be heard coming from the partially open door to the east.

13. FORGE

This 15 by 15-foot room contains the following:

Forge. In the northwest corner of the room can be found the castle's forge.

Anvils. Three anvils are placed in the middle of the room. Each anvil has a small rack of tools next to it and barrels for quenching hot metal.

Pool. In the southeast corner of the room, there is a large (5 feet by 5 feet and 4 feet deep) pool full of cold water. Several buckets are lined up next to the pool and are used to refill the quench barrels and in case of fire.

Blacksmiths. Two **commoners** are working together to create a suit of plate mail armor. They are loyal to House Stanz and will attempt to call for guards the first opportunity they get.

14. SECRET TREASURE ROOM.

This room can only be accessed by the secret door located in area #9. The entrance leads to a short hallway that opens to an unlit 10-foot by 10-foot room that contains the following:

Secret Door. The door to this room is well hidden (DC 15) and trapped.

TRAP (POISON SPIKES)

Mechanical Trap

The trap is triggered when an attempt to open the secret door is made without first deactivating the trap. Four large spikes lunge out from hidden places and pierce any Small sized or larger creatures who are within 5 feet of the secret door. The spikes deal 11 (2d10) piercing damage and 11 (2d10) poison damage. The trap has a +7 bonus to attack.

The DC to notice the trap is 14.

The DC to remove the trap is 14.

Chests. There are four large chests in the room. The lids are closed and are not locked or trapped. They contain the following:

- **Chest One:** 14,800 cp, 12,459 sp

- **Chest Two:** 10,580 gp, 1,930 pp
- **Chest Three:** small pouch (2 *oval cut crystals of burning*), large sac (silver tableware and goblets worth 250 gp), 14 gold trade bars (5 lbs. each, worth 250 gp each)
- **Chest Four:** small pouch (platinum bracelet with a large set ruby worth 2,000 gp), brass mug with jade inlay (250 gp), ivory comb shaped like a lizard (35 gp), small pouch (pearl necklace with 6 pearls worth 100 gp, 2 opals worth 1,000 gp each)

Crates. Three large crates occupy the space between the chests. Their lids are open and contain the following:

- **Crate One:** 6 large paintings of House Stanz nobles (80 gp each)
- **Crate Two:** large sac (6 copper chalices worth 30 gp each, gold and electrum serving platter worth 150 gp, silver pitcher worth 45 gp), small pouch (14 malachite gems worth 15 gp each), large pouch (*ring of acid resistance, medallion of thoughts, stone of good luck*)
- **Crate Three:** *chain shirt +1, shield +1, longsword +1, dagger +1*

Both the chain shirt and the dagger have receptacles that will fit an oval cut infused mana crystal.

Note: Ser Cornell and Siggie will turn a blind eye to the PCs filling their pockets with a few coins and baubles (GM's discretion), however, the full-scale looting of treasure from the castle will not be tolerated. That treasure belongs to House Stanz and is protected by their status as a High Noble House of the kingdom.

15. WELL ROOM

South down the long hallway from area #10 will open up to a 30-foot by 15-foot room. A 10-foot diameter well lies in the room's southwest corner.

Well. Four large buckets lie next to the well, one of which is tied with a thick length of hemp rope and attached to a pulley situated above the well's opening. The well is made of worked stone and rises to a height of three feet. Inside of the well, the walls are rough but very wet. Anyone deciding to crawl down the well shaft will find themselves exiting the shaft 20 feet above the underground cistern in area #1b. The sides of the shaft are slick and make climbing very difficult (DC 17).

Door. There is a thick oaken door to the east that has a better lock than the rest of the doors on this level. Attempts to pick the lock will need to succeed against a DC 15.

Secret Door. There is a secret door that is not very well concealed as it is used frequently by servants who venture on this level. The door is noticeable with a simple DC 11 **Wisdom (Perception)/Perception** check. The door leads to the garderobe in area #19.

16. PANTRY

A locked oak door opens up to a 10-foot by 10-foot room that contains the following:

Shelves. Thick iron shelves run the length of the room. The shelves hold baskets of dried fruits, nuts, and cereals.

Barrels. Seven barrels stamped with the sigil of House Favir rest in the middle of the room. Each barrel is full of nuts: walnuts, cashews, and peanuts.

Sacs. Stacked neatly in the eastern corner of the room are twelve large burlap sacs marked with the sigil of House Daskil. Each sac is full of milled wheat.

17. KITCHEN STORAGE

A locked oak door opens up to a 10-foot by 10-foot room that contains the following:

Crates. The room is dominated by eleven crates. Each crate holds ceramic dishes packed neatly in straw.

Shelves. There are iron shelves on the southern wall that hold dozens of pots, pans, skillets, and other cookware. Hanging on pegs near the shelves are various cooking utensils used in the roasting of large pieces of meat.

18. JAILOR'S HALLWAY

The thick oak door in area #15 opens to a long and dimly lit hallway. Regular torches burn here instead of the magical ones located in the rest of the castle. Lining the walls on either side are hanging manacles and various lengths of chain. The hallway opens up to area #21.

Guards. Four **house guards** are changing the torches in the hallway.

19. GARDEROBE

The door from area #20 opens up to a 10-foot by 15-foot room that contains the following:

Privies. Three privy holes, separated by partitions of thin wire, line the northern part of the room.

Washbasin. Situated on a large pedestal is a silver basin. The basin is an *aquaris basin* and will dispense warm water when touched by a living being. The water will evaporate over the course of three hours, at which time the basin can be made to fill again. A rack near the basin holds a set of rough spun towels.

Secret Compartment. Someone has carved a niche into the back of the pedestal and inserted a small pouch containing 2 bloodstones (50 gp). The niche is noticeable with a successful **Intelligence (Investigation)/Perception** check against a DC 14.

20. GUARD ROOM

This 20-foot by 10-foot room is accessible by a door in area #21 and is lit by ever-burning torches. The door to area #19 is located inside the room, along with the following:

Cots. Two cots are situated along the southern wall. One **house guard** is sleeping on one of them.

Table. Seated around a large oak table are a **guard captain** and three **house guards**. They are playing cards very loudly. A large pile of coins (2 gp, 14 sp, 34 cp) lies in the middle of the table. A **guard dog** rests at the feet of one of the guards.

21. PRISONER INTAKE

The hallway in area #18 opens up to this 20-foot by 15-foot room lit by oil-burning lamps suspended from the ceiling. The room extends north to another hallway. There are two oak doors, opposite of each other, located on the western and eastern walls. The room also contains the following:

Table. A large oak table dominates the southern wall. On the table are various piles of bloody clothing. Under a small pile of clothing is a leather-bound book. The book is a listing of prisoners the castle has housed going back almost a decade. On the very back page, the PCs can find the names and descriptions of eight Jute who were taken prisoner at the attack on Bremerhaven. A small skull icon is marked next to four of those names.

Note. This book can be used as evidence against the Jarl and makes him at the very least an accomplice to the attack on the village.

22. TORTURE ROOM

The eastern door in area #21 is not locked and leads to a 15-foot by 20-foot room lit only by two smoldering braziers along the east wall. The room also contains the following:

Shelves. Iron shelves dominate the southern wall and are full of torture equipment, including blades, vises, and pliers.

Table. A long stone table rests in the middle of the room. The table has grooves set into it that facilitates the draining of blood from the torturer's victims. The body of a Jute male rests on the table with his chest open and his organs on display through cracked and separated ribs. A **Drazil torturer** is leaning over the body, seemingly inspecting their handy work. Two more dead Jute are piled at the foot of the stone table and are being molested by the torturer's **quasit** familiar.

Note. If the Drazil is interrogated, either through torture or by speaking with its corpse, it will tell of the pact made with House Stanz by the Raven Queen of Nariak to help destabilize the region. His queen has been promised all Jute controlled territory in the Gorlan Hills as well as in the

Jarland of Riverfields in exchange for providing goblin, bugbear, and Drazil warriors the Jarl can call on to further his schemes. He does not know any other specifics of the pact or any of the other principal players.

23. CELLS

There are 10 cells, 5 each located on the western and eastern walls of the dimly lit hallway leading from area #21.

Cells. Each cell is 5-foot by 5-foot of solid stone with a single cot and bucket. The cell doors are thick iron bars, and they are all locked with a DC 13 lock. Guards found on this level all have keys to the cell doors. The cells marked **23a**, **23b**, **23e**, **23f**, **23h**, and **23j** are all empty. Cell **23c** and **23d** have two half-starved Jute villagers (**commoners**) each, survivors of Bremerhaven. They will plead to be released and begin to cry at the sight of the PCs. They have seen what the Drazil does to his victims and they all have the *frightened* condition as long as they are inside the castle.

Note: Ser Cornel and Siggi will argue the releasing of the prisoners. The knight-captain will stress the mission comes first, and the best way to help the villagers is to complete the mission. Siggi will argue that the castle is far from secure, and the villagers will be safer with the group or at least hidden elsewhere in the castle. It will be up to the PCs to decide.

Cell **23g** holds the charred remains of a human skeleton. The villagers will describe how the Drazil was allowed by the jailor to roast the prisoner alive after she refused to leave the cell.

Cell **23i** holds a scruffy looking Jute male who pleads to be released. He is not one of the village survivors and gives his name as only Knutt (**thug**). He says he was caught poaching deer, but in reality, he is one of the Jarl's new conscripts who was caught assaulting one of the castle's maids. If he is released, he will attempt to leave the castle on his own once he is given a weapon. He will insist on leaving immediately and cares nothing for the PC's mission or the other prisoners. He will give away the PC's presence if given a chance.

SECTION II: FROSTFORGE KEEP IST FLOOR

This level is the ground floor of the castle. Its walls are finished masonry and the entire level is lit by ever-burning torches located approximately every 10 feet. Some rooms receive natural light through arrow-slit windows. Doors on this level are made of oak and are considered not locked unless otherwise stated.

Random Encounters: A roll of 1d4 can be made every 20 minutes of time the PCs linger on this level with the following encounters: 1 - 2 guards, 2 - guard and mastiff, 3 - guard and magister, 4 - 3 servants (commoners)

Note: This level is the most traversed of the entire castle. Combat lasting longer than 6 rounds will alert nearby guards.

24. TROPHY HALLWAY

The stairs from area #10 ascend to this level and open up to a 25-foot by 20-foot hall. There are two doors, one on the western wall and one going south. A secret door is located on the eastern wall and it leads to area #26, the throne room. The hall also contains the following:

Trophies. Two giant, stuffed bears stand on the northern wall flanked by three stuffed axe beaks. Along the walls hang numerous goblin blades, hill giant scalps, and Drazil horns.

Guardians. Two suits of full plate armor stand on either side of a brass gong situated to the right of the stairwell. These are **animated armors** that will issue forth a crude "present sigil please" if any living being passes within 5 feet of them and are not prominently displaying the sigil of House Stanz. If the sigil is not presented within 1 minute, the armors turn and bang on the gong before attacking the intruders.

Gong. A large brass gong hangs from a wooden frame flanked by the two suits of animated armors. The gong has the sigil of House Stanz painted on it. If the gong is rung, a guard patrol consisting of two **house guards**, two **guard dogs**, and one **magister** will arrive within 2 minutes. If the gong is rung, the random encounter roll should be made every 5 minutes instead of every 20.

25. APARTMENT/GUEST ROOM

The unlocked eastern door from area #24 leads to this 10-foot by 10-foot room that contains the following:

Opulent Furnishings. The bed, desk, table, couch, wardrobe, and high backed chair are all expertly crafted. The room is dust free and seems ready for anyone of importance to rest the night if they needed too.

26. THRONE ROOM

This 15-foot by 15-foot room is accessed by a long hallway from area #39 or from doors located in areas #29 and #31. The door located behind the throne leads to the Jarl's private stairwell up to his private quarters. The room also contains the following:

Throne. Located in the northern part of the room is Jarl Stanz's throne, where he sits in judgment of his people. The throne is constructed from a single block of marble and contains numerous carvings of smith's working at a forge or anvil. House Stanz's sigil is carved prominently into the back of the throne, just above where the Jarl's head would rest if he was sitting on it.

Tapestries. Six ceiling to floor tapestries hang along the walls. Each depicts the Jarl, or his children, riding horses, fighting goblins or savage barbarians, or working at a forge or anvil.

Guards. Standing guard in the room are four **house guards**, one **magister**, and one **guard captain**. They will not leave the throne room to investigate the gong, but they will leave the room to pursue fleeing intruders.

27. HALL OF NOBLES

This well lit-hall lies at the end of a long hallway from area #39. Hanging along the walls are dozens of paintings of noble Jute men and women dressed in House Stanz colors. Exquisite examples of longswords, daggers, battleaxes, and greatswords also hang on the walls. The weapons are expertly crafted but are not sharp and seem to be only for ornamentation. A stairwell leading up to area #46 can be located in the northeastern corner.

Note: Ser Cornell will notice a painting of the High King is suspiciously missing. Every noble house is required to hang a painting of the High King, and most do so in the area where their own family portraits hang.

28. KITCHEN STAFF QUARTERS

This 10 by 10-foot room contains the following:

Cots. Three cots line the walls of this room, which is lit by a single ever-burning torch near the door. Two **commoners** are napping on the cots.

Table. A small wooden table sits in the middle of the room where a **commoner** is inspecting a gold ring (35 gp) he stole off a table at last night's dinner service.

29. MESS HALL

This 10-foot by 25-foot room is lit by numerous enchanted lamps and chandeliers that include magical ever-burning candles and torches. The room also contains the following:

Tables. Four eight-foot-long tables dominate the middle of the room. Each table has a wooden bench on either side. Plates, dinnerware, goblets, and other utensils can be found on each of the tables.

Diners. Three **house guards** and two **magisters** are enjoying a meal at one of the tables. There are three **commoners** assisting them by refilling drinks and taking away finished plates.

30. JARL'S PRIVATE OFFICE

The door to this 10-foot by 10-foot room is locked (DC 16) but not trapped. The room contains the following:

Light. The room is unlit. Two ever-burning torches have been extinguished and rest in their sconces.

Desk. A large and ornately carved desk dominates the room. On the desk are scattered papers written in Juten. A quick inspection of them will reveal that upon hearing the Dragon Guard were marching on his Jarland, the Jarl left the castle, and rode south with a host of his men to meet them. The desk has two drawers, both of which are locked, and one of which is trapped and must be deactivated before attempting to open it. The smaller drawer is locked with a DC 13 lock and not trapped. It contains three *potions of greater healing* and a scrap of paper with the word "finaer" written on it.

The larger drawer is locked as well (DC 16) and is trapped:

TRAP (NECROTIC JOLT)

Magical trap

The command word "finaer" must be uttered, and the drawer touched within 30 seconds to deactivate the trap.

The trap deals 11 (2d10) **necrotic/negative energy** damage on a failed DC 14

Constitution/Fortitude saving throw and has a +6 bonus to attack.

The DC to perceive the trap is 13.

The DC to remove the trap is 14.

The command word can be found written on a scrap of paper inside the smaller drawer. The Jarl has the command word changed weekly but has a hard time remembering it, so he writes it down.

Inside the trapped drawer is the Jarl's personal journal. It is written in Juten and describes the day to day thoughts of Jarl Stanz, including his pact with the Drazil Queen to destabilize the region. After her forces decimate the Jarland's eastern countryside, he will swoop in and "repel" the dark menace, setting himself up as a savior to the Jute while condemning the High King for a slow response.

It goes on further discussing his worship of the pagan god Poseidon and his dealings with the Men of the Trident merchant coaster out of Alteria. Once the Jarl wins the civil war he plans on starting; he has promised very lucrative mining rights to the coaster in exchange for yearly kickbacks of gold and mana crystal. The coaster has lent thousands of gold to the Jarl in secret for him to use in bolstering his personal forces and defenses in anticipation of his impending rebellion.

Note: Both Ser Cornel and Siggie will be horrified at the Jarl's schemes and insist the journal be taken and submitted as evidence of his wrongdoing.

31. GREAT HALL

This massive, 15-foot by 25-foot room is dominated by three hearths located on the rooms' eastern wall. The room also contains the following:

Opulent Furnishings. Carved wooden tables, richly upholstered chairs and couches, and golden chandeliers are aplenty in this grand room.

Suits of Armor. A dozen suits of full plate armor line the walls of the room. Each suit is ornately crafted, with expertly carved, gold inlaid filigree and accents. Two **commoners** are busy polishing the suits.

Guards. Six **house guards** and two **magisters** are milling about the room, talking in small groups.

Tapestries. Seven large ceiling to floor tapestries hang along the walls, each one showing the sigil of House Stanz. Smaller tapestries arranged around the room show the sigils of House Stanz's bannermen and lesser houses who are pledged to them.

Note: Ser Cornel will notice the sigil of House Bromkar, and thus the sigil of the Kingdom of Jutan is noticeably missing from being displayed with the tapestries of House Stanz. While it is not against the laws of the land to not show the ruling family's sigil in your home, it is considered bad form not to have it prominently displayed with your own family's sigil.

32 - 35. SERVANTS QUARTERS

Each of these rooms are 5-feet by 5-feet and are lit by simple oil-burning lamps. They each contain a single bed and a small trunk. There is a 20% chance per room that there is a sleeping **commoner** resting after their shift.

36. PANTRY AND BUTTERY

The door to this 10-foot by 10-foot room is not locked; however, the door does have a seemingly better lock than some of the other doors on this level. The room contains the following:

Shelves. Iron shelves line the walls and are filled with baskets of dried fruits, nuts, and biscuits.

Racks. Several small racks hold mugs made of ceramic, silver, copper, and pewter.

Barrels and Casks. Four large barrels and three casks hold ale and wine, respectively, and are being enjoyed by two **commoners** who will not notice the PCs enter the room thanks to their advanced intoxicated state. They will be loud and apologetic when caught sampling the Jarl's alcohol.

37. KITCHEN

This large 10-foot by 25-foot room houses the castle's kitchens. The room contains the following:

Oven. In the southwest corner of the room lies the castle's large oven and roasting pit. Two neatly stacked cords of firewood are found to the side of the oven. There is a pig roasting on a spit in the fire pit.

Tables. Three wooden tables of various sizes can be found in the room. Each table has cutting boards, knives, and other kitchen utensils upon them.

Staff. Two **commoners** are busy feeding a **guard dog** while a **house guard** picks at the kitchen scraps looking for a quick meal while on duty.

38. GUARD ROOM

This 15-foot by 15-foot room contains the following:

Couches. Four threadbare sofas line the southern and western walls. Reclining on the couches are three **house guards**.

Table. A massive wooden table dominates the middle of the room. Around the table, two **house guards** and one **magister** are playing dice. A stack of coins (11 sp) sits in the middle of the table.

39. FOYER

The castle's main gate leads to a large open lobby that contains the following:

Main Gate. The castle's gate is open, and the portcullis is raised halfway, about nine feet off the ground. A winch that controls the portcullis can be found to the right of the gate on the wall to area #40. The winch can be turned to raise or lower the portcullis and requires no ability check thanks to its regular greasing. If the PCs wish to sabotage the portcullis to prevent any House Stanz troops from entering the castle, a DC 14 Strength check is needed to break the winch and prevent it from being used to raise the portcullis until it is fixed or replaced.

Guards. Standing at attention near the main gate are four **house guards**. Inspecting them is a **guard captain**. Any combat in this area will alert the guards in area #38 and the magisters in area #40. They will arrive after 3 rounds of fighting.

If the portcullis is not lowered to prevent reinforcements, 2d20 House Stanz troops will arrive at the main gate every 10 minutes to assist if combat takes more than 20 rounds while in this area or if a guard manages to flee battle to the outside courtyard.

40. MAGISTER'S STUDY

This 15-foot by 15-foot room contains the following:

Bookshelves. Seven floor to ceiling bookshelves line the southern and northern walls of this room. Books range in subject from Jarland history to the science of Manasphere manipulation on a global scale. Each book is worth 20 gp to the right collectors. There are fourteen books total.

Desks & Alchemist Workshop. Two small writing desks and a large table containing beakers, measuring equipment, and jars of various ingredients occupy the eastern wall.

Magisters. Three **magisters** are working at the alchemist worktable, creating potions for the Jarl's troops.

Treasure. The table contains the following potions: 6 *potions of healing*, 2 *potions of climbing*, 2 *potions of growth*, 1 *potion of fire breath*. One of the magisters wields a *wand of web* (CL 6, 18 charges).

41. STORAGE

This 5-foot by 20-foot room contains the following:

Shelves. The iron shelves in this room are stacked with clean linen sheets, tablecloths, and other items used in the mess hall and great hall, including candles, ever-burning torches, and lamp oil.

Crates. Two small crates have their lids open, and inside can be found rolled up tapestries that display House Bromkar's sigil of a dragon's skull wreathed in flame.

42. TRINITY SHRINE

A small corridor leads to this modest 10-foot by 10-foot room that contains the following:

Statues. Three ornately carved statues of marble and bronze stand in this room, each representing a different goddess of the Trinity.

Guards. Two **house guards** stand watch in the shrine.

SECTION 12: FROSTFORGE KEEP 2ND FLOOR

This level of the castle has the private residences of the Jarl and his trusted retainers. The walls are made of finished masonry, and the level is lit by ever-burning torches located approximately every 10 feet. Some rooms are also lit by natural light spilling out from narrow windows.

This level is less traversed than the first floor or even the basement/dungeon level. Guard patrols are lax thanks to the departure of the Jarl and most of his trusted advisors. Doors are locked on this level (DC 13) unless otherwise stated.

Random Encounters: A roll of 1d4 can be made every 20 minutes with these encounters: 1 - guard, 2 - guard and mastiff, 3 - magister, 4 - 2 servants (commoners)

43. APARTMENT

A thick oak door leads to this 15-foot by 20-foot room and contains the following:

Opulent Furnishings. Three beds, a desk, a couch, two wardrobes, and two trunks found in this room are all expertly crafted.

Occupants. A sleeping **veteran guard** occupies one of the beds. Another **veteran guard** sits at the desk reading a book about hunting in the Jutal Forest.

Treasure. The two trunks are locked (DC 13), but a key can be found on either of the two House Stanz retainers who occupy the room. Inside the trunks are a small pouch (22 gp, 8 pp), a *shield +1*, *potion of fire breath*, and a small wooden coffer (22 gp, 1 garnet worth 100 gp).

44. PRIVATE STAIRS

This small hallway contains the Jarl's private stairs.

Guard. A **house guard** stands by the door to the Jarl's private quarters.

45. SERVANTS QUARTERS

This large 15-foot by 20-foot room contains the following:

Moderate Furnishings. Eight beds line the walls of the room. Two wardrobes and three couches also occupy the room.

Staff. Three **commoners** are resting on their beds.

46. PATROLLED HALLWAY

The stairs located in area #27 lead up to this level and connect to this hallway. The hallway runs south, then turns west, then south, then west again, and continues that way until it ends at the door to area #57.

Patrol. Three **house guards**, one **magister**, and four **guard dogs** patrol the length of this hallway day and night.

47. APARTMENT

This 10-foot by 20-foot room contains the following:

Opulent Furnishings. Three beds, a desk, a couch, two wardrobes, and two trunks found in this room are all expertly crafted.

Occupants. Two **veterans guards** are lounging here and enjoying a bottle of wine together.

Treasure. One of the two trunks is locked (DC 13), but the other is open. One of the occupants has the key to the locked chest in his pocket. The open chest contains a *chain shirt +1*, an electrum dagger with a moonstone in the hilt (2,500 gp), and three bottles of Alterian wine (25 gp each);

the locked chest contains a sac (68 sp, 22 gp, 9 pp), a silver chalice with gold inlay (700 gp), and a *potion of cold resistance*.

48. PATROLLED HALLWAY

This hallway is usually patrolled by guards; however, the House Stanz retainers who stayed behind in the castle while the Jarl is away gave orders to the guards to cancel patrols here for the time being.

49. JARL'S PRIVATE QUARTERS/SOLAR

This room is accessible by the door from area #44 and from room #50 and #51. It contains the following:

Opulent Furnishings. Three large couches, two desks, an ornately carved table and several chairs of expert craftsmanship occupy this room. A serving cart is parked near one of the couches and has on a silver platter several crystal goblets and decanters holding various colored liquids (brandy, wine, and honeyflame whiskey). A suit of plate mail armor and three longswords adorn the eastern wall. A plush rug of Aravork make lies in the middle of the room.

Desk. The larger of the two desks has a large open book on it. This is a *tome of leadership and influence* the Jarl was busy reading the last few days. A golden bookmark (8 gp) rests in the open pages. He never finished reading it and, its magic is still intact.

Guardians. If anyone who is not the Jarl, his mistress, or someone not openly displaying the sigil of House Stanz enters the room and lingers for more than two minutes, a suit of **animated armor**, three **flying swords**, and a **rug of smothering** come to life and attack any intruders.

50. GARDEROBE

This room is accessible from a door in area #49 and area #48. The room contains the following:

Privies. Three privy holes, separated by partitions of thin wire, line the eastern part of the room.

Washbasin. Situated on a large pedestal is a silver basin. The basin is an *aquaris basin* and will dispense warm water when touched by a living being. The water will evaporate over the course of three hours, at which time the basin can be made to fill again. A rack near the basin holds a set of rough spun towels.

Guard. A **house guard** is sitting in one of the toilets.

51. JARL'S PRIVATE QUARTERS/BED CHAMBER

This 20-foot by 10-foot room contains the following:

Opulent Furnishings. A single four post bed carved of maple and oak rests against the western wall of this room. A wardrobe and couch can be found on the southern wall. A large chest at the foot of the bed has its lid open. Along the northern wall lies an empty armor rack and a weapons rack.

Chest. Inside the chest are: 2 *potions of greater healing*, a large ivory coffer (80 gp, 42 pp), a small gold idol of the goddess Dhalla (150 gp), and a small box of animal figurines carved out of turquoise (250 gp).

Weapon Rack. The rack has six spaces to hold a variety of weapons. It currently holds the following: *longsword +1*, *spear +1*, mana infused hand axe (*pear cut crystal of frost*).

Secret Doors. There are two secret doors located in this room. The secret entrance to the east is used often and, as such, is more noticeable than the other. An **Intelligence (Investigation)/Perception** check against a DC 13 is needed to notice the eastern door.

The southern door is carefully hidden and has a DC of 16 to notice it. Both doors are not trapped, and the eastern door is not locked. The southern door will only open after a successful **Intelligence (Investigation)/Perception** check to notice it, which will also show the PCs a set of off-color stones worked into the wall. The stones must be pressed in the precise order for the secret door to open. Another **Intelligence (Investigation)/Perception** check against a DC 16 is needed to decipher the pattern in which to push the stones: up, up, down, down, left, right, left, right.

After successfully completing the pattern, the PCs will hear a barely audible click, and the section of the southern wall will begin to move aside.

52. JARL'S MISTRESS' ROOM

This 10-foot by 10-foot room is accessible from a secret door in area #51 or from area #46. It contains the following:

Opulent Furnishings. A bed, wardrobe, couch, and small desk occupy the room. Their make is similar to the nice furniture found in other rooms of the castle. Two empty bottles of wine and two goblets rest on the small desk.

Occupants. A **veteran guard** is passionately kissing the Jarl's mistress (**noble**) on the couch. They are oblivious to the presence of the PCs unless they make an excessive amount of noise entering the room.

Treasure. Located in the wardrobe are several expensive gowns (100 gp each, 8 in total), a gold circlet with four aquamarines (2,500 gp), a pair of diamond earrings (5,000 gp), and a gold comb shaped like a dragon's claw with two red garnets (750 gp).

53. MAGISTER GUARD QUARTERS

This 10-foot by 15-foot room contains the following:

Modest Furnishings. Four small beds line the walls of this room. Next to each bed is a simple writing desk and chair. Books on magical theory and history lie open on two of the desks.

Shelves. Iron shelves hold bookbinding materials, parchment, ink wells, and replacement ink pens.

Occupants. Two **magisters** recline on their beds that they share with other magister guards assigned to the castle.

Treasure. Mixed in with the books and parchments in this room are the following: *scroll of feather fall (CL 3)*, *scroll of sleep (CL 3)*, *scroll of blur (CL 3)*, and a ***potion of mind reading/spider climb***.

54. HIDDEN ROOM

This 10-foot by 10-foot room is only accessible by two secret doors, one from area #51 and the other from area #56. The room contains the following:

Light. A single ever-burning lamp hangs from the ceiling. It gives off a pale blue light.

Pedestal. A four-foot high obsidian pedestal rests in the middle of the room. On it lies a fist-sized piece of refined mana crystal cut in the shape of a pear-shaped gemstone. The purple crystal gives off a strong abjuration and conjuration aura if assessed via a *detect magic* spell or similar magic.

This is an *anti-teleportation* stone, and it must be deactivated or destroyed in order for the teleportation pad Ser Cornell is holding to activate.

The command word to deactivate the stone is "vok" and can be deciphered with a successful **Intelligence (Arcana/Manasphere)/Knowledge: Arcana/Manasphere** check against a DC 14. Otherwise, the stone can be destroyed by smashing it against the wall or with a blunt weapon.

As soon as the stone is destroyed, Ser Cornell will want to deploy the teleportation pad as quickly as possible in area #51. He can be persuaded to continue searching the castle by a successful **Charisma (Persuasion)/Diplomacy** check against a DC 13. The DC will increase to 16 if Siggie is present.

Deploying the pad takes five minutes of time to carefully pull the pad from the *bag of holding* and set it up correctly based on instructions given to Ser Cornell before leaving for the mission. Once it is set up, the pad will begin to pulsate and hum. One **knight** will arrive every thirty seconds for three minutes. Next to arrive are two **mag**s who take up positions with the other soldiers. The Crown Prince teleports in next, followed by the two older knights that were in the meeting back at the Dragon Guard barracks.

Once the Crown Prince arrives the PCs will not have a chance to explore the rest of the castle. Once the room is secured and the Crown Prince and his advisors are handed over the evidence obtained against the Jarl, the teleportation pad will begin to flare again on the Prince's command, and more **knights** will start to materialize. They will form up and rush out of the room to subdue the rest of the keep.

He will offer the PCs the use of the teleportation pad to return to Orinfjord. He will insist the PCs use the pad to escort the villagers if the players found and freed them. If you are ready to conclude this part of the adventure path and go to the **CONCLUDING THE ADVENTURE** section, read the following:

The Crown Prince tosses the evidence of the Jarl's guilt on the small desk. "I could not imagine Florem could do such things. To hate my father and my family so much, he would conspire with the Drazil against his own people."

A look of disgust comes over the Prince's face, "I have dined in this castle. I've shared bread and wine with Florem Stanz." He steels himself and lets out a shallow breath before going on, "I will see him hang for this."

Finally, he turns to your group and smiles, "Exceptional work done by all of you. The Kingdom of Jutan owes you a tremendous debt of gratitude for what you have accomplished. I wish for you to return to Orinfjord via the teleportation pad. There, you will be debriefed by my father's advisors on everything you have personally witnessed during this whole affair.

"At the end of your debriefing, you will each be able to pick up a reward from my personal secretary, a promissory note from House Bromkar in the sum of one thousand gold pieces, each. It can be redeemed at any of our holdings within the kingdom, including immediately if you should wish it."

The prince turns to Ser Cornell and clasps him on the shoulder, "Exemplary work, my boy. You are hereby reinstated to the Dragon Guard with full honors. I think a promotion to my personal staff is in order as well."

Ser Cornel's eyes widen, and his cheeks become flush, "You honor me my Prince!" he manages to blurt out.

"Before you go," the Prince says as he addresses your group again, "if you wish to remain in my service, you may keep the *dragonskull pin*. I may have need of stalwart adventurers such as yourselves again, and you are welcome to wear it while serving as my agents. If you decline, so be it, no hard feelings, however, I will need you to return the pin."

If Siggie accompanied the party:

The Prince turns to Siggie and bows deeply while saying, "Your father was a trusted advisor and I knew you would excel in my service. I see you going far in the service of the Heralds"

The young Jute woman smiles at the mention of her father, "He cherished every moment my Prince. Thank you for your kind words."

55. GUARD ROOM

This 15-foot by 10-foot room contains the following:

Cots. Five simple beds line the walls of the room. A **house guard** is sleeping on one of them.

Occupants. A **guard captain** is playing a game of dragon chess on a wooden table with another **house guard** while a third **house guard** sits on a cot and carves a piece of wood. A second **guard captain** is busy sharpening a dagger on a whetstone.

56. HOUSE STANZ'S MAGISTER'S QUARTERS

The door to this 20-foot by 10-foot room is locked with an above-average lock (DC 15) and trapped.

TRAP (NECROTIC JOLT)

Magical trap

The command word is "gnaga" and must be spoken, and the door handle touched by that person within 6 seconds to deactivate the trap.

The trap deals 11 (2d10)

necrotic/negative energy damage on a failed DC 14 **Constitution/ Fortitude** saving throw and has a +6 bonus to attack.

The DC to perceive the trap is 13.

The DC to remove the trap is 14.

The room contains the following:

Opulent Furnishings. A single bed, wardrobe, desk, couch, and high backed chair occupy this room. A small chest rests in the southeastern corner.

Treasure. The unlocked chest contains 256 sp, 169 gp, 29 pp, a black pearl (750 gp), a necklace of 6 pink pearls (2,500 gp), and a worn leather notebook.

The notebook is written in Juten; however, it's pages are stained, and the writing is hard to decipher. A successful **Intelligence (Investigation)/Linguistics** check against a DC 12 will inform the PCs that the owner of the notebook, House Stanz's head Magister Hvarlen Breakbones, does not care for working with the Drazil and he has voiced this opinion repeatedly to the Jarl, which has put him on the Jarl's bad side.

Note: Ser Cornel and Siggie will insist the PCs take the notebook and use it as proof of the Jarl's guilt.

57. APARTMENT

This 10 foot by 15 foot room contains the following:

Modest Furnishings. Three beds are located in the rooms southwest corner, each with its own small trunk. A single couch, writing desk, and small table accompany four small chairs.

Occupants. Three **spies** reside here when not out on a mission for their Jarl. The three are triplet sisters and are fiercely loyal to House Stanz. They will fight to the death.

Treasure. Each trunk, in addition to its mundane items, has a small pouch that contains the following: 33 gp, a single black pearl (500 gp). Each sister was gifted a magical item by the Jarl for their service to him. The items are *bag of tricks (tan)*, *shortsword +1*, and a ring of *necrotic/negative energy* resistance.

58. HVARLEN'S WORKROOM

The door to this room is locked (DC 14) but not trapped, and it leads to a small hallway that opens up to a 10-foot by 10-foot room that contains the following:

Worktable. Alchemist supplies and an open herbalism kit lie on the large oak table in the middle of the room.

Head Magister. Hvarlen Breakbones is working here when the PCs arrive. He will defend himself; however, if he is brought to less than half of his hit point total, he will attempt to surrender.

Hvarlen is unhappy with his Jarl's arrangement with the Drazil queen, and he has been quite vocal about it. The Jarl forbid him from accompanying him when he recently left the castle and ordered him to oversee the conscription of new troops and to see to their needs. A duty Hvarlen thinks is quite beneath him.

In exchange for leniency, he will agree to testify against the Jarl in court about everything he has personally witnessed in the last year since the Jarl entered into the pact with the Drazil.

OPTIONAL XP AWARDS

Story Award experience is awarded to each PC and not divided among them.

Optional Story Award: Give Prayer Book of Poseidon to Prince **+150 xp/+250 xp**

Optional Story Award: Give Prisoner Intake Book to Prince **+150 xp/+250 xp**

Optional Story Award: Interrogate the Drazil **+200 xp/+350 xp**

Optional Story Award: Rescue the Villagers **+150 xp/+250 xp** per villager rescued.

Optional Story Award: Give Jarl Stanz's Journal to Prince **+250 xp/+350 xp**

Optional Story Award: Capture Hvarlen Breakbones (no story award if he is killed) **+250 xp/+350 xp**

PART THREE BESTIARY

5E **Giant Boar;** statistics as a **Giant Boar**
Stirge; statistics as a **Stirge**
House Stanz Troopers; statistics as a **Bandit** with the following exceptions: **Longsword.** Melee Weapon Attack. +2 to hit, reach 5 ft.; Hit: 5 (1d8) slashing damage.

House Stanz Kill Squad; statistics as a **Thug**

Hill Giant; statistics as a **Hill Giant**

Temple Guard; statistics as a **Thug**

Underpriest; statistics as a **Cult Fanatic**

Priest; statistics as a **Priest**

Cultist; statistics as a **Cultist**

Giant Rat; statistics as a **Giant Rat**

House Guard; statistics as a **Guard**

Guard Dog; statistics as a **Mastiff**

Commoner; statistics as a **Commoner** with the following exceptions: **Unarmed.** Melee Weapon Attack. +2 to hit, reach 5 ft.; One target. Hit: 1 (1d3) bludgeoning damage.

Guard Captain; statistics as a **Bandit Captain** with the following exceptions: **AC 19** (scale mail, shield); **Longsword.** Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 7 (1d8+2) slashing damage.

DRAZIL TORTURER

Medium humanoid (Drazil), CE

Armor Class: 11 (dexterity)

Hit Points: 20 (4d8+4)

Speed: 30 ft.

STR +1 DEX +1 CON +1 INT +1 WIS +1 CHA +2

Skills: Arcana +3, Deception +4, Stealth +7

Immunities: Magical sleep and the *charmed* condition

Languages: Draz, Juten

Challenge: 2 (450 XP)

Darkness. The Drazil torturer can conjure a field of absolute darkness up to 5 feet from their position. The field is a dome, measuring 10 feet in radius. Non-magical light is extinguished, and normal sight is impossible without the aid of magic. Creatures with Darkvision can see within the dome, but cannot see through it. Drazil is immune to this effect and can see normally. Magical light can extinguish this effect. The darkness lasts for 10 minutes. The Drazil torturer can do this once per day.

Shadowblend. The Drazil torturer can merge their form with ambient shadows once per day, giving them a 50% chance to be missed in melee and ranged combat for 2 rounds. There must be at least a medium-sized shadow for this feature to work.

Spellcasting. The Drazil torturer is a level 3 spellcaster. Their spellcasting ability is Charisma (DC 12, +4 to spell attacks). The Drazil torturer has the following spells prepared:

Cantrips (at will): acid splash, mage hand, poison spray, true strike

1st level (4 slots): disguise self, fog cloud, magic missile, witch bolt

2nd level (2 slots): cloud of daggers, mirror image

Sunlight Sensitivity. The Drazil torturer suffers a -2 penalty to attack rolls, ability checks, and saving throws while in bright light such as daylight.

Horns. Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 4 (1d6+1) piercing damage.

Other Gear. wand of magic missiles

Quasit; statistics as a **Quasit**

Animated Armor; statistics as an **Animated Armor**

MAGISTER

Medium humanoid (Jute), any alignment

Armor Class: 11 (dexterity)

Hit Points: 15 (3d8+3)

Speed: 30 ft.

STR +0 DEX +1 CON +1 INT +4 WIS +1 CHA +1

Skills: Arcana +6, Manasphere +6, History +6

Languages: Juten, Tradespeech, Meech, Calvish

Challenge: 1 (200 XP)

Spellcasting. The magister is a level 3 spellcaster. Their spellcasting ability is Intelligence (DC 14, +6 to spell attacks). The magister has the following wizard spells prepared:

Cantrips (at will): light, minor illusion, ray of frost

1st level (4 slots): alarm, color spray, shield, sleep

2nd level (2 slots): blur, hold person, ray of enfeeblement

Dagger. Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 3 (1d4+1) piercing damage.

Veteran Guard; statistics as a **Veteran**

Flying Sword; statistics as a **Flying Sword**

Rug of Smothering; statistics as a **Rug of Smothering**

Knight; statistics as a **Knight**

Mage; statistics as a **Mage**

Spy; statistics as a **Spy**

Hvarlen Breakbones; statistics as a **Mage** with the following exceptions: **Other Gear.** staff of charming

PFRPG

Boar; statistics as a **Boar** (pathfinder bestiary pg 36)

Stirge; statistics as a **Stirge**

(pathfinder bestiary pg 260)

House Stanz Trooper; statistics as a **Brigand** (pathfinder NPC Codex pg 266) with the following exceptions: **Ranged** light crossbow +3 (1d8, 19-20/x2); **Other Gear:** 10 masterwork crossbow bolts

House Stanz Kill Squad; statistics as a **Cutpurse** (pathfinder NPC Codex pg 144)

Cyclops; statistics as a **Cyclops** (pathfinder bestiary pg 52)

Temple Guard; statistics as a **Brigand** (pathfinder NPC Codex pg 266)

Underpriest; statistics as an **Initiate** (pathfinder NPC Codex pg 245)

Priest; statistics as a **War Priest** (pathfinder NPC Codex pg 44) with the following exceptions: **Race** Human - Jute; **Melee** masterwork morningstar +4 (1d8+2/x2); **Ranged** no ranged weapon

Cultist; statistics as an **Acolyte** (pathfinder NPC Codex pg 244) with the following exceptions: **Level One Spells** - bane, inflict light wounds

Giant Rat; statistics as a **Dire Rat** (pathfinder bestiary pg 232)

House Guard; statistics as a **Recruit** (pathfinder NPC Codex pg 266) with the following exceptions: **Race** Human - Jute; **Melee** masterwork longsword +4 (1d8+1/19-20,x2); **Feat** Weapon Focus (Longsword)

Guard Dog; statistics as a **Dog** (pathfinder bestiary pg 87)

Commoner; statistics as a **Pig Farmer** (pathfinder bestiary pg 256) with the following exceptions: **Melee** unarmed +1 (1d4/x2)

Guard Captain; statistics as a **Veteran Buccaneer** (pathfinder NPC Codex pg 267) with the following exceptions: **AC** 18 (scale mail, small wooden shield); **Melee** masterwork longsword +6 (1d8+1/19-20,x2)

Drazil Torturer; statistics as a **Doom Prophet** (pathfinder NPC Codex pg 245) with the following exceptions: **Race** Drazil; **Melee** horns +7 (1d6+4/x2); **Ranged** no ranged weapon; **Spell-like Abilities** darkness 1/day; **Immunities** Sleep and Charm effects; **SQ** Sunlight Sensitivity

Quasit; statistics as a **Quasit** (pathfinder bestiary pg 66)

Animated Armor; statistics as a **Medium Animated Object** (pathfinder bestiary pg 14) with the following exceptions: **CP 2 (Metal)**

Magister; statistics as a **Street Magician** (pathfinder NPC Codex pg 178) with the following exceptions: **Race Human - Jute**

Veteran Guard; statistics as a **Tavern Champion** (pathfinder NPC Codex pg 268) with the following exceptions: **Race Human -Jute; AC 21** (banded mail, heavy steel shield, amulet); **Melee** masterwork longsword +7 (1d8+2/19-20, x2); **Feats** Power Attack (instead of Improved Unarmed Strike)

Flying Sword; statistics as a **Small Animated Object** (pathfinder bestiary pg 14) with the following exceptions: **CP 1 (Additional Attack)**

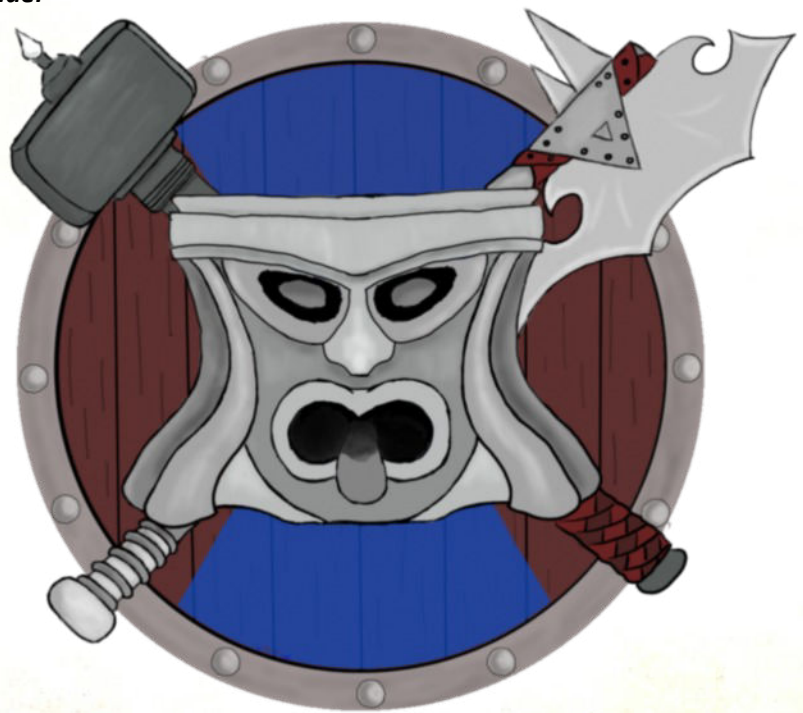
Rug of Smothering; statistics as a **Large Animated Object** (pathfinder bestiary pg 14) with the following exceptions: **CP 3 (Grab, Additional Attack, Constrict)**

Knight; statistics as an **Officer** (pathfinder NPC Codex pg 252) with the following exceptions: **Race Human - Jute; Ranged** no ranged weapon

Mage; statistics as a **Thunder Wizard** (pathfinder NPC Codex pg 182) with the following exceptions: **Race Human - Jute**

Spy; statistics as a **Charlatan** (pathfinder NPC Codex pg 145) with the following exceptions: **Spell-Like Abilities** none

Hvarlen Breakbones; statistics as a **Thunder Wizard** (pathfinder NPC Codex pg 182) with the following exceptions: **Race Human - Jute**



HOUSE STANZ
"MADE TO LAST"

CONCLUDING THE ADVENTURE

Once the PCs have taken the portal back to Orinfjord, they are given the offer to stay in the Dragon Guard barracks for as long as they need to recuperate. Any non-magical items and equipment they might need replacing are given to them at no charge. They may also pick up the promissory note as well. If a player wishes to cash it in right away, they are given three large sacs full of gold coins totaling 1,000 gp. If they choose to hold onto the promissory note, it can be redeemed at any Bromkar family castle or keep. The notes cannot be transferred to another for any reason.

Before they leave, they will need to recount their ordeal, starting from the attack on Bremerhaven, to the King's advisors. Once that is finished, they are free of further obligation from the Kingdom. Any player who kept the *dragonskull pin* will be handed a note from the Prince's personal secretary. The note says the following:

I would like to commend you again for your bravery. Because of your efforts, Jarl Florem Stanz has been taken into custody, and he will be put on trial for his many crimes.

The Jarl's eldest son has been made the new Jarl of Merdah after it was divined that he had no knowledge of his father's wrongdoing. Though he publicly stated that he holds no ill will against the Dragon Guard or its operatives that were instrumental in stopping his father, not all in that Jarland feel the same way. I would avoid northern Jutan for the time being.

I wish to speak with you about this conspiracy at length once the commotion surrounding the trial dies down. Please make yourselves available to myself and my agents for at least two tendays. Should you decide to leave the kingdom in that time, please inform one of my agents beforehand so that we might contact you if you are needed.

*Sincerely,
Torstin Bromkar*

PART 3 NEW MAGICAL ITEMS

5E DRAGONSKULL PIN

Wondrous Item, very rare (requires attunement)

These small silver pins are shaped like dragon skulls, similar to the sigil of Jutan's royal family. When attuned, you are able to double the number of hit points you earn with a short rest once in a 24-hour period. In addition, it bestows a +1 bonus to saving throws against harmful magic. They are given to agents of the Crown Prince of Jutan and are used to identify his personal agents to others. Possession of a *dragonskull pin* without authorization is punishable by exile or death in the Kingdom of Jutan.

PFRPG DRAGONSKULL PIN

Aura faint enchantment; **CL** 5th

Slot none; **Weight** —; **Price** 3,500 gp

These small silver pins are shaped like dragon skulls, similar to the sigil of Jutan's royal family. While worn, you are able to double the number of hit points you are able to recover with a full 8 hours worth of rest. In addition, it bestows a +1 bonus to saving throws against harmful magic. They are given to agents of the Crown Prince of Jutan and are used to identify his personal agents to others. Possession of a *dragonskull pin* without authorization is punishable by exile or death in the Kingdom of Jutan.

CONSTRUCTION

Required craft wondrous item, cure light wounds, resistance; **Cost** 1,500 gp

AN OVERVIEW OF THE KINGDOM OF JUTAN

WRITTEN AND COMPILED BY RALLO VIEMEN; THE THIRD SON OF COUNT NAGLI VIEMEN; HERALD OF JUTAN AND THANE OF ARCHENFJORD, AT THE BEHEST OF CROWN PRINCE TORSTIN BROMKAR, IN THE 560TH YEAR OF PROSPERITY AND FREEDOM UNDER THE EXALTED BROMKAR'S REIGN

My Prince,

Below is an accounting of our kingdom, compiled over the last several years and many, many, miles on horseback. To say that I have suffered for the Realm would be an understatement. I vow to Her Holy Light to never ride in a saddle again.

You would be surprised how tight-lipped some citizens (especially the northern folk) get when I introduce myself as a Herald. I shall never understand our kin to the north and their distrustfulness of "southern agitators."

I have arranged my findings in the way you suggested. Your extensive list of questions is answered with as much information as I could provide. I can only hope that I have served you well and this information can be used to help educate others about our kingdom.

Your servant,
Thane Rallo Viemen, of House Viemen



GEOGRAPHY/FOREIGN RELATIONS

How accessible is the Kingdom? What natural features mark its borders? Who are the neighboring countries/peoples?

The Kingdom of Jutan sees most of its foreign traffic from the water and boasts a number of port cities and towns that frequently see people from all over the world. Shipping and ocean-borne travel are considered safe if the vessels stay close to the shore and patrolled waters. The Western Ocean gets more treacherous the further away from the land you go, and pirates or worse have been known to take untested captains unaware.

Entering Jutan by land is more complicated. The majority of land traffic is done in the south, through the Clawbite Hills and Hinterlands of the Empire of Alteria. Kalarin merchants have established a trade road through the Firepeaks and the feline people are now a more common sight in the kingdom's southern cities.

Within the kingdom itself, trade is facilitated by a network of maintained roads and by barge up and down the rivers. The roads are maintained by the Crown, but policing them falls on the Jarl, whose land they cross.

To the north can be found the Darkfrost Mountains and the Gorlan Hills. To the east lie the Thornfang Forest, home to the Drazil and other horrors, and the Swamp of Frozen Tears. The kingdom's eastern border ends at the edge of the Jutal Forest, though Jute presence there is minimal. The southern border lies in the Clawbite Hills and is protected by a series of forts and castles manned by the kingdom's Southern Army. The area between the southern Clawbite Hills and the Hinterlands of Alteria is not claimed by either nation. Small villages and freeholds manage to exist in this region through tenacity and no small amount of luck. Attempts to fold those homesteads into Jutan have so far been unsuccessful.

The Jutal Forest dominates a large portion of land in the kingdom. The Jarlands closest to the forest claim dominion over vast tracts of woodland, though they control only a sliver of what they claim. The Fey and Centaurs of the forest have been waging a guerilla war against the Jute for centuries but so far have only managed to slow the kingdom's expansion instead of stopping it. The Illumnarus of Ritvel have lived in the region for over fourteen thousand years if that is to be believed. Their numbers have been on a steady decline

thanks to the relentless assaults by their dark kin from the north. The strained relationship they have with the Jute has begun to get better. A permanent Illumnarus ambassador now resides in the kingdom and has the ear of the High King and the Dragon Council; something that would have been unthinkable during your grandfather's reign.

Why did the people settle this land in the first place?

The Jute arrived via multiple portals from their homeworld during a time of great hardship. The world they entered was a paradise compared to the place they left behind. Over centuries, the Jute worked the land and sea and grew prosperous from its bounty. Fertile soil gave way to farmland and natural coves and breakwaters saw the rise of coastal towns and fishing villages. The early Jute suffered hardships, mostly in the form of unpredictable manastorms and attacks by monstrous beings, but they persevered and spread out to eventually become the dominating species in the region.

Who are the rivals or enemies of the Kingdom? How close are they? How powerful?

The closest outside enemies of the kingdom would be the Drazil of the Thornfang Forest. Large scale battles between the two peoples have been few and far between. The Drazil have reserved the majority of their hatred for the Illumnarus and the Fey communities allied with them. The Darkfrost Mountains hold a handful of Jute clans that do not recognize the crown or any Jarl's authority. Most are bloodthirsty savages and raid communities with some frequency. Other clans are neutral to the politics of the land and just prefer to live as free folk like their ancestors did when they first came to Shin'ar.

The albino lizardmen of the Swamp of Frozen Tears raid the Jute settlements found near their territory and have been known to travel in large groups down the Iceflow River. The Fey of the Jutal Forest have been troublesome for the Jarlands that border the forest. Logging camps and hunting lodges are the targets of sabotage and acts of terror meant to drive out the humans. In the beginning, deaths were rare. But as the Jute fought back, burning villages and displacing more Fey tribes, the diminutive magical folk of the forest began to attack with more force and ferocity. The Circle of Druids and the church of Tralla have tried in vain to stem the violence and destruction of the woods, too little success.

The Redcaps of the Whitebone Islands have been a menace to Jute shipping and settlements along its northern shore for centuries. The bloodthirsty Fey beings pray on fishing boats and merchant ships alike, and the kingdom's northern Navy works tirelessly to keep those ships safe. Piracy is a plague on shipping as well. The Helviir Islands house small pockets of pirates and renegade Jute who prey on merchants traveling to and from the

kingdom's prosperous port cities. While the islands are considered Jute territory, they are loosely governed and house a people who generally hold themselves apart from the Jute, though they are the same people.

Internal feuds cause more strife for the people of Jutan than any invading force. Noble houses routinely jockey for position and territory, with conflicts very often spilling over into the general populace. It is not uncommon for one House to march on another and battle, though conflicts rarely explode into all-out war. The power of the Jarls and the Crown keep most disputes from getting too big to handle. There have been attempts to remove House Bromkar from power on several occasions since the founding of the kingdom. Each time the royal family has prevailed and punished the offending Houses accordingly.

What peoples fought, allied, traded, or were traditional rivals with the kingdom? Where are there still hard feelings?

The Jute almost immediately since crossing over to Shin'ar came into conflict with the denizens of the land who came before them. They clashed with the Goblins, Bugbears, Hill Giants, and other creatures of the Darkfrost Mountains and Gorlan Hills. They fought with and ended up eradicating small Mermaid communities that lived in the waters near the Helviir Islands. When they were enslaved by the dragons, the Jute were made to fight the Fey, Drazil, and Illumnarus for territory and resources. Since their rebellion from the wyrms and the formation of the kingdom, the Jute have elected to stay away from the Thornfang Forest, and restrict settlements from growing too close to the tree line of that dark wood. They have pacified the areas under their control, though raids from the east still continue.

The Jute's largest trading partner is the Empire of Alteria, which also happens to be its biggest rival. Alterian merchants are welcomed in Jutan, and the goods they bring are much sought after, especially coffee beans and bales of tobacco. The kingdom has been very vocal about patrolling and policing its southern border and has warned Alteria against expansion further north into the Hinterlands. So far, the Atlanteans and the Great Senate of Alteria has been content to keep its current borders and trade agreements with the Jarls.

One hundred years before the coming of Atlantis to Shin'ar, two Zevrish cities allied together and marched north on Jutan's Southern Shore. The War of Tooth and Tusk lasted eighteen months and brought much death and destruction to the Jarland. The Zevrish were eventually routed and beaten back by the might of the Jute armies and Estanyan mercenaries paid by

the Crown to disrupt the porcine people's supply lines. No treaty was ever signed between the two people, though when the Empire of Alteria welcomed the Zevrish into their fold, it was reported the Atlanteans offered the Jarl of the Southern Shore coin for the damages sustained during the war. Whether the Jarl accepted the offer is not known. Zevrish traveling through the Southern Shore are still looked upon poorly by the people who live there.

POPULATION/TRADE

How many people are there in the Kingdom? How does it compare with the world population? What is considered a small town/large town or city?

There are roughly 1,186,920 people counted as citizens of Jutan. There can also be hundreds to thousands of foreign travelers and merchants in the kingdom at any one time. Jutan is the second-largest nation on the planet, not counting the loose federation of City-States in Verigal. The Empire of Alteria to the south is greater in area and people and are considered the greatest rival for dominance of their part of the continent.

A typical hamlet or small village will not have more than fifty residents, including those in outlying farms. Larger communities can be found in the interior or along the coast. These can have as many as 500 residents, depending on the Jarland it resides in. Small towns can be found along well-maintained trade roads or at the base of looming mountains. Anywhere from 500 to 1,000 people will live within the walls of the town, but the number can rise to as high as 1,500 if it includes mining camps and farmsteads. Larger towns are rare. Some large towns are in close proximity to the ruling Jarl's castle and enjoy the protection it provides. These towns typically have anywhere from 1,500 to 4,000 residents. The cities of Jutan are few but boast populations in the tens of thousands. Each Jarland has at least one major city, though it is not typically where the Jarl resides or has the most power.

How diverse is the population?

The Kingdom of Jutan is dominated by humans of Jute ancestry. Among the Jute, they can further be broken into three distinct sub-groups. The Mountain Jute, otherwise known as Northlanders, come from the Jute who came out of portals that opened high up in the Darkfrost Mountains. The Island Jute, otherwise known as Helviir, come from the Jute who came out of portals that opened to the west, on the chain of large islands they named Helviir. The final and most numerous Jute sub-group are the Coastal Jute, who are often called Inlanders or Southlanders.

The largest minority in the kingdom are the Meek'ah, most of which live within or within fifty miles

of the Dragonblood Swamp. The Meek'ah of Jutan and the Jute people have a long history of shared bondage and rebellion. When the nobility took control of the country shortly after the uprising from the dragons, two Meek'ah families were raised as nobles and given large tracts of land within the swamp to govern. Since then, a dozen other Meek'ah families have risen to the nobility, and two Meek'ah are always found on the People's Council headed by the Kingdom's Crown Prince.

Another large population of non-humans lives mostly in Orinfjord and other large cities. The Calvoid of Jutan are greatly respected for their contributions to the Jute people and the nobility of the kingdom. A powerful Calvoid spellcaster is always included on the governing board of the CMIS, the regulatory agency responsible for the registration of magic-using individuals within the kingdom.

Jute cities in the southern kingdom and interior are more cosmopolitan than others found on the islands or in the mountain passes. Rusk and Zevrish make up a tiny minority in the southern kingdom, mostly as mercenaries and adventurers who brave the Clawbite Hills.

There is one small Arryn village in the Clawbite that is under the protection of the Jarl. The Arryn are the newest non-humans to be given a place in the kingdom.

Is the population shifting from rural to urban?

The population is dispersed relatively evenly between large urban settlements and smaller rural ones. There are more towns and villages than there are cities, but the cities tend to be packed tight and overcrowded. In some Jarlands settlements can be found close together, no more than a day's ride between them. Some of the northern Jarlands boast more significant expanses between communities. Larger settlements are typically found on the coast and get smaller the further inland one goes.

What is the ration of farmers to urban dwellers?

Roughly half of the population lives in a rural setting. The rest congregate in the handful of large cities that make up the kingdom. Each Jarland has at least one city with a population of over 20,000. Small towns and villages dot the landscape. Each Jarland has a portion of citizens who work the lands of their liege lord and tithe a part of the harvest to their noble benefactor.

Is there much immigration into or out of the various regions? Why and where from?

Immigration into Jutan is light, as very few noble's allow foreign interests to take root on their lands. Some races, such as the Arryn, have immigrated to the land and sworn loyalty to a Jarl in exchange for protection from the wilds.

Most people born in the kingdom stay in the kingdom their whole life. Most Jute rarely have a reason to leave their native village or town for long periods, and those that do are often merchants or drovers who move between a handful of locales.

What geographical areas are the most densely populated? Which are the least?

The county is most populated along its coast. Inland, in the Jarland of the Basket, Jute towns and villages are numerous and usually less than a day's ride away from each other. The Jarlands and Counties north of the Iceflow are less populated than their southern counterparts. The closer one gets to the great Jutal Forest, the smaller the Jute communities tend to be. The Clawbite Hills are also very sparsely populated. Aside from the two major cities and a handful of fortified towns found there, Jute communities are few and far between. Some enterprising frontiersmen head to the Clawbite every year to stake a claim for themselves. Most die to gnoll arrows or a troll's claws.

What does the kingdom import and export? How important is trade to the economy? How is currency exchange handled, and by whom? What is the system of coinage, and who mints it?

Jutan thrives on trade. Jute merchants can be seen around the world selling their wares and returning to the kingdom with items both mundane and exotic. Its main imports are horses, textiles, wine, pottery, coffee, and tobacco. Foreign merchants return to their homeland loaded with furs, weapons, iron ore, wool, wheat (flour), ale, and timber.

Trade accounts for a large portion of wealth for the noble families who rule the land. Many lesser noble houses started as enterprising merchants who bought their way into nobility. Most middling houses have contracts with merchant coasters or run coasters themselves. High noble houses earn tithe from those who swear fealty to them and encourage trade among their bannermen. The taxes collected on goods are received by the local lord, who in turn, gives some to his Count and then on to the Jarl. The Jarl pays taxes to the Crown, most of which is paid with revenue gained through trade.

Currency exchange is handled differently in each Jarland. Most Jarlands keep to a standard exchange system, but some, like Merdah, have stronger regulations against the acceptance of foreign coin. Coinage in the kingdom uses a universal silver and gold standard.

What are the primary crops? Are they grown mainly for export? What crops cannot be grown?

The primary crop grown in the kingdom is wheat. The Jarland of the Basket has endless wheat fields, enough to feed the entire country if need be. Half of all grain grown is exported in the form of flour, milled and

processed for sale. Other crops grown in the kingdom include potatoes, parsnips, turnips, radish, and onions.

Apple and pear trees dot the northern and central Jarlands while lemons grow in abundance in the south. The climate is mild enough during the spring and summer to produce a variety of foodstuffs, but the above mentioned are grown in high numbers throughout the kingdom. Communities close to the Jutal Forest grow nuts including walnuts, chestnuts, pecans, and almonds. The climate of the Western Shore does not support the growth of citrus fruits (besides the lemon), eggplant, chilies, and tomatoes.

Corn is grown but is rarely exported outside the kingdom. Instead, most corn grown goes to the northern Jarlands as livestock feed or enjoyed on the tables of the citizen serfs.

What water resources are available, and for what use?

The Kingdom of Jutan is bisected by the Iceflow River, a slow-moving freshwater waterway that originates in the east and splits in two places. The Jutt River's waters are faster and prone to rapids. It flows through the Jutal Forest and disappears to the south in the Damp Forest. The Southern Army of Jutan patrols the southern border of the kingdom on and around the river, vigilant against incursion from the Drazil or Alterians to the south.

The Goldenflow is swift and is responsible for making the Jarland of the Basket some of the most fertile farmland in the West. A smaller river, the Wyrmsflow, splits from the Goldenflow and snakes back west before ending at the Dragonblood Swamp.

There are numerous unnamed creeks and freshwater springs that keep the people of Jutan and their crops thoroughly watered. Traveling by barge up and down one of the three main rivers is a common mode of transportation for many Jute. The Iceflow, Goldenflow, and Wyrmsflow rivers are all patrolled by troops from the Jarlands they run through. The Jutt River is only patrolled in areas around the three forts that guard its merchants from Fey sabotage. Travelers and merchants who use the Jutt River are advised to hire extra guards to scare off Brownie and Pixie attack squads.

What wild animals are commonly found in the area?

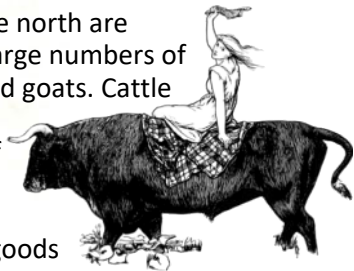
The woodland areas of the kingdom are full of wild animals. Moose, lynx, black bears, woodland hare, deer, and beaver are found in abundance in the Jutal Forest, and many of the smaller woods. Wolves are the predominant predator in the area and villages and towns are always eager to hire adventurers to help thin their population. Two small forests in the north are home to two varieties of horned lizards. The larger of

the two resist domestication and are hunted by noble and citizen serf alike. Horned lizard skin boots are expensive to produce, and the water-resistant footwear can generally be seen on the feet of the nobility or wealthy commoners.

The smaller horned lizards have been domesticated for centuries and are kept by many Jute families as pets. Foxes, wolverines, wild boar, otters, badgers, moles, and bats are found through the kingdom as well. Many Jute make a living as trappers. The fur is highly sought after by the tailors and dressmakers of Alteria.

Which animals are commonly domesticated?

The Jarlands of the north are better suited for rearing large numbers of livestock, mainly sheep and goats. Cattle farms dot the Basket, though the ones found off the coast on Hide Island are known for producing some of the best leather goods in the entire kingdom. Pigs are also raised and can be found throughout the kingdom. Oxen are used for labor, pulling carts, or plowing fields. Chickens and goats are often kept by citizen serfs, and almost every home has at least one dog, cat, or small horned lizard as a pet.



There are few wild horses in the kingdom. Most of the wild horses roam the fringes of the Jutal Forest and are fiercely protected by the Centaurs who live there. The vast majority of horses come from the south and the Empire of Alteria. Because of this, horses are expensive and their import and sale fall under the control of noble houses and their proxies. Most citizen serfs who can't afford a horse own a donkey.

Pigeons are used to send messages when using magical means to do so are not practical. The goose is common in rural areas and enjoyed as a meal for special occasions among the peasantry. The nobility raise hounds for hunting and defense. Every noble house employs a Houndmaster, someone to train and take care of the fighting dogs.

How do people make a living? Do non-humans tend to do different trades?

The majority of Jute live as citizen-serfs, working fields, and tending livestock. They tithe a portion of their harvest to their local lord, in addition to taxes owed. Jute along the coast and among the islands work as fishermen, or in businesses that cater to them. Miners who work the kingdom's copper, iron, gold, silver, and mana crystal mines owned by a noble house and are paid a modest wage.

Citizens are allowed to own businesses and many find work as cobblers, blacksmiths, brewers, bricklayers, butchers, candle makers, clothiers, dyers, coopers, masons, boatmen, loggers, carpenters, fletchers, cartwrights, furriers, glassblowers, goldsmith/silversmiths, jewelers, leather workers, locksmiths, grooms, herdsman, shepherds, coachmen, tinkers, weavers, soldiers, watchmen, hunter/trappers, millers, miners, peddlers, seamstress, servants, stevedores (laborer), and bodyguards.

Jute love good food and loud entertainment. Taverns and feast halls can be found in every settlement. Inns are less common and are typically owned, operated, and protected by noble houses.

Non-human citizens of Jutan do much of the same work as the Jute. The Meek'ah of the kingdom tend to find work in fields and on farms, as well as lending their talents on the ocean as expert fishermen and sailors. The small Calvoid population is concentrated in the cities, especially Orinfjord and Bresken. They make up some of the kingdom's best alchemists, sages, and magical items creators.

Jute and some Meek'ah of noble blood generally do not work for a living. They live lives of leisure paid for by their station in life and the coin earned from trade agreements and taxes paid by their citizen serfs. Nobles of lesser houses sometimes supplement their income by working for noble houses of higher standing. Young Jute nobles are often sent to work as squires, pages, cupbearers, and ladies-in-waiting. It is a great honor to be chosen as by a noble house of higher standing to fill any of those roles. Wages are often deferred for favors owed, and sometimes just being chosen to fill a role in a noble house of higher standing is payment enough.

Magisters of the kingdom are taught a variety of skills while studying at the Collage. When a Magister is chosen by a noble house, they forgo family and station in life and pledge allegiance to the noble house. Some noble houses ensure the loyalty of the Magister through spells, but this is a rare thing at best. Middling and High noble houses generally only accept Magisters who have blood ties to their house, though low born Magisters have found homes among the nobility in the past. A Magister is not only responsible for teaching magic and proper use of the Manasphere, they are also architects, barbers (surgeons), barristers, engineers, scribes, and are expected to advise their house on trade dealings and foreign relations.

MAGIC/RELIGION

Is magic legal here? All magic or some type?

Magic is legal in the kingdom, but it is strictly controlled and enforced by a single governing body. The Council of Magical Implementation and Study, or "ceemiss," requires all magic users of the realm to register

with them or face stiff penalties that include imprisonment, exile, and death. Registering is easy, and CMIS offices can be found in every major Jute city or large town.

Dues are based on level of experience and cost 5 gp per level payable every 24 months from the date of first registration. Anyone who manipulates the Manasphere to produce magical effects must register while in the kingdom. Foreign magic users are given a period of two weeks in the kingdom before they must register as well. Divine practitioners who formally belong to a recognized temple or shrine are registered by their faith, and dues are paid by the church. If they stay in good standing with their faith, their registration is handled for as long as they are counted as members of the clergy. Jutan is full of hedge wizards and backwater witches who seldom bother to register despite the consequences. These people are often benign and are not really actively pursued by the authorities. They are, however, made examples of if one is responsible for some calamity or other disasters due to their magic use. The CMIS uses students from the Magister's Collage as a police force and as clerks in their regional offices.

Most types of magic are considered legal in the kingdom. Dangerous magic, like spells that manipulate fire and other destructive forces, are heavily restricted. The use of such spells in public is a serious crime, even for registered magic users. Magic that compels thought or controls actions is forbidden in every Jarland unless employed by a Magister or agent of the kingdom.

Higher forms of arcana that seek to manipulate the Manasphere to allow planar travel is not only outlawed, but it is also well known to be extremely dangerous due to the Manasphere's restrictions on such magic and the devastation using such spells can wrought. One only has to think about the Fjord Fires or the Day of Darkness to remind oneself about how the Manasphere repays those who attempt to circumvent its laws.

Do wizards have a special language? Where did they learn it?

Magisters learn their spells in Draconic; the language Merdah Wyrmsbane used when casting his incantations. Other Jute wizards and magic users sometimes use Draconic, though it is by no means required. It is frowned upon to use the Draconic language if not a Magister.

How do the churches view magic? Do any forbid it?

Jute churches have a neutral view on magic. They do not forbid their clergy or lay worshipers from working magic. Clergy use magic to channel divine energy through the Manasphere, and many wizards worship at Trinity alters. Because of the Manasphere, magic is everywhere and a common occurrence for many Jute. Some sects of

the Dhallan church forbid magic use to make mundane tasks easier. They feel magic is no substitute for hard work.

Whom do Jute pray to?

The Jute Pantheon is headed by Marvela, the Goddess of Justice, Freedom, and Protection. She is joined by her divine mother, Dhalla the Goddess of Love and Life, and by her aunt Tralla the Goddess of Wild Places. The three goddesses form the Trinity, and their Church is the largest and most influential in the Kingdom of Jutan.

Jute also worship Welkor, the God of Winter and Retribution. His worship is stronger in the northern kingdom, and among the savage Jute who cling to existence around the Lake of Ice.

Jute who have evil intentions and malice in their hearts often worship a pair of devil sired twins, Vemish, the God of Murder and Xemish the God of Deception.

As with the rest of the planet, Jutan has its share of Outsiders who cultivate worship from disenfranchised and misguided people. Cults of this kind often burn hot and fizzle out. The Trinity Church is quick to uncover Demon or Devil worship and stamp it out.

The vast majority of Meek'ah in Jutan worship Kythlu exclusively. There are small pockets of Shessrok worshipers, mostly in the larger cities where thieves guilds rule the alleyways.

Mortals know that the Gods are real, especially those powers who take an active role in their worshiper's lives. The Jute Pantheon tends to stay at arm's length most of the time; however, they have been known to interfere in the dealings of their worshipers, just not as much as some other deities worshiped on Shin'ar.

How do the churches view non-believers? What church supports the ruler? Which are interested mainly in ordinary people?

The churches of Jutan do not concern themselves with non-believers. There are numerous Gods worshiped by different races across the planet. The Jute powers focus mainly on their people. However, as with most deities, they would not turn away worship from non-humans if the devotion is sincere.

The Trinity Church is the official religion of the Kingdom, and temples dedicated to the three goddesses can be found in every Jute settlement. The church of Marvela, especially, has the most political power of any other religion in the kingdom. This is primarily due to the Goddess' own blood flowing through the veins of the Royal Family.

Dhalla and Welkor are the two Jute churches who deal with the common people the most. Dhallaan clergymen can be found working side-by-side with citizen serfs in fields and gardens. Priests of Welkor are a common sight in mining camps, not only working the ore veins but administering to the faithful who make up a large percentage of the mine's workforce.

Is there tension, rivalry, or outright hostility between the gods? How does this affect the lives of the worshipers?

There is no rivalry in the Jute Pantheon. The twin gods Vemish and Xemish work together infrequently, though most collaborations end in betrayal. Tralla and Welkor work together often and have been romantically linked for centuries. The Trinity Church does its best to rid the land of Demon and Devil Cults, as well as Cults that rise up who worship Vemish or Xemish.

Welkor harbors a special hatred for Garloch, partly for his actions in dealing with Dhalla, but also for his constant attempt to destroy his worshiper base around the Lake of Ice.

Where does religion fit into society?

The Jute and Meek'ah of Jutan are generally very pious. The Trinity Church, and especially the Church of Marvela, wields a lot of power in the kingdom. There is freedom to worship however you see fit, however, the worshiping of evil or dangerous gods is at the very least taboo and at most, illegal according to the laws of the land.

There are Jute and Meek'ah who worship other powers, and those that do are seen as peculiar and odd. Depending on the nature of their worship, they might even be exiled or jailed for their beliefs.

Which ethical/moral decisions are considered the province of religion?

The Jute get their moral compass from the teachings of the Trinity. The goddesses care how their worshipers behave but do not actively punish those who do not behave accordingly. A lay worshiper of Dhalla who continually cheats on his wife will not receive a personal vision from Dhalla telling him to stop. He might, however, find himself shunned from her grace after his passing, possibly leaving his eternal soul adrift.

Major ethical decisions are left to the purview of the nobility, though most of them take a page from Marvela's holy teachings. Her Holy Light is seen as a moral beacon to the Jute, and most citizens try their best to live up to her expectations.

Who are the arbiters of ethics?

The Jute have a high moral code given to them by Marvela and nurtured through the Trinity Church. Jute not living an upright and honorable life are encouraged to cleanse themselves through penance given to them by clergymen of the Trinity. Most punishments include working someone else's fields, doing odd jobs for free, and other hard work for little or no payment.

The Church of Dhalla teaches Jute to be kind to their family and to honor their mothers and fathers. Kin-slayers are considered vile and if found, are often branded and exiled if not killed outright.

What part does faith play in worship? What offerings are considered best? How do they decide what temple to be affiliated with?

Faith plays an integral part in worship. The power derived from worship is transferred to the deity by the Manasphere, empowering the already powerful being further. Simple lip service and hastily offered prayers do not have enough emotional connection for their power to be transferred. Each deity has a particular offering they desire most; however, no deity on Shin'ar will turn away an offering that is given in good faith. Temples of the Trinity are located in every major Jute city and town. Villages and hamlets have small shrines or, sometimes, large temples that cater to multiple villages in the area. Most Jute also have smaller, more personal shrines to the Trinity or to their particular patron, in their home. Jute do not consider themselves belonging to one specific temple or church, and they worship anywhere that is sacred and holy to the Trinity, or to their patron deity.

Are priest full-time workers? Who supports the congregation?

Most clergy members are full time. Some, located in small villages, also tend crops or do other jobs that might benefit the community. Dhallaan clergy especially can be found in the fields and gardens of worshipers, helping to make sure the crops are growing healthy and strong. The Trinity Church is sponsored by the nobility and the royal family. The High King can trace his direct lineage to the Goddess Marvela, and the royal family are large contributors to the church's coffers.

Some temples make coin by selling potions, scrolls, and other services to those in need. Healing spells are given sparingly to citizens who show up at a temple or shrine looking for help. This is done to discourage the population from engaging in reckless behavior because they know a local priest will heal them if they get hurt. That is not to say citizens are turned away in times of need, and no temple dedicated to the Trinity would ever refuse to heal an injured citizen. Payment, however, especially if the injury was the result of foolishness, is always steep.

Why are the Gods interested in people? Do the Gods have limits on what they can do? Can the Gods make mistakes?

The Jute and Meek'ah pantheon take a special interest in their worshipers because without worship, they would cease to exist. The power of the worship is what links them to the Manasphere, and gives them more energy with every prayer, sacrifice, and sworn oath. There are limits to the powers of the Gods, though such limits would be beyond the comprehension of mortals. Most restrictions are derived from the Manasphere, and its ability to block or warp certain spells that are cast from within itself.

Gods can make mistakes. Mortals know this fact, and it brings them closer to their patrons because of it. There are very few mortals on Shin'ar that think their god or goddess is all-powerful and unable to do any wrong. Mortals recognize the great power their patrons wield, and their ability to absolutely obliterate them if they should choose, however, the deific blunders are well known, and often recorded for posterity and for teaching purposes.

Some churches, such as that of Welkor, do not acknowledge Welkor's mistakes; however, they do not dispute claims if pressed.

PEOPLE/CUSTOMS

Do average people believe old tales?

The Jute have a long-standing tradition of oral storytelling. The skalds of old weaved fantastic tales of heroes and villains, and some ancient myths and legends are still re-told by firelight. Stories from the Rebellion are often greatly embellished, especially those told that paint a noble house in a good light.

Who are the heroes and villains of the kingdom's history?

The Jute have a love for stories told by the hearth or campfire, and every tavern or feast hall will boast skalds who practice the ancient art of oral storytelling. Myths are told about the Crossing, and how the Jute came to Shin'ar. Helviir, the Far Wanderer, is revered by the people of the Helviir Islands as a hero who scouted the islands and found safe harbors for his people. Ragnar Longtooth was a charismatic clan leader of the early Jute people. He is best known for wading into a Goblin warren with only his battle axe and trusty wolf companion to slay the Goblin King who was terrorizing his people.

The rebellion from the Dragon Lords produced a number of heroes as well. First would be Alufgar Bromkar, father of the Goddess Marvela and first High King of Jutan. Alufgar is fondly remembered as being a man of great compassion matched only by his intellect and sound military mind. He led his people from bondage and united them under his rule.



Gildi Brunhildotter as Marvela for the play "The Goddess of Light," by Skapti Bjorgbor

Merdah Wyrmsbane is regarded as both a hero and villain of the Rebellion. To the Jute, especially the ones living in the Merdah and Southern Shore Jarlands, he is the hero who slew dozens of white dragons overnight with his ingenious killing spell, and later, as the founder of the Magister's Collage. The Meek'ah of the realm see him as a mass murderer, or at the very least, someone who is responsible for thousands of Meek'ah deaths through negligence.

Balorr the Bold was Alufgar's personal longship captain and close friend. The two fought bloody campaigns on the Shield Islands and freed those settlements from the tyrannical dragons and their minions. Once the rebellion was over Balorr was free to sail around the world, and that's what he did, twice. He is regarded as the most celebrated sea captain in Jute history and his tomb has remained sealed despite rumors of the immense treasure he was interred with.

Stories of Skadi Bloodson and his cult of murderers are told to frighten children into obeying their parents, less the Cult of Vemish steal them away for sacrifice. Vemish worshipers are an uncommon thing among the Jute, but just enough rear their heads every now and then to endanger the people with rampages of death and blood.



Balorr the Bold

Many tales are spun about the Demon worshiping times of the Jute, and the time of bondage when most were forced to worship their dragon overlords. Alrik Wyrmtongue was a sorcerer of great power who enforced his dragon lord's will upon the people. He is known as the Butcher of Bramsfjord when he unleashed a killing cloud of vapor upon a village that sheltered Alufgar and his rebels just weeks prior.

Black Erik was a famous pirate and marauder from the Helviir island of Elbe. He was known for sinking the flagship of the northern Jutan Navy and hanging the High Admiral from the mast of his ship, *The Dark Desire*. He also succeeded in uniting several pirate gangs under his rule and proceeded to terrorize the Western Shore for three years until he met his end in a manastorm he sailed into fleeing a Jute armada.

How do they dress in the kingdom? Do wild and rebellious young Jute dress any differently from anyone else?

The typical Jute dresses in a practical fashion, as dictated by the weather and personal wealth. The nobility are fond of silks from Kala and cotton garments from Alteria. Fur is seen in abundance and is incorporated in most clothing and boots.

Young Jute dress much the same as their parents, though a current trend of tattooing has taken root. Tattooing the face and head with sacred runes was practiced by the Jute since the time of the Crossing, and it was adopted by the white dragons as a way to mark their slaves. After the rebellion, tattooing

fell out of favor, but now young Jute have returned to the practice. Jute runes can once again be seen inked onto cheeks, above eyes, and on the head. The nobility severely frowns upon tattooing, though "black sheep" members of noble houses have contributed to the fad by tattooing their heads against the will of their father and uncles. Some Jute take the practice further by tattooing their arms, legs, backs, and chests.

Are there questions that must be asked of guests? Are there any that are avoided? Are there topics that can only be raised by the host?

No topic is taboo or off-limits. Jute culture celebrates freedom and openness. It can be considered rude to bring up topics such as war, disease, and death, at dinner time or around ladies.

How seriously does the Jute culture take the responsibilities of the host and guest? What rules define when someone becomes a host or guest?

If bread and salt are given and accepted, then Jute Guest Rights apply. This practice is said to go back to before the time of the Crossing. It is practiced in modern times as a formality, as Guest Rights are not a law in the kingdom. They are, instead, an unwritten code of conduct between Host and Guest. The Guest Rights were broken so many times during the time of Bondage and the Rebellion that many Jute see little use for the formality of a by-gone era.

Noble Houses still abide by the Rights, and it symbolizes safe passage to retainers who pass messages between warring Houses. Citizen serfs will still abide by the Rights, but it is becoming something that will soon disappear with every new generation.

Offering bread to a stranger does not count as giving Guest Rights. Both bread and salt (sometimes in the form of butter) must be provided and washed down with water or mead. Good friends often share a small meal of biscuits and ale before discussing crucial matters. This has become the norm for citizen serfs in lieu of offering bread and salt. The bread is said to represent the Goddess Dhalla and her bounty from the earth. The salt represents the ocean and the bounty of the waves.

What things are considered courteous to offer a guest?

Once bread and salt are offered and taken, for the duration of the guest's stay (politely not to exceed three days), the host is responsible for their well being and safety. They are to be treated respectfully and offered anything that would make their stay as comfortable as possible. Lodging is to be clean and warm, with enough food to hold back hunger. Lavish feasts are not expected, but enough food to survive is.

What is considered a courteous response to a host's offer? Are there things it is rude to accept or to turn down?

Once a guest accepts the offer of a host, they should not burden the host. A guest is expected to do something small for the host, including telling a story, singing, light chores, cooking a meal, or other small gestures of thanks. If you wish not to be a Guest for the Host, you must turn down the bread and salt, or if not wanting to offend, just accept the water or mead. Doing so absolves the encounter from the Guest Rights.

It is rude to not offer some sort of gesture of thanks to the host. It is also insulting to ask of the host something that you know would humiliate or put an undue burden on them. It is rude to ask for more than one would deserve, especially from a host above your station.

Noble houses earn reputations for being good or bad hosts and those who offer luxury accommodations for Guests and those who provide just the bare necessities. If you ask for the Host's daughter to warm your bed, you are more than likely getting a punch in the face. The death of a Guest under a host's protection by the host or their kin is very bad, and those who harm a Guest are cursed by Dhalla and Welkor.

When a guest arrives, is food or drink offered immediately, after an interval, or only on request?

It is polite to offer water or ale first to someone in your home. It is not rude to turn down this offer. This usually signifies that the person is not staying long. If refreshment is taken, the host may offer bread and salt, or biscuits. If they do not provide the meal, then the host has no desire to offer Guest Rights. A person can request the bread and water, though it is considered rude to do so. At the very least, it can come off as desperate. A meal can be shared without Guest Rights applying. The ritual requires the eating of bread with either salted butter or a pinch of salt added to a cup of water or mead.

What customs surround death and burial?

Modern Jute bury their dead in cemeteries that adjoin a local church of the Trinity, though several other burial practices occur throughout the kingdom. In the cities, cremation is the norm. Large Jute cities have crematoriums run by Calvoid, who invented a way to reduce the body to ash with little danger or expense. Ashes are then kept in decorative urns or other such vessels.

The nobility remove the head from the body before burning it. The head is stripped of flesh and placed in an urn. The ashes are scattered on family land and property. The urn is then placed in a mausoleum or crypt. This practice goes back to the time of the rebellion when the dragon lords would animate the dead Jute on the battlefield to fight their own. The Jute rebels quickly learned to sever the head from their dead and to burn the bodies.

Typically, a priest of the faith that the dead worshiped would be on hand to say words above the body to help speed the soul's journey to the afterlife. The faiths of the Trinity share similar funeral words, as most Jute spirits would be headed to the shared realm of the three goddesses. Welkor priests have different words they say over the bodies of the faithful.

What personal weapons are allowed and available? Are there laws forbidding certain classes from being armed at all?

All Jute citizens, serf or noble-born, are allowed to arm themselves in times of invasion or war. Many families will own weapons and armor, ready to don them if called by their liege lord. In times of peace, and on lands owned by a noble house, citizen serfs are not allowed to openly carry weapons other than a simple knife or wooden staff. In the wild, or while traveling on trade roads, they are allowed to arm themselves in defense.

Hunting, with bow or spear, must be done in "wild" lands, meaning any lands not owned by a noble house. Foreign merchants and their guards are allowed to be armed in defense of their person or property but must have their weapons tied with a thin cord in a simple knot. While this does not prevent the weapon from being drawn, it does slow down the process. Adventurers can purchase a permit to carry arms from the local lord but must also keep them tied. The nobility are allowed to be armed as well as any agent of their house baring their sigil. This includes many local militias and constabulary.

Being caught armed without a permit is a serious offense. Punishments include jailing, fines, and even losing fingers and hands.

What are the rites of passage? Are they formalized rituals? Are they different for men and women? For nobility and citizen serf?

Young Jute males participate in a rite of passage where they are pitted against each other in a grand melee. At the end of harvest time, all young males who reached, or will soon reach, the age of maturity that year arm themselves with blunted weapons and don padded armor. Most families have weapons and armor that are passed on from father to son, or older brother to a younger sibling. Any boy who participates in the melee, regardless of how they fair, is considered a man. Missing the fight is allowed if previously sanctioned by a priest of Marvela or Welkor. Most times this is due to illness or injury, though some have been known to pay for such permissions.

The winner of the melee is given a purse of silver and a specially forged weapon of their choosing. The runner up also gains a weapon for a prize, but not

the silver. Many different melees take place all throughout the kingdom. Each settlement or city holds its own for their native sons. Both noble-born and citizen serf participate. It is considered bad form to cheat or fight "dirty," but there are no rules that forbid it. Injuries are common; deaths are extremely rare. Rivalries are often formed in the melee that last for years. Young Jute girls are banned from participating in the melee.

Jute girls are considered mature at the time of their first flowering, which is generally the same age the boys join the melee. Just because girls are not allowed to fight in the melee doesn't mean they grow up defenseless. It is the responsibility of every Jute parent to teach their young, male or female, how to defend themselves. The amount of training varies widely, but it is not uncommon for parents to at least teach young girls how to use a bow and how to form a shield wall.

The ancient Jute allowed women to fight alongside the men in defense of settlements and, in some cases, in war. During the time of bondage, Jute women were forbidden from fighting. The sight of the teenaged Marvela leading troops inspired a whole generation of young women to take up arms and join the rebellion. The survivors of Marvela's personal guard formed the Shield Maidens, a branch of the kingdom's armed forces.

The Jute practice many rituals regarding everything from marriage, birth, death, meals, and war. Some are religious in nature, and some harken back to the time of bondage. One ritual that is not practiced anymore is the Ritual of Feeding. When a Jute reached the age of sixty-five, they were taken, most times against their will, to the lair of their dragon master. There they would be given in sacrifice to the dragon for a meal. Some dragons insisted that cripples and those with deformities be brought to them as well.

What is considered a standard family unit? How extended is an extended family? How important are family connections and responsibilities?

A typical Jute family unit consists of a father, mother, and children. The household may include grandparents as well. It is the responsibility of the eldest child to look after their parents when they cannot look after themselves any longer.

Family is extremely important to the Jute, especially to the nobility. Very few noble houses have died out since the Rebellion. The Bromkars try to ensure a house survives in some fashion, even if they



are not a bannermen of the royal family. The crown has, on several occasions, destroyed a House that has either rebelled or caused in some way harm to the kingdom. It has also allowed houses to survive under new leadership, loyal to the Crown, or to flee the country altogether.

Jute society sees parentage as a privilege and one that comes with great responsibility. If young Jute, those younger than the age of maturity, are found guilty of wrongdoing, the punishment is met out on the parent if one can be found. In some rural areas, families linked by blood will co-parent children and raise cousins in the same household. This is also true for noble families, though the children of the head of the family gain preference always.

What customs surrounding the birth and introduction of a new child are there?

Birth is seen as a joyous event for the family. A priestess of Dhalla is often present at the time of delivery, to ease labor pain and to help keep the mother and newborn in good health. She is expected to stay overnight, but can sometimes extend the stay for new mothers. A feast is thrown once the child is born if the child is the firstborn. The new parents give what they can to family and strangers alike, all in the community are invited, though not everyone is required to attend. No feast is provided for subsequent children born, though parents still give small offerings to those who come to see the new baby. These small gifts range from colorful beads of glass, bite-sized sweet cakes or other pastries, or even small favors owed. Parents reserve the right to refuse visitors, other than official representatives of their liege lord. Those who visit the child often bring gifts as well, though doing so is not required. Gifts are usually some clothing item, toys, or baked dish.

Jute living in large towns and cities rarely throw feasts, for few can afford to feed so many. Priestesses of Dhalla are still invited and try their best to administer to all the faithful despite how few there may be in a city compared to the number of births. Not having a priestess present is considered a bad omen for the child. Noble families throw lavish events when there is a birth of a firstborn, though they rarely allow any but family to visit at the birth of other children. Many noble families also have priestesses of Dhalla in their family who leads the houses midwives and nannies.

Babies who are unwanted, for any reason, are given to the church of Dhalla, no questions asked. The clergy raises the child until the age of maturity when they are given a chance to join the church or apprentice in a vocation deemed necessary to the community. The church often takes in orphans and abused children to raise in safety. Not every child who is unwanted or abused make

their way to the church, but the Dhallan clergy tries their best to take in any child in need.

Who raises the children? At what age do they begin education or training? By whom?

Children are expected to be raised by their parents until they marry and start families of their own. It is a social norm for unwed children to live with their parents until marriage up to the age of 25, especially if they are required to work to help support the family. Most Jute do not live at home for so long, but some have been known to stay even longer. Noble families are large and extended, with many living together in a keep or castle. Branches of the family occupy other manors on lands owned by the House. Large and influential noble houses can boast blood relatives in the hundreds, while others have no more than a handful of living members.

Education varies widely throughout the kingdom. Rural areas and city slums are less likely to have many literate people, but most know enough Jute runes to get by. The nobility begin teaching both male and female children how to read and write at an early age. They are taught up until the age of 14 in things such as religion, science, magic, philosophy, history, and politics by their House's Magister. Particularly intelligent children of low birth are encouraged to join the Magister's Collage or local clergy to gain a better education.

When the children are old enough to hold a weapon and shield, they are taught basic self-defense. This lasts for both genders until the age of seven, when girls and boys are separated and begin to be trained individually. The boy's education in arms is furthered by their father, or sometimes grandfather or uncle. He also begins learning his father's trade. Girls are now raised by their female family members. She is taught the ways of the home by her mother and aunts. Her martial training seldom goes beyond the basics she already knows, though she is now taught how to care for weapons properly and how to defend the home. Some girls persuade their fathers, or older brothers, to continue their training. The ranks of the Shield Maidens are full of young girls who proved themselves in combat. Young girls are also taught, sometimes alongside their male siblings, how to dress and clean a kill.

The nobility treat child-rearing differently. Young boys and girls are separated at a much younger age and little girls are seldom taught any weapon or defense training. Instead, they are taught the fine art of needlepoint and other domestic duties. Noble mothers teach their daughters how to carry themselves in social situations, and what is expected of them by their fathers. The ranks of the Shield Maidens also have those who swore off their family name, or who were disowned by their House, and choose the life of a warrior instead.

What are the most valuable things in the society?

The Jute try to balance pride (personal, family, birthplace) with wealth (coin, land, prestige). Material riches are sought with an almost gluttonous zeal by many Jute. Their history as raiders and savages mixed with generations under the greedy dragons have fostered a lust for gold and other precious things.

The Jute also value their family name and history. Jute can work to atone for generations a stain on their family's honor. Noble houses have been known to rise and fall not on how much power they wield, but on the reputation of its members.

What things are considered normal and acceptable in society? What things are considered abnormal?

The Jute expect any man to be both good and evil at times. Most Jute strive to live a good life, honorable in most dealings, and pious to the Gods. Adultery is frowned upon by the Jute, though it is not illegal. Some Jute practice polyamorous relationships, though this is far from the norm.

Homosexuality is frowned upon and considered, by some, to be wrong. The laying with a person of the same sex is not mentioned anywhere in Jute religious text, so it is not considered unholy. Some hardliners in the Dhallan faith do preach against it, but the Trinity church does not support those claims. It is a well-known, but unspoken, secret that the Dragon Guard and the Shield Maidens do not encourage homosexual relationships but also do not punish those in their ranks who enter into them.

A Jute woman can sue for divorce from her husband if she can prove he is abusive or if he is proven to be dishonorable. A man can sue for divorce from his wife at any time, but he must provide for her for a set period (set by a clergyman or noble) if she cannot fend for herself. A man must be adulterous numerous times before his infidelity is considered abusive to his wife. If he fathers children with another woman, the wife has grounds for the divorce. Only the couple's liege lord, Count, or Jarl can sever the union, with a consultation by a member of the Trinity church or the Dhallan faith.

If a woman is found cheating, the wronged husband can divorce her and duel the other man to save his personal honor. The other man can decline, though it is seen as a cowardly act. If the husband chooses not to issue the duel, it is also seen as cowardly. Men who are divorced repeatedly are seen as undesirable and are often shunned. Women who are divorced more than once, or who are caught cheating, are often shunned as well.

Dueling is legal, but it must be witnessed by a member of the Trinity church or a cleric of Welkor. The duelists agree to pay for healing after the fight if needed.

They are typically not held to the death anymore, but severe injuries and fatalities do occur. Nobles duel all the time, and citizen serfs have learned to watch their tongues around those who are known to be thin-skinned. Most citizen serfs who choose to duel others of their own social rank do so in back-alleys and basement pits, away from the eyes of the law. Dueling without a cleric present is punishable by hefty fines and jail time. Not accepting a duel is frowned upon, and doing so can mark you as a coward. However, challenging someone to a duel who is obviously no match for you is also considered cowardly.

What is considered shocking in Jute society? What would be someone's reaction to it be?

The Jute are not shocked by much. Their history is full of blood and death, slavery, and rebellion - some bristle against same-sex affection in a public setting, or talk of it. Anyone claiming to own something of dragon bone is immediately seen as suspect. If the bones are that of a white dragon, they could be illegally harvested from the Wyrwood, and thus, illegal to own. It is also considered a sacrilege to own white dragon bone items if they were not collected during the Rebellion, as some noble houses claim for their relics. The looting and transportation of illegally harvested white dragon bones from the Wyrwood is punishable by death.

The killing of someone who is under Guest Rights is considered shocking to most Jute. Those who gain a reputation for harming Guests are shunned and sometimes attacked by honorable Jute.

What are acceptable limits to honor/and honesty? Is thievery an accepted occupation or a crime?

Marvela teaches that truth should be spoken at all times, that lies and deceit breed hate and contempt among the Jute. Most Jute are honest and will not sugar coat things. They are opinionated and open and do not believe in sparing anyone's feelings. People still lie, for various reasons, but the Jute try to live as Marvela would want them. It is said that Marvela does not forgive a lie, but she does weigh good deeds against bad ones in judging a Jute's soul.

Thievery is a crime and punishable by fines, jail time, exile, or maiming. The Jute believe in a punishment fitting the crime. If a street urchin steals a loaf of bread, they are often sent to the local Dhallan church to work for the clergy as a punishment. If that urchin is caught repeatedly, they may lose a finger or hand.

Is a binding oath unbreakable no matter what? What happens when two oaths conflict?

An oath sworn in the name of Marvela or Welkor, and witnessed, is considered a binding verbal contract in Jutan. Breaking the oath is punishable by fines and jail time. Being labeled an oath breaker is an awful thing. People will shun and ridicule those who are known for not keeping their word. A promise is not an oath though an oath is almost always a promise. If two oaths conflict, a person can get out of a binding oath if they have permission from clergymen of Marvela or Welkor, and signed by a Count or higher.

Who is considered a citizen, with rights and privileges thereof? What are those rights?

Any person of Jute, Meek'ah, or Calvoid descent born in Jutan is considered a citizen. Their birth must be recorded by a Herald and the Magister of the local lord. Other races born in Jutan can be regarded as citizens as well, especially humans who have at least one Jute parent. People not born in the kingdom can petition to become citizens from a Jarl. The Crown does not grant citizenship. The Jarl has the final say on foreigners becoming citizens.

Any citizen can bring a grievance to their local lord. The Crown requires all of its nobility to hear the complaints of its citizens at least once a month. Each citizen is required to pay taxes to their liege lord. Taxes are payable at certain times of the year, as dictated by the local nobility. Taxes are often paid in coin, but some citizens also pay in foodstuffs, labor, and wares. Not paying taxes is punishable by stiff fines, jail time, or forced servitude to pay off the debt. Slavery is illegal in the kingdom, but some citizens find themselves indebted enough to have to work it off. The citizen can opt-out of the work at any time, but the penalty for doing so is almost always incarceration.

A citizen charged with a crime is considered innocent until proven guilty. They have the right to have their case heard in front of a local magistrate within two tendays of the charge. Nobles can petition to be heard in front of the Jarl instead of a local magistrate, and this is invoked so often that most people think it is law. Not all crimes require a magistrate, many villages and towns enforce any number of "low laws" that keep the peace without resulting in trials. Low laws rarely differ from one place to the next and mostly deal with things that do not endanger public safety.

A citizen can vote, and voting takes place twice a year. They vote for local sheriffs and magistrates, as well as on specific public works projects, especially if the project will require additional taxes. The nobility has the right to institute a tax without a vote; however, doing so quickly earns the ire and contempt of their citizens. A citizen can be expected to be protected by their liege lord, and free from harm by raiders, monsters, and the like.

A citizen is expected to answer the call of their liege lord in times of conflict and war. All able-bodied citizens can expect to be conscripted for a term of at least two tendays but not to exceed twenty tendays of service. No citizen can refuse military service, but they can, however, petition the Jarl to have the service differed for a select time. Every noble house has a number of professional soldiers they have on retainer to protect their interests. The amount they can legally have (arm and house) is different.

High noble houses can have up to 1,600 guards. Middling noble houses can have up to 1,000 guards, and Lesser houses can have up to 400. A noble house can call up as many citizens as they can to bolster their armed forces; however, doing so without the permission of their Count or Jarl is illegal. The royal family is exempt from the rules on how many soldiers they can have at any one time. The Bromkars are protected by the Shield Maidens, who number 450, and the Dragon Guard, who total 3,000. Noble houses have skirted the rule on troops by hiring mercenary bands. The Crown allows this practice but keeps tabs on those houses that do this.

For example, Lord Kartyr conscripts 400 citizens and adds them to his 320 house guards to attack his neighbor, Lord Guthrim. Both are bannermen of House Bjorg, and both asked permission to raise levies. House Bjorg gave permission for them to fight it out, with the expectation that the winner gives its due to House Bjorg. After the battle, the two warring houses release their extra troops and go back down to their proper amount. House Kartyr gains land and gives tribute to House Bjorg. House Guthrim falls back to lick its wounds and plots on how to gain its territories back. House Bjorg gives a portion of the tribute to their liege, House Bromkar.

Had the noble houses not gained permission and raised levies anyway, House Bjorg would have the legal right and obligation to penalize them. Penalties range from coin to land, to the death of the offender. Small disputes between lesser houses are common in Jutan. Larger noble houses going to war with each other is rare and has sometimes lead to the Crown itself intervening.

Are there certain classes of people who have fewer rights or less recourse than full citizens?

Non-citizens cannot vote or own property (without first paying sometimes triple the value). They cannot become Knights or join the nobility unless by marriage. Non-citizens are not tried by a jury; only a magistrate hears cases against them. They can petition to be seen by a Count or Jarl if they are important enough.

Nobles and retainers who serve a noble house directly are afforded greater rights than other citizens. These rights often pertain to voting and taxes; however, no one individual is considered above the law. Even the



A noble house returns to its land triumphant.

High King must answer to the Dragon Council if his actions go against the best interest of the kingdom.

Are there people who have no rights?

Children have no rights and are beholden to their parents until they reach maturity. Certain criminals cannot vote or own property, especially violent offenders. If someone is found guilty of the same crime more than four times, they are either maimed or put to death. Criminals who serve a prison sentence are branded on their chests to reflect the time they served.

What are controversial subjects in the culture? What things can you start a friendly argument about?

The Jute love to drink and argue, and almost any topic can be turned into an argument. Such affairs rarely come to blows unless the participants already had a dislike for each other. Calling someone's honor or battle prowess into question would most certainly start an argument or fistfight. Besmirching a noble or noble house within earshot of the house's retainers can quickly turn hostile. Foreigners who mistreat Meek'ah will often get a Jute in their face, regardless if the Jute knows the Meek'ah or not.

Who are the persons who have a duty simply by being born?

All children have a duty to their parents and family. Citizen serfs have a commitment to their liege lords. Lesser nobles have an obligation to their Count. Counts have a duty to their Jarl. Jarls have a duty to the High King. In turn, the nobles have a duty to their citizens and Jute nobility tends to be fairer than not, though there are always unscrupulous nobles who treat their citizens like chattel.

Slavery is illegal in the Kingdom of Jutan, and anyone caught enslaving another or selling someone as property is severely dealt with. This is something the Jute people feel very strongly about. It often brings them at odds with other races, especially those who practice slavery.

What occupations are respected? Which are looked down upon?

Any job that provides for your family is considered a respected form of employment. Farming, mining, logging, and fishing are the four most numerous jobs found in Jutan. Clergy members and Magisters are respected for the work they do for the people and the realm as a whole. Soldiering, while very respectable, is not an ideal job in the kingdom anymore, especially since most Jarlands are considered pacified and free of random monster attacks or foreign invasions.

The Dragon Guard are the only professional soldiers in the kingdom. Jarlands use conscription and drafts to man their forces, and rarely, hire mercenaries to fight for them.

Servants are sometimes looked down upon and miss treated, and some are outright abused by their noble masters.

Criminals are looked down upon by the masses, and having a prison brand can sometimes disqualify you for work in some Jarlands.

What are the kingdom's customs regarding courtship, marriage, and family? Is marriage a primarily a civil or religious institution?

Noble houses and well off families practice arranged marriages to ensure a good match for the family. However, this is not practiced among the citizen serfs. During the dragon enslavement, the Dragons would put Jute together in forced breeding programs that ensured the best slave stock. The citizens of Jutan find arranged marriages distasteful. Nobles find them necessary and most houses honor the tradition.

Courtship among the citizen serfs is often done by the man wooing the woman. This is typically done

by giving flowers (lavender or winter roses, both sacred to the Goddess Dhalla) and singing songs to her loudly and in public until she agrees to date him. After three rejections, the man is supposed to get the hint and move on. If they don't, the woman's family is expected to force the issue. Non-married or betrothed women wear a single small braid in their hair tied with a colorful ribbon. The braid is cut at her marriage ceremony and given to her mother.

Jute men write poems to their love, and if they are wed, the poems are read out loud during the ceremony. Women can woo men, as well. This is done by giving a lock of hair (not her maiden braid) and tied with a red or pink ribbon to indicate they are interested and would like the man to woo them back.

To get married, the man must ask permission from the woman's oldest male family member (though the father, if alive, must also give consent). He is to bring gifts for the family to sweeten the deal. The eldest male family member can refuse, and the man can try again with better gifts or promises. If he is denied a second time, all of his gifts are given back and he is forbidden to ask again. Sometimes this leads to the couple eloping, which is tolerated, but not something a family generally wants. The man runs the risk of "stealing" his bride and can catch quite a beating by her family if they find them.

If the couple elopes, they must still find a servant of Dhalla to perform the ceremony. The clergy of Dhalla is always happy to perform marriage rites. If the couple does not elope, a wedding is often scheduled for less than six months from the family's acceptance of the proposal.

Vows are typically written by the couple, and any love poems he may have written are read in front of the crowd. The man then promises in the sight of family and the Trinity to protect his wife and family, to be fair and kind, and to provide for his family until his last day. The woman promises to take care of her husband, to protect him and their family, to give birth many strong children and raise them according to tradition.

A feast follows where both families get together and get to know each other as well as give the new married couple well wishes. The bride's family typically provides the food and the groom's family provides the drink. Lamb is often slaughtered and its blood is mixed with hot spiced wine that the bride and groom drink to ensure a fertile night. They both wear simple rings of silver, sometimes inlaid with precious stones. Noble rings are often enchanted.

All marriages in Jutan are considered religious affairs, dedicated to either Dhalla (for Jute) or Kythlu (for MEEK'ah). There is no concept of a civil union, any marriage not sanctioned by the Trinity Church or the Church of Kythlu is illegal.

Is there a trade language that helps facilitate dealings with other countries that don't speak the same tongue? Is there a universal language spoken by educated or noble persons?

The Jute speak Juten, a mixed language that includes many words and phrases in Draconic. Juten has been spoken by the Jute for over four hundred years. Magisters and other learned men often speak Old Jute, and the Juten alphabet is comprised of runes taken from Old Jute.

Many Jute also speak or at least understand Meech and Tradespeech. Most Jute grow up learning a few words or phrases in Meech. Tradespeech is also spoken in most large trading centers. The universal trade language is helpful for Jute merchants in dealing with communities to the south, and traders in their ports.

Are there any secret languages or codes known by certain persons?

Magisters learn spells in Draconic, a language that is frowned upon in polite company. Though modern Juten uses many words in Draconic, speaking the language of dragons is a taboo. Thieving guilds and their ilk often have intricate code words and phrases. Body language and hand gestures pay a big part in underworld dealings as well.

The Jute have a special connection to the land, and some Jute find themselves drawn to the Druid circles found in the Jarlands. The Druids have a sacred language that is known only to them and taught to novices of the forest as a way to better communicate with themselves and the land they protect.

What are the variations in speech patterns and syntax and slang from one social class to another?

There is a notable difference in the way noble-born speak as opposed to a citizen serf. A citizen serf's language is peppered with slang terms born from working the land. A noble's speech is refined and considered cultured. Jute from different Jarlands can sometimes be identified by their accents.

What areas do local slang phrases come from? What kinds of colorful turns of phrases do people use?

To "have your claws in" something, or someone, means to control that thing completely. To say "he flicks his tail" at something means they are indifferent or not paying attention. These two phrases come from the time of Bondage, and the way the dragon lords dealt with the Jute. To "take an arrow in the knee" is something said to mean getting married, though, during the time of Bondage it was sometimes said to a loved one of someone who was too injured on the battlefield and left for the dragons to feed on.

Another common Jute saying is, "I believe in my own strength and Marvela's holy shield. These things will

keep me safe". Marvela's church also teaches, "Be strong when you are weak. Be brave when you are scared. Be humble when you are victorious". These words are often said at a toast.

A popular saying when speaking of friends and comrades is "One's back is vulnerable unless one has a brother." Something Jute parents tell their children is "No lamb for the lazy wolf, and no battles won in bed."

Jute Proverbs:

- Bare is the back of a botherless man
- The river's current is always swift
- It is darkest before dawn
- What is hidden in snow is revealed in thaw
- One should listen when an old dog barks
- If you cannot breathe frost, don't puff out your chest

People who live on the coast have sayings relating to fishing that often mean similar things as sayings of those who live on farms, such as "a good catch," meaning the same as "a bountiful yield."

Are there words that must never be spoken except at particular times? Are there words that must not be expressed in polite company?

Very few words are taboo to the Jute. The society is generally very open and honest. Speaking the names of Devils and Demons is severely frowned upon, and even Jute skalds will use nicknames when telling a tale that involves some demon or devil of yore. Calling someone "wurm food" is an insult, meaning you wish them a horrible death. Jute were often fed to the dragons, usually as a punishment, but hungry dragons were known to pluck villagers from homes on a whim.

What will people swear a binding oath by? What do people use as curse words?

Jute will seal pacts and oaths with "by Marvela's binding light" or "on the Frostknight's honor." Pledges said in the name of Welkor hold weight in that those who break such an oath is not only shunned by the Welkor faithful, it is said the Frostknight himself curses you.

Common curse words and phrases include, "Great Mother's tits!", "by the Bloody Blade of the Reaver," "Xemish seals this pact" (said among those who do not trust each other to hold their end of the bargain, insinuating that Xemish holds the fate of the contract now), "the wyrms golden horde" is said to denote when someone has nothing but material things on their mind.

The Holy symbol of Xemish, the Dark Whisperer



Do men and women, parents and children, servants, and masters eat together? How is status displayed at the table?

Jute families try and eat together for at least two meals a day. If there are servants in the household, they eat after the meal is done, not to exceed two hours after the bringing of the first dish. Male heads of household are served first, then the male heir or firstborn if no heir is named. Then the wife and other siblings. The elderly eat last. This is a throwback to the time of bondage when the older one got, the less food was wasted on them.

Heirs always sit on the right of the head of the household, next to the wife, but not necessarily sitting right next to them. To the left is the eldest family member to impart wisdom in the ear of the family head. The head of a noble house and their family are served first and sit at a raised table, slightly above their other family members and retainers.

What dishes are considered holiday food? What foods/drinks are associated with holidays?

Roasted lamb is often enjoyed at harvest time after the animal is blessed by a member of the Trinity. Special spiced bread shaped like female hands are eaten at the end of harvest to symbolize Dhalla giving life to the Jute. To celebrate the end of the Rebellion, villages have great feasts where everyone brings one dish to a pavilion or communal building and eaten buffet style. In the cities and towns, the Trinity church sponsors a festival that commemorates the end of the time of bondage.

A portion of the fare is donated by noble families, and it is a day where any Jute can eat and drink for free. Typical dishes include fish and crab cakes, as well as loaves of spiced bread loaded with nuts. These types of foods were enjoyed by the rebels as they marched from village to village, sometimes just hours ahead of a dragon lord's army.

There is no special drink associated with a holiday. Ale, mead, wine, and other spirits flow freely for the Jute at all times of the year.

What distinguishes a formal high-court dinner from an ordinary meal? How do high-court manners differ from common ones?

Meals in a noble house consists of multiple dishes, over several courses. An appetizer followed by soup and small finger food starts the meal. A stew or vegetable dish follows, then the main dish, which is always roasted meat. Sweets and coffee are enjoyed after. Most citizen serfs have only one or two courses at best, consisting of soup then meal, or a stew. Bread is enjoyed by all Jute, and many households bake loaves, muffins, and biscuits for every meal.

Between courses, the nobility uses small bowls of scented water to wash. Citizen serfs usually just lick their fingers and wipe them on cloth napkins, or their clothes if no napkins are available.



Taverns in Jutan serve a variety of dishes to a variety of people.

What eating utensils are used, if any?

Carving knives and two-pronged forks are used by the nobility, but all Jute use their hands as well to enjoy their food. Citizen serfs rarely use utensils unless absolutely deemed necessary. Spoons are used by all for soups and stews.

Is there any special treatment for guests of another species/race?

The majority of Jute have never supped with beings of other races other than the occasional Meek'ah or Calvoid found in the kingdom. Noble houses keep chairs and tables sized for Meek'ah and Calvoid bodies on hand when entertaining members of those races. Taverns and feast halls make sure to have vegetarian dishes available for any Meek'ah customers. The Calvoid eat meat and much prefer fish, but will generally eat whatever is offered to them by a host.

Is sanitation good enough for untreated water to be safe to drink?

Most citizen serfs keep rain barrels for freshwater and villages and towns are built near wells where water can be drawn by those who need it. Some nobles charge 1 cp per bucket if the well is on land owned by them. The price is regulated by the Crown and any noble caught charging more is dealt with.

In large cities, the wells are guarded by soldiers and they do not allow any to take water or tamper with them. Water is gained from rain barrels or purchased from water merchants, purified with magic, and safe to use. The price of water sold this way is also regulated by the crown. Enterprising Calvoid have devised a way to pipe water into homes, and many noble families take advantage of that technology. The pipes and magic involved are expensive, and having your manor or keep outfitted with them is major status symbol.

What shapes are tables/eating areas? Where is the place of honor?

Most Jute households have square and rectangular tables. Round tables are also found, though they are almost never used as dining platforms. The Jute have always had a social hierarchy, and sitting at the "head" of the table is an honor and privilege. The head of the table is not always clearly defined. In this case, wherever the most respected man sits, is the de facto head of the table. Even in the case of equals, like a meeting of the Jarls, the senior of them sits at the head.

Noble families will have long rectangular tables used for dining. The head of the family sits in the middle, facing out, with his back to a wall or other barrier.

What things, while edible, are never eaten?

There are two things that are never eaten by modern Jute: the flesh of sentient beings (though allowances have been made in the case of dragon flesh) and a fruit called Dragontongue. Jute and Meek'ah both have social taboos and kingdom-wide laws against cannibalism. The Meek'ah especially see it as an unholy act, and the eating of Meek'ah flesh severs the holy pact with Kythlu.

Dragon flesh is a prized delicacy, so expensive to procure only the wealthiest noble families can hope to obtain any. The meat of the slain white dragons during the Rebellion helped sustain the Jute when the dragon's minions burned fields and drove off game. Now, any dragon flesh is prized, though some families will refuse to eat the flesh of metallic or other good-aligned dragons. The Trinity church also forbids the eating of good-aligned dragon flesh.

The fruit known as Dragontongue grows on trees found in the Jutal Forest, but it can also be found in isolated grooves in the Big Horn Forest and Thornfang. The

fruit is white in color, and its skin is soft and edible. There is an enzyme that causes humans to enter a hallucination filled blood lust, which can last up to three hours. The dragons used it to propel their slave soldiers into a rage before a battle. Often those troops attacked their comrades as well as their enemies. It is illegal to own, cultivate, transport, or sell Dragontongue. Doing so is punishable by death in the Kingdom of Jutan. It can be found, however, sold on the black market in any large Jute city.

Cases of rampaging Jute who do not listen to reason and must be killed to stop have been a sore in the side of civilized Jute society for hundreds of years. The Crown has tried desperately to stamp out the contraband, with very little success. Sale of Dragontongue outside of Jutan is rare, though the fruit has been found for sale as far away as Farhome. Only humans are affected by the fruit. Other races find it sweet, but expensive to obtain. The Fey of the Jutal have been known to capture loggers, force-feed them Dragontongue, and set them loose back at the logging camp.

When meeting someone, how are they greeted? How did it originate?

The Jute generally say "hail" when meeting each other and display their hands palm up. This signifies they are unarmed and have no malice. If the hands are not shown, it can symbolize hostile intent, or at the very least, rudeness and contempt for the other person. The showing of only one hand held up, and palm outward has become fashionable among the citizen serfs, though it has yet to catch on with the nobility. Good friends and family greet each other with clasped wrists or a simple hug.

Magisters greet other Magisters by displaying their staff of office in front of them. Magisters are trained to read the runes etched on the staves, the ones which denote rank and power. Students at the Magister's College are awarded a new staff upon completion of a level of study, culminating in a staff of their own making upon graduation. Magisters will seek to obtain or create more powerful staves as they gain experience and knowledge. Forging another Magister's runes is punishable by death in the Kingdom of Jutan.

Is there a difference between the greeting offered to an equal and that offered to superior or inferior?

It is considered rude only to show one hand to someone of higher birth. The nobility can get away with not showing hands to a citizen serf, and the offense is not spoken of. Those nobles who were known as "crossed armed" earned a reputation for being cruel and petty. Jute women must bow their heads to male nobility and curtsy to noble-born ladies.

Is there a way of changing the greeting to make it insulting?

Not displaying open palms is rude, but not overtly insulting. If one would raise closed fists in greeting, it symbolizes hostile intent and an imminent fight.

How are two people who have never met typically introduced to each other? What is the order of procedure when there are several people of different sex or social status present?

People are introduced formally by the announcement of their name, then where they were born or reside. The nobility add titles as required. Those of higher birth are always introduced first, of any age. The infant son of a local lord would be received before the common-born guild master who came to see the Jarl on essential trade matters. Some Counties are less formal, and the Counts who rule there dispense with long-winded and tedious courtly procedures.

Is there any difference in the way you greet someone you already know compared to greeting a stranger? How does someone acknowledge seeing an acquaintance at a distance?

People who know each other well embrace or lock arms at the wrist. This is true for both sexes. Jute acknowledge seeing a friend or loved one from afar by shouting their name and waving of one hand. The Jute are a loud and boisterous people. The shouting of the name is usually followed by a string of epithets and terms of endearment.

Are gestures and body language in Jutan generally subtle or not? Do people talk with their hands, or is it considered vulgar?

There is nothing subtle in Jute culture. People are upfront and honest in most dealings. The Jute would instead let you know how horrible you are at something then spare your feelings. This is meant to get you to try harder and often not out of malice or ridicule. The Jute, and especially drunken Jute, talk loud and use sweeping gestures to articulate a story.

What gestures are insulting? What do they mean?

If a Jute cups their hands in front of their mouths and blow out, this indicates the other person is telling lies. It imitates the way the dragons would puff frost when speaking. If a Jute makes a gesture to someone as if cutting their right hand off, it symbolizes they have been beaten by their wife and are not fun anymore. It comes from the Time of Bondage when a Jute man would cripple his hand to get out of fighting and stay home to sire more slaves. If given by a friend or loved one, the gesture is meant in jest, and seldom

leads to fights. Giving it to someone who you do not know well could be interpreted like they are being called a coward.

What are the ways of showing respect? To whom is one expected to show respect?

Young people show respect by not speaking unless spoken too. Until the age of ten, young Jute are expected to watch and learn. An opinion of a child is not taken seriously. Jute children call elders not of their family aunt or uncle, or if older, grandfather and grandmother. It is expected of all citizen serfs to end a sentence said to a noble with "my lord/lady."

What are the standards of beauty for the people?

The Jute are very fond of natural beauty. A sunset, blooming flowers, rainbows, and the like are very much loved by the populace. Painting is seen as a flighty occupation; however, that does not stop most Jute from filling their homes with paintings of things they enjoy. Well-made weapons and armor are always prized. Sculptures, bronze statues, and other long-lasting mediums are valued for the historic aspect that often accompanies them. Jute communities have numerous bronze statues and sculptures of famous heroes of the Rebellion and myth.

The ideal male Jute is tall, muscular, and bearded. It has become a recent fashion to shave off all facial hair except a tuft on one's chin. This has yet to catch on with many citizen serfs.

The ideal female Jute is buxom, wide-hipped, and strong. Intelligence and a kind heart are sought after by both sexes.

Red and blonde hair are favorable over brown and black hair. The majority of Jute have red or blonde hair, the rest have brown, and few have black. Black hair is prevalent among the Helviir and can sometimes be seen as an ill omen if a non-Helviir Jute is born with black hair.

Most Jute do not look like the ideal Jute. They come in all shapes and sizes like any other human.

POLITICS/GOVERNMENT

How many levels are there in Jute society? Is it difficult to rise or fall from one's social level?

The social hierarchy of the kingdom is as follows:

- Royalty (Ruling Family)
- Jarls
- High Nobles
- Counts
- Middling Nobles
- Lesser Nobles
- Wealthy Families, High Ranking Clergymen, People's Council Members (Citizens), Magisters

- Dragon Guard (Shield Maidens), Thanes, Heralds
- High Ranking Noble Servants (Housekarl, Knight, Steward, Castilian, etc.)
- Clergymen, Soldiers (Watch Members, Militia), Professional Citizens (Smiths, Merchants, Shop Owners, etc.)
- Citizen Serfs (Farmers, Fishermen, Miners, Loggers)
- Citizen Serfs (Servants, Laborers, Unemployed), Mercenaries, Adventurers
- Criminals

It is possible to move up and down in social ranks, though only a Jarl or above can take a noble title away. Many citizen serfs have married into noble families over the years; however, this practice is still severely frowned upon by their peers.

Since the kingdom's founding, only eight noble houses have been stripped of their titles and holdings, three of which were exiled for a failed coup over two hundred years ago.

What is the basic style of government?

Jutan is ruled by a feudal monarchy with an elected council that handles matters pertaining to the betterment of the citizens. The High King is served by the Dragon Council (made up of nobles) and the Jarls. The Jarls then rule their Jarlands with the help of their Counts and other sworn bannermen.

The Dragon Council, sometimes called the Council of Nobles, is made up of the Jarls and their advisors. The People's Council is headed by the Crown Prince and is made up of a number of lesser nobles, wealthy citizens, and citizen serfs elected by their peers.

What services does the government provide?

The Crown is responsible for maintaining the kingdom's roads and waterways. They are responsible for the overall protection of the kingdom from external foes. They also have a responsibility to maintain the kingdom's prisons. Other security matters fall on the Jarls and their Counts. The Crown tends to stay out of a Jarl's business, as long as it does not adversely interfere with another noble or the will of the Crown.

Who has the right to levy taxes, and for what? Can taxes be paid in kind or do certain things require money?

The nobility levy taxes on their people. Taxes are to be paid twice a year. The first tax, called the Living Tax, is due just after the winter's snows begin to thaw. This tax varies from Jarland to Jarland but is commonly 1 sp per adult in the household, plus other coin based on household makeup, land owned, social status, etc. This tax is paid to their liege lord, and it is in turn, handed up the food chain (after some skimming) to the Jarl. The Living

Tax is payable only in coin. It is generally used to raise troops in times of need and to the upkeep of public works within the Jarland.

The End of Year Tax is payable just before the first of the new year and can vary with every individual. This tax is based on a number of factors including the citizen's income for that year and their social status. This tax can be paid with coin or other items. Farmers generally give a portion in foodstuffs. Merchants can provide End of the Year Tax payments in goods and services. Some citizens are forced to work off their taxes if they are always in arrears.

Nobles can issue taxes at different times during the year; however, they generally inform their citizens at least two weeks before they do. Nobles do this to infuse their own coffers for important business dealings or to pay for a much-needed repair on existing properties. This tax varies widely, and noble houses that make a habit of levying these taxes find themselves quickly hated by their citizens.

Taxes can never be deferred for citizens. Failure to pay can grant you imprisonment, forced labor, or exile.

Nobles pay their taxes once a year when they travel to their liege lord's estate to pledge fealty for another year. Nobles can differ their tax payments, but interest is added, and if they are not careful, a once-proud noble house can be reduced to nothing if they do not pay their taxes to their liege lord.

Members of the Royal Heralds are always on hand during tax times to make sure proper payment is recorded.

Who provides support services for the Crown?

The king is advised by the Royal Council, a body that is appointed by him. The Royal Council does not make or vote on policy; they are just advisors. They are responsible for implementing the will of the High King. Royal Council members often sit in on Dragon Council and People's Council meetings, especially if the King has a particular interest in the proceedings. The Royal Council members are:

Lord Urns Balskil - Magister Magus (Headmaster of the Magister's Collage).

Lord Urns is one of the king's oldest friends and advisors. He rose through the ranks of the Magister's Collage through the power of his will and his expert manipulation of the Manasphere. He is a hard man to read sometimes. His grim, white-bearded face is often seen just over the right shoulder of the king when he sits in on Council meetings. Lord Urns also sits on the CMIS Council that oversees magic use in the entire kingdom. He is known to be a fair judge of character

and someone who will bring a grievance to the king's ears if the need is dire.

Thane Ragor Ericson - *Viceroy of Jutan and Lord of the Heralds.*

Ragor grew up in a sleepy fishing village just south of Orinfjord. His father was a respected fisherman and a much-loved person in the community. When Ragor was still a young boy, his father was elected to the People's Council and he moved his family to the capital city. There, Ragor met the Crown Prince as a boy, and the two became fast friends. While they did not see much of each other, when the two were together, they were inseparable. Ragor joined the Crown Prince when the heir left Jutan to travel the world. They formed numerous adventuring bands and crisscrossed all of Shin'ar. When it was time for the Prince to return to his home and duty, Ragor came back with him and joined his personal entourage.

Ragor's good nature and friendly manner earned him a place in the Royal Heralds, a small group of Jute who go about the kingdom to make records of important events and to spout the will of the king to the populace. He further impressed the king with his ability to befriend anyone he meets, so he was the natural choice for Viceroy when the position became available. Since his appointment, Ragor has successfully negotiated three treaties with foreign powers, further strengthening Jutan's place on the Western Shore.

High Admiral Ser Orgil Jorbjor - *Master of Ships, Protector of Waterways, and Commander of Jutan's Navy.*

Born into a wealthy sea-faring noble house, High Admiral Orgil virtually grew up on a ship. His father was a much loved and feared pirate hunter in the kingdom's southern waters. He famously lost his life boarding a ship that had attacked two merchant galleys. His body was found in the ship's hold surrounded by no less than eight pirates, one of which was a massive beast of a Rusk. Orgil did his best to live up his father's name. He was a successful captain, if not a little ordinary. Far from the brash swashbuckler his father was. However, Orgil's intelligence and strategic thinking helped him move up the ranks among the kingdom's Navy. He is the newest appointment for the king, having earned the title of High Admiral less than six years ago.

First Flame Ser Rallo Walson - *Master of Arms, Commander of the Dragon Guard, and Eyes of the Crown.*

Rallo Walson is the son of a Dragon Guard captain and a Shield Maiden. He was raised in Wyrmfire Keep and joined the Dragon Guard as soon as he could safely hold a sword. He has dedicated his entire life to the defense of Jutan and its people. A

dour man, it is said that he never smiles. He is responsible for the training of the Dragon Guard, and their placement throughout the Crownlands. As Master of Arms, he is responsible for the weapons and armor of the king and his personal bodyguard. His role as Eyes of the Crown is mostly ceremonial. Spying for the realm has shifted to the Viceroy and his Heralds from the Dragon Guard for the past several decades.



First Flame Ser Rallo Walson

Steel Sister Ridder Lagratha Fortun - *The First Spear, Commander of the Shield Maidens, and High Shield of the Blood.*

When Lagratha was twelve years old, she petitioned to join the Shield Maidens. Her father was against it, and per his right, challenged his daughter to combat. Many would later say that it was his most embarrassing blunder. Young Lagratha thoroughly trounced her father in melee, striking blows in such quick succession the larger man fell over backward and struck his head on a nearby rock. He later recovered, though the blow to his pride would take longer to heal.

Lagratha won her right to join the Sisterhood, and in time, she became its leader. Now in her old age, Steel Sister Lagratha has served over five decades in the service of the Bromkar family. She has been the trusted advisor and bodyguard to the High King and his family for so long, the Crown Prince still calls her Big Sister. Her duties have recently begun to take their toll on her body, though she would never admit it.

For several years she has been grooming her granddaughter to take her place; however, she knows once she steps down the title of First Spear is awarded by

the High King and not by her.

Lord Anils Bly - *Master of Coin and Protector of Trade.*

Anils was born to a lesser son of a middling noble. His father was so far from the family money that he went out and earned it himself, becoming a wealthy merchant who ran caravans from the southern Jute cities to its northern reaches. Anils often accompanied his father and learned everything he could of the family business. When Anils was coming of age, he asked his father if he could enroll in the Magister's Collage. His father, who was in failing health at the time, forbid it. Instead, he opted to hire private tutors for Anils to teach him magic and Manasphere manipulation. This proved to be the best course of action for both Anils and his father. Anils ended up being a poor student and soon decided to delve into his father's business more.

After his father's passing, Anils took over and quickly expanded. He formed a coaster that ended up virtually controlling the movement of goods from southern Jutan to northern Jutan. After years of hate aimed at him by other merchants, Anils survived two assassination attempts, the second of which took the life of his wife. He was approached by the Crown to break up his monopoly, something he was all too happy to do. With the help of the Dragon Guard, the perpetrators who hired the assassins were caught and put to death. Anils wasted no time repaying his debt to the Bromkars and went to work for them. After two years as their personal master of finance, he doubled the revenue of their holdings and brought them into lucrative dealings with many powerful merchants from the East. He was the natural selection for Master of Coin when the position became available. He has served the kingdom for fifteen years, some of the wealthiest years ever.

He is still widely disliked by the kingdom's merchant class, over whom he oversees, but he is respected enough for his intelligence and business acumen that personal issues have never interfered with his job.

High Priest Jalcome Calmor - *The Ladies' Voice and Speaker of the Trinity.*

High Priest Jalcome was the youngest ever to hold the position of Ladies' Voice. He was appointed over a decade ago by the High King after serving only two years as the king's personal chaplain. The two became terrific friends after the passing of the king's daughter in childbirth, and Jalcome helped him cope during that time. When the Speaker of the Trinity passed away in her sleep, the king was quick to appoint Jalcome before the Church could put forth any replacement. Jalcome has faced years of opposition from the Church of the Trinity, mostly from the backhanded way he was appointed. It does not help that his own past is clouded, with stories of his birth and childhood seemingly not able to be substantiated.

He is known to be a jovial man who delights in song and dance, and for his love for the Goddess and the family of her own blood.

Who will take over the government if the current head of state is incapacitated?

Control of the country has been in the Bromkar family since the end of the Rebellion, and there has always been an heir ready to take the mantle should the High King die. There has only been one High Queen, though that is more by hap-stance than by design. High Queen Marvelika, the Ironheart, was regent for her infant son. When her son was murdered at the age of six, she fought off rebellious noble houses and reigned for another thirty years.

When she passed away, she left no heir, and the kingdom was poised on a razors edge. A young man claiming to be her grandson appeared in Orinfjord, and after extensive Magister and divine interrogation, it was determined that he was indeed a blood relative of the late Queen. Apparently, though the Queen never remarried, she did have a string of lovers and to one, she bore a daughter who was raised by him as a commoner. The young man, who took the name Alufgar VI, gained the backing of four of the six Jarls and Church of the Trinity which cemented his claim. He went on to have eleven children, ensuring the dominance of the Bromkars as heads of state for the kingdom for generations.

If there is no living Bromkar, the title of High King goes to a Jarl, who is voted by his peers, thus starting a new Dynasty.

Who is responsible for protecting the King?

The King is never out of sight of his housekarl, who acts as his personal valet and bodyguard. There is also a detachment of Shield Maidens who protects him at all times. The Shield Maidens act as personal bodyguards to all Bromkar family members.

Who can give orders in the Kingdom?

The kingdom is ruled by two councils. The Dragon Council is made up of the Jarls and the High King. The High King gets two votes, and the Dragon Council decides policy regarding the nobility, military, and foreign relations.

The People's Council is made up of elected officials and is headed by the Crown Prince. They decide on matters that pertain to citizen relations, the courts, internal trade, and land disputes (that do not involve a Count or Jarl).

The decrees of the councils are carried by the Heralds to all parts of the kingdom.

Nobles are entitled to give orders to their citizens as they see fit, however, such orders can never be illegal in the eyes of the People's Council.

Who is responsible for coinage?

The Crown mints its own coins in Orinfjord, with treasuries Wyrmfire Keep, Freetown, Tower-town, and Hastings. Each new king gets their face stamped on a coin to commemorate their coronation and once when they die to commemorate their reign. This is always done on Gold coins.

Jarlands are permitted to mint trade bars and coinage of other metals other than gold and silver. Copper pieces are minted in each Jarland and are worth the same throughout the kingdom. Platinum pieces are minted by each Jarland as well, but seldom see wide circulation outside of the noble houses. The Platinum coins are typically valued at 10 gold to one platinum piece, though some coins, like those minted in Merdah, can trade for twice as much due to their purer metal content.

Is there an organized system of education? If so, who provides it?

Jute children are required to attend classes from the age of six to nine, at which time they are taught the basics in reading, writing, and arithmetic. Classes are almost always run by a member of the Church of the Trinity; however, nobles often employ personal tutors for their children. At the age of nine, the typical Jute child goes on to do one of two things. If they show exceptional intelligence or aptitude for higher learning, they might be offered to continue to learn at the church, for a modest fee. If they do not have the talent or the coin, they most often apprentice to their father if male, or begin their home education from their mothers.

Additional schooling lasts until the child is thirteen, though some nobles encourage their heirs to continue tutoring until they are adults. Children who show magical aptitude can petition their liege lord to sponsor them at the Magister's College. The college accepts children as young as fourteen as first-year students, though the average age of novices is sixteen.

Who can call up men for the army?

The High King controls the Dragon Guard, a force of professional soldiers that protect the Crownlands and respond to danger throughout the kingdom. They are officially the army of the kingdom, however; each Jarl also contributes to the army's total. In times of war, each Jarl is expected to field the maximum amount of soldiers they are allowed, and the command is to be given to the Commander of the Dragon Guard and through him, the High King.

The Southern Army is made up of soldiers from six Jarlands who protect the kingdom's southern border. They man a series of forts along the border in the Clawbite Hills and serve under a General appointed by the Dragon Council. The Southern Army does not include Dragon Guard soldiers.

How much formal spying and intelligence gathering is usually done? Who does it?

The Jute as a nation do not give much thought to spying; however, that is not to say they do not participate in it at all. Jute nobility are a cautious lot, and they always crave gossip and scandal. Most noble houses employ agents who serve as eyes and ears throughout their territory, and sometimes beyond. It is not unknown for a noble house to have a spy among another noble house, be they allies or not.

The Crown employs the Heralds as spies since they are a fixture all around the kingdom. Heralds discreetly report back to the Viceroy what they learn. The Jarls and most nobles know of the Heralds' dual responsibilities, and some are quite curt to representatives that come knocking. Some Heralds have been employed abroad, mostly posing as merchants in Alteria and various Vergal city-states.

Do relations with other countries depend mainly on the relations between the heads of state?

Foreign relations are the purview of the Dragon Council, primarily when they concern the kingdom as a whole. Noble houses are allowed to cultivate relationships with foreign powers on their own; however, if the relationship breaks established rules set by the Dragon Council, sanctions on the offender will occur.

What are the major political factions?

The Jute do not have political factions; instead, they have those who side with the High King and those who do not. The Bromkars have ruled for centuries of progress and prosperity. For the most part, the nobility and citizenry of the kingdom are content with their rule.

The Jarls swear allegiance in the sight of the Trinity to the Bromkars. All noble houses also swear allegiance to the Bromkars, but also to their immediate liege lord. When Alufgar Bromkar was coroneted by the avatar of his daughter, the Goddess Marvela, he swore his allegiance to the Jute people, and each Bromkar King has echoed this statement at their coronations.

There have been rebellions against the crown, all unsuccessful, though some came close. Jarls and other nobles have always been easily swayed, and some Houses have earned a reputation for being trouble makers and rabble-rousers. There have been eight noble Houses who have been exiled or destroyed, including a Jarl, since the formation of the kingdom and its nobility.

What are the controversial political issues of the kingdom?

The Jute are mainly focused on improving their daily life. Most voting is done on new laws or striking down old ones. Land grants, public works, and especially taxes, are always on the minds of Jute citizens.

Other significant issues facing the kingdom are the expansion of logging into the Jutal Forest and the Crown forcing the Jarls to send more levies to the Clawbite Hills.

Are there any shaky political alliances?

The Crown has begun to lose key nobles, mostly to old age, and their heirs, for the most part, have chosen to either remain neutral or to vote against the Crown on specific issues. The younger generation of nobility has always been a bit rebellious. However, the last ten years have been some of the tumultuous years in the kingdom's political history. Nobles have begun to be openly hostile to the High King, something a few generations ago would have been entirely unheard of. The charismatic hold our High King has on the nobility is beginning to crumble as he reaches the end of his life.

STATISTICS/OTHER INFORMATION

Population: 1,186,920 (80% Human, 10% Meek'ah, 5% Calvoid, 5% Other)

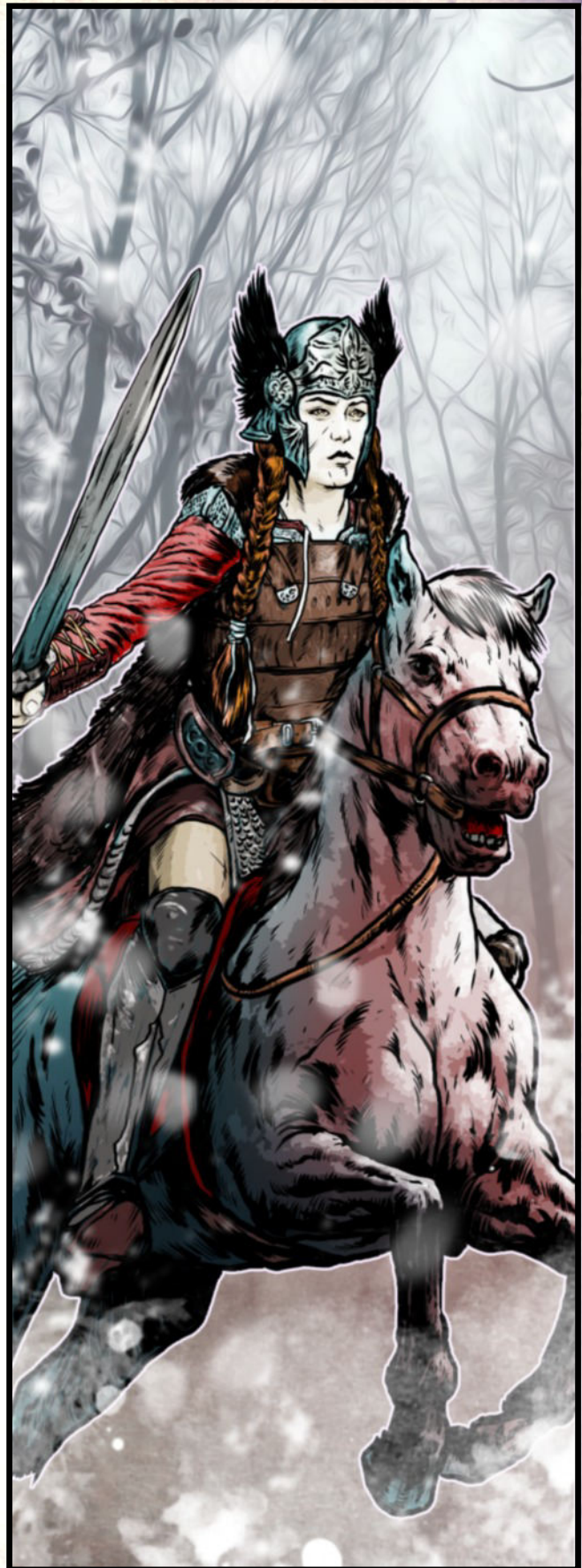
Who Rules: High King Rastin Bromkar; High King of the Jute, Protector of the Meek'ah, Sword and Shield of the Trinity

Who Really Rules: High King Rastin Bromkar and the Dragon Council, which is made up of the Jarls of Jutan.

Major Imports: Horses, wine, pottery, coffee, tobacco, silk

Major Exports: Fur, ore, wool, wheat, timber, ale, weapons

Armed Forces: The Dragon Guard, which polices the Crownlands and counts as the standing army of the kingdom, stands 3,000 strong. The Shield Maidens number 450 and accompany House Bromkar into battle as bodyguards and elite units. Each Jarland can field up to 10,000 soldiers in times of war and unrest. Mercenaries are hired to augment this total.



THE JARLAND OF THE CROWNLANDS

Situated in the middle of the kingdom, the Jarland of the Crownlands is personally controlled by the ruling family, House Bromkar. It was here the Rebellion took shape and spread its word of freedom and independence to the rest of the countryside. Alufgar Bromkar, the kingdom's first High King, chose the sight of his ruined village to build a new Jute Dynasty.

Jarl Ervin Bromkar (NE Jute Male Wizard 13); Jarl of the Crownlands, Protector of the Wyrmfire

The hawk-nosed, blue-eyed, second son of the High King rules the Crownlands from his seat at Wyrmfire Keep. Always in the shadow of his older brother, Jarl Ervin has routinely voted against his father on a number of crucial issues in the last decade in an attempt to ingrain himself with his father's detractors. He is smart enough to hide his disdain for his father and brother under a mask of civility and calm; however, those closest to the Jarl speak of a man who is ruled by jealousy and rage.

Royal Princess Freydris Bromkar (NG Jute Female Cleric of Dhalla 1)

The eldest child of the Jarl of the Crownlands, Freydris, is the polar opposite of her father. While he is selfish and conniving, she is generous and open-minded. She has ruled her father's household since the death of her mother three winters ago. Her quick wit and gentle hand have earned her the love and respect of the citizens of the Crownlands and she is the main reason her father's reign as Jarl has been relatively calm, despite his apparent lack of caring for low-born citizens.

Royal Prince Taki Bromkar (N Jute Male Wizard 1)

The Jarl's oldest surviving son, Prince Taki, has enjoyed a relatively easy life, one free of hardship but not pain. Three years ago, on his eleventh naming day celebration, young Taki decided to play a trick on his mother. He hid in a linen closet when it came time to announce his guests, and when his mother found him, he gave her quite a fright. Unknown to the family, she was suffering from a heart condition and fell dead at her son's feet. In her will, she asked not to be resurrected and her body was laid to rest in the Bromkar family's crypt below Wyrmfire Keep. Since that day, Taki's moods have taken on a darker tone. He spends hours alone with his father and his older sister fears their father is grooming him to be as evil and despicable as he is.

Wyrmfire Keep: This large castle is the seat of power in the Jarland. The castle stands proudly as a testament to the Jute's tenacity. Its construction began one year

HOUSE BROMKAR

MOTTO: "Freedom with Fire"

RANK: Royal House (High Noble)

SIGIL: A dragon skull wreathed in flame

COLORS: Black and Red

BANNERMEN: House Bjorg, House Olkaskar, House Viemen



into the Rebellion and faced repeated attacks by the dragons and their fanatical minions. By the time the Rebellion was concluded, Alufgar Bromkar had moved in with his young family and began the difficult task of unifying his people. The gate to the keep is adorned with numerous dragon bones, including the skull of one of the last dragons to die in the Rebellion. A simple but powerful spell ignites the bones every night when the sun goes down in mesmerizing flames. The fire burns bright, but do not cause damage or spread to the rest of the castle.

COUNTY BRONSHYR

The most peaceful county in the Jarland, County Bronshyr, is home to farms and homesteads that provide food and feed for the Jarland's citizens and animals. Large farms grow corn and potatoes, some of which are made into potent alcohol enjoyed by noble and citizen serf alike. Regulations regarding the purity of the alcohol keep the majority of rural Jute in the county alive following a bleak time in which certain molds and bacteria were fouling up entire batches. Dangerous hallucinations and deaths were the results of poor management on the part of the county's nobility and harsh penalties were handed out by the High King when his own grandson died from drinking the tainted brew.

The county's citizens are made up of farmers and those who cater to caravan and barge traffic. The largest population centers in the Jarland are located in County Bronshyr, including the capital of the kingdom, Orinfjord.

Count Nagli Viemen (LG Jute Male Anointed Knight 8 of Marvela); Count of Bronshyr

The jovial Count of Bronshyr is loved by his people and hated by the Jarl. Nagli is almost never at home in Orinfjord. Instead, he travels the countryside and rural areas of his county, partaking in feasts and parties he is

known for throwing at a moment's notice. These affairs are often large and extravagant, rivaling some of the most opulent balls and parties that are thrown by the nobility for themselves. Count Nagli lets only those of noble birth that he likes attend these affairs, of which he calls his "People Parties." The majority of the guests are common folk and the free food and ale that flow at these events earns the Count a much-deserved place in the hearts of his people.

Lord Snorii Viemen (LG Jute Male Paladin 11 of Marvela)

The Count's eldest son and heir is currently serving as Commander of Fort Alufgar in the area of the Clawbite Hills known as the Demon Haunt Woods. He is respected by his men; however, he is known for his foul temper when his every command is not obeyed immediately. A devout worshiper of Marvela, Lord Snorii hand-built a new shrine to the Goddess at the fort when he took command. The old shrine, which he deemed too small, was decommissioned and is now used as a clinic for sick and injured soldiers.

Orin's Keep: This relatively small castle stands inside the walls of the kingdom's capital city, Orinfjord. Built by Orin Viemen shortly after the conclusion of the Rebellion, it has served as the home for his noble house since then and the seat of power within County Bronshyr. The castle grounds are immaculately well maintained, and its gardens are a local attraction for visiting nobles and commoners alike.

HOUSE VIEMEN

MOTTO: "Power and Might"

RANK: Middling Noble

SIGIL: A mailed hand on black and white checks

COLORS: Black and White

BANNERMEN: House Steen, House Westerguard



COUNTY WYRMSKULL

The smaller of the two counties of the Jarland of the Crownlands that are on the continent, the County of Wyrmskull has long been in the hands of House Olkaskar. Through careful manipulation and outright blackmail, the Jarl of the Crownlands has made himself the real power behind the Count, and his will is enforced by House Olkaskar throughout the county. It is often said in jest that the Count of Wyrmskull can't use the privy without the consent of the Jarl.

Jokes such as that have reached the ears of the Count; however, he laughs them off and defends his close relationship with the Jarl.

Farming is the preferred profession in the county, though farms here do not reach the size and scope of the ones in Bronshyr. Communities on the coast cater to shipping headed north from the southern Jarlands and even as far off as the Empire of Alteria.

Count Randlin Olkaskar (N Jute Male Fighter 3); Count of Wyrmskull

The young Count of Wyrmskull has been the head of his respected family for only three years. His father and older brother both died at the hands of pirates while defending a group of merchants from their family's flagship, *the Lady's Smile*, which was escorting them to northern ports. Rumors spread quickly that the Jarl paid the pirates to eliminate the Count and his heir in order to elevate someone whom the Jarl could manipulate easier, Randlin. The Count and Jarl have denied such accusations, and the last person to speak of it publicly was found dead in his bedroom later that night.

Count Olkaskar is young and inexperienced. He lacks the respect his father commanded, and his leadership is often questioned by his subordinates.

Countess Jonata Agdon-Olkaskar (NE Jute Female)

The wife of Count Olkaskar, Lady Jonata, oversees the family's estates and household. A clever woman four years the Count's senior, Lady Jonata caught the Count's eye at a party thrown by the Jarl five years ago. The two were wed shortly after, and their son, Ivar, was born precisely nine months after the wedding. The baby's hawk-like nose and piercing blue eyes were a stark contrast to Count Randlin's rather dull features and brown eyes. The Countess is feared by her servants and is well known for punishing those who dare talk back to her in a disagreeable tone.

STAVIL (SMALL CITY)

Situated on the coast of Wyrmskull County, the city of Stavil has been under the personal protection of the Count of Wyrmskull since the Rebellion. Dominating the city's landscape is the largest temple of the Trinity in Jutan, and the Lady's Court is visited by thousands of pilgrims every year. Built by Stigir Olkaskar, the one time squire to the Goddess Marvela herself, the Lady's Court temple is a work of art that rivals the grand cathedrals of the Frode.

Who Rules: Count Randlin Olkaskar

Who Really Rules: Countess Jonata Agdon-Olkaskar rules the city in her husband's name. The Count of Wyrmskull is known as a weak-willed man who does whatever he is told by people whom he trusts, which

- | | | |
|---|-------------------------------------|------------------------|
| 1) HOUSE OLKASKAR'S CASTLE | 6) KORVID'S MAGIC SHOP | 10) THORA'S INN |
| 2) THREE LADY'S COURT
TEMPLE & GROUNDS | 7) CITY HALL & JAIL | 11) THE BROKEN YARDARM |
| 3) SEMINARY OF THE TRINITY | 8) HOUSE OF THE NEST
MOTHER | 12) WESTERN OCEAN |
| 4) HOUSE AGDON'S CASTLE | 9) HOUSE OLKASKAR'S PRIVATE
DOCK | |
| 5) BLACKTHUMB'S BREWHOUSE | | |



THE CITY OF
STAVIL
JARLAND OF THE
CROWNLANDS

includes his wife and the Jarl of the Crownlands.

Population: 9,400 (88% Human, 7% Meek'ah, 3% Calvoid, 2% Other); rises to 12,000 in the spring and summer with fishing crews and merchant traffic.

Major Products: All manner of fish, shellfish, whales, and their byproducts (oil, whalebone, pearls, ambergris, etc.), blocks of incense, small ships (*knarrs* and longships)

Armed Forces: There are 45 armed guardsmen that act as city watch members as well. House Olkaskar's troops man the battlements and patrol the outskirts of the city. They number 570 and include the crews of the House's four longships that patrol the harbor and waters off the city's coast. The Navy of Jutan has four ships docked in Stavil under the command of High Captain Geir Kipleby (LN Jute Male Fighter 16).

Notable Temples and Shrines:

- The Three Lady's Court temple complex is enormous and encompasses a large portion of the city's eastern side. Speaker for the Three, Lady Iona Olkaskar (LG Jute Female Cleric 18 of Marvela) leads a clergy of 200 priests and over 1,000 lay brethren of the Trinity Goddesses. Lady Iona is loved and revered by the people of Stavil, and when the former Count and his heir

were killed, there was talk of elevating her above her young cousin as head of the family. She quickly shot down those rumors and gave her full support to the new Count.

Lady Iona is nearing her sixtieth winter and having no children of her own, she decided it was best to continue on her path of righteousness and service to Marvela instead of leading her House through the dark and often dangerous political landscape of Jutan.

HOUSE OLKASKAR

MOTTO: "Strength in Prayer"

RANK: Middling Noble

SIGIL: A pair of praying hands

COLORS: White and Red

BANNERMEN: House Agdon, House Kipleby



- The House of the Nest Mother is a shrine dedicated to Kythlu that the Meek'ah of Stavil frequent to worship their creator goddess. Revered Mother Kes'tick Om'karr (NG Meek'ah Female Cleric 11 of Kythlu) leads four priests and 10 lay worshipers in service once a day.

Notable Rogues & Thieves' Guilds:

- The Slick Scales are a group of young Meek'ah who prey on merchant traffic visiting the city. They almost exclusively rob non-Meek'ah and especially love taking coins and goods from Alterian merchants.
- Vali's Gang is a band of Jute thugs who break legs and roll drunks in and around the docks. They also offer their protection services to visiting ship captains watching over their ships in port, for a fee. Those captains who decline the offer soon find their ship on fire or otherwise vandalized. The city watch has tried to disband the gang forcibly, even going as far as capturing and putting to death their founder, Vali Oddurson. His death did little to dissuade the gang and only emboldened them further. There have been rumors floating around dockside taverns that the gang is a front for Helviir pirates, though that has never been proven.

Equipment Shops: Merchants in Stavil cater mostly to maritime professions, and the shops that sell provisions and supplies for ships are always fully stocked.

- Master Korvid's Potions and Potables is a store that sells alchemical supplies, potions, and salves. Master Korvid is a Calvoid who hails from the city of Kragum and is known for his practical business sense and hatred of haggling.

Adventurers' Quarters:

- Blackthumb's Brewhouse. (Feasthall) Known as the Black House to locals, Blackthumb's Brewhouse is home to the city's finest brewery and master brewer Arvid Blackthumb. He gets his name from his permanently stained hands that acquired their color from the dye he uses on his establishment's tablecloths and other linens. Everything in the feasthall is either dyed or painted black. The prices are quite steep; however, it is the favored place for a bite to eat and a cold mug for many locals and visiting merchants alike.

Quality/Price: Superb/Expensive

- Thora's Inn. (Inn/Tavern) This spot is famous along the coast of Wyrmskull. It is named for a retired adventurer, Thora the Lady Bear, who is known for slaying no less than four Rusk marauders in single combat. Her size matched her personality, and when it came time to retire from her adventuring career, she pooled her coin with her longtime

companion Adda and opened the inn. Thora was known for roasting whole pigs and carrying the meal on a single large platter to the table where she expertly carved it and served her patrons. Thora passed away several years ago and her life partner Adda now runs the inn with their six adopted children. Meals are always tasty and filling, and drinks are cheap but not watered down. Rooms are small and drafty compared to other inns found in the city. However, the discomfort is often overlooked because of the quality of the food and the nightly entertainment in the form of small plays and rousing drinking songs performed by Adda and Thora's children.

Quality/Price: Superb/Moderate

- The Broken Yardarm. (Tavern) Situated on the docks, this tavern has a bad reputation for nightly fistfights and drunken stabbings. Frequented by visiting sailors and unsavory types, the Broken Yardarm is always packed full despite the danger and severely watered down ale. The proprietor, a former pirate named Hagris, is a known fence for stolen goods and the man in Stavil who can get word to certain pirates who haunt the waters off the coast.

Quality/Price: Poor/Cheap

Important Characters:

- Captain Ove Agdon (LN Jute Male Fighter 5) is the younger cousin of Countess Jonata and captain of Stavil's small city watch. Not an overly smart man, he is nonetheless a very law-abiding person, and he puts the well being of the city's citizens as his top priority. He is unaware that he was offered his commission not because of his bravery, as he thinks, but for his lack of insight and his tendency to always do what his older cousin asks of him.
- Tem'lok "Lucky" Sess'sek (NG Meek'ah Male Rogue 6) is a local professional gambler and con artist who is secretly a spy for the Royal Heralds.
- Eira Ivordottor (N Jute Female Wizard 4) runs a small magic shop that specializes in simple spell scrolls and potions. She is somewhat eccentric and absent-minded, but very much loved by her neighbors and protected by them at all costs.
- Aldo of the Snowcat (CG Rusk Male Barbarian 2) is a relative newcomer to the city. He hitched a ride on a whaling vessel from Barrowtown to seek his fortune away from the internal tribal politics of his people. He found employment as a bodyguard for the first merchant he found who could speak Ruskivan.

Aldo plans on serving out his contract while learning to speak more Juten and then moving further south, maybe even into the Empire of Alteria, where his great-uncle earned fame in the Empire's fighting arenas.

Important Features: The city's low wall encompasses three sides, with its fourth side facing the open ocean. The city's dock is small but well maintained. The eastern side of the city is dominated by the Three Lady's Court temple and House Olkaskar's castle. Shops and businesses closest to the temple cater to the priests almost exclusively and enjoy a steady stream of customers because of it. Clergy from across the kingdom vie for a position at the temple, and the prestige a posting would bring.

Rumors & Lore: After the death of the former Count and his eldest son, rumors of foul play and dark dealings ran rampant in the city streets. Retainers of House Olkaskar were split between supporting the young and not well-liked Rastlin or the former Count's cousin, Lady Iona. When the aging Iona publicly stated she would not seek to displace Rastlin as head of House Olkaskar, the matter was settled, but the rumors persisted.

Over the last two years, Stavil's place as a safe port has begun to decline. Shady business deals and back-room handshakes seem commonplace among the merchant class when just five years ago, such things would be stamped out by the Count. Rastlin has been easily swayed by his advisors, especially his wife, and they have been lining their coffers with as much coin as they can squeeze from the citizenry.

COUNTY HELVIIR

Located to the west of Jutan lies the Helviir island chain. It is home to a large group of Jute who, for centuries, ruled the western waters as savage marauders and pillaging cultists. It was here where the White Dragons entered into Shin'ar and they wasted no time in dominating the black-haired and black-hearted Jute who called the rocky islands home.

During the Rebellion, Alufgar Bromkar landed on the shores of the largest island, Skane, and immediately faced a force of people who were so devoted and zealous, they threw themselves at the rebels in such numbers the shores ran blood red for weeks after. Disheartened, Alufgar ordered a retreat from the area and began to come up with a plan to return to the islands at a later time, when the dragons on the mainland were dealt with. As the rebel fleet was beginning to set off, Jorn Bjorg, the chieftain of a small but influential clan, met with Alufgar and pledged his people to the cause.

Clan Bjorg's castle was well fortified, and Jorn was looking for a good reason to finally get his family free from his dragon master. With Clan Bjorg's help, the rebels established a presence on the islands and began working on freeing its people. With Jorn's support, other clans began to rally behind the rebels and soon, the Helviir were rising up all across the island chain. Alufgar left the area in the hands of Jorn when the fighting was done and the duplicitous chieftain wasted no time in declaring himself King of Helviir.

Sixteen months later, the last of the dragons who ruled over the Jute were either dead or had fled the region. Alufgar would not return to Helviir for another twenty-two years. This time, he came as someone who most of the Jute were calling King, though he made no claim to that title, yet. Alufgar met with Jorn Bjorg's son, Ignvar, and convinced him to swear fealty to House Bromkar after defeating the self-styled King of Helviir in battle.

With the Helviir islands throwing their support behind House Bromkar, the time was right to proclaim Alufgar Bromkar the first High King of Jutan.

Count Vilmen Bjorg (NG Jute Male Fighter 11), Count of Helviir

The Count of Helviir is nearing his eightieth winter and is still going strong. Appointed to the head of his large house by the High King, Count Vilmen took control of the Helviir islands at a time of great unrest. His older brother, Count Velmir, rose up against House Bromkar and declared himself King of Helviir. The kingdom's Navy ferried hundreds of Dragon Guard and Shield Maidens to Skane, along with thousands of soldiers from the Bromkar's bannermen, and there they laid siege to the rebellious house.

Two months of intense fighting on the islands led to a daring battle where House Bromkar's magisters and Dragon Guard wizards laid waste to House Bjorg's castle walls with conjured meteors and devastating earthquakes. The rebel house surrendered after King Velmir threw himself off the shattered battlements of his castle rather than face the High King's justice.

Vilmen Bjorg, who had made a name for himself in the Clawbite as a man of action and honor, was made the Count of Helviir after he publicly swore fealty for his house to the High King. Velmir's sons, those that survived the battle, were thrown in chains and sent to Stonekeep prison to live out the remainder of their lives.

Lady Gudrun Bjorg-Kalmoor (LE Jute Female)

The Count's niece is the only surviving child of the previous Count and the only one of his immediate bloodline that was not imprisoned after his failed rebellion. She was only twenty years old when her father died and her brothers were jailed; newly married and pregnant with her first child. Now, some fifty years later, she is as smart and

HOUSE BJORG

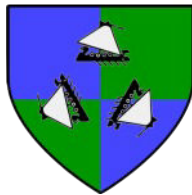
MOTTO: "The Wind and the Sail"

RANK: Middling Noble

SIGIL: Three longships chasing on blue and green checks

COLORS: Blue and Green

BANNERMEN: House Hjarv, House Kalmoor



conniving as ever and rules the small town of Lubeck with an iron fist.

Lord Velsmir Bjorg (N Jute Male Fighter 5)

The second son of Count Vilmen, Velsmir, is busy learning everything he can about how to rule from his father. His older brother and heir to House Bjorg will take over when their father passes away; however, Lord Brandr is impulsive and brash, and many do not think his reign as Count will last very long. Velsmir has recently been seen in the company of Alterian merchants and envoys from the Empire. House Bjorg has no official dealings with the Empire; however, the opening of a new mana crystal mine on the island of Sylt has the family looking for new avenues and customers for their bounty.

Blackrock Keep: House Bjorg's castle is built from the remains of the shattered wall and ruins of their former castle. The stones that were reused were left burnt and chipped by the fires of the battle as a reminder of what will befall the house should they decide to rebel again.

Island of Skane: The largest island in the Helviir chain, it is home to the majority of the county's population. Rocky and unsuitable for large farms, the people of Skane often made their living by raiding and pillaging Jutan's western coastline. Now, thanks to trade agreements with noble houses on the mainland, the people of Skane receive their food from the bounty of the Basket, and in turn, provide the mainlanders with the generosity of the ocean. The kingdom's largest prison, Stonekeep, stands foreboding on the island's eastern shore. Prisoners are made to work back-breaking labor under the prison in one of the island's many iron mines. They also work quarrying the abundance of stone found on the rocky island, for use in building projects all around the kingdom.

Island of Elbe: Any Jute child can recount to you the story of Black Eric and his band of bloodthirsty pirates who called Elbe home. The island has long been a hotbed for

pirates and unsavory types, including a large and entrenched cult of Vemish that has resisted numerous attempts to destroy it by House Bjorg and their bannermen. Good people live here as well; however, they are smart enough to stay on the islands western side, away from the hidden pirate coves and cult temples found on the eastern shore.

Island of Sylt: The smallest of Helviir's islands, Sylt is home to hard living miners and the people who cater to them. Mining camps and villages dot the rocky island, and the people of Sylt are known to be hardworking and close-lipped when it comes to outsiders. Among the Helviir, those who dwell on Sylt set themselves apart from the rough and tumble lifestyle the islands are known for. Very few merchant vessels have a need to stop at the tiny island, though those that do make a fortune selling the iron ore and precious gems that are pulled from the mountains by the dark-haired islanders.

Island of Skagerak: During the time of Bondage, the island of Skagerak was home to a single dragon lord of immense size and age. Icytarcuciour the Blinding Breath was known for an even hand when dealing with his slaves, and when the Rebellion came to his shores, his people fought for their dragon lord with such gusto that even the Helviir who joined the rebels took a pause. After a week of bloody fighting, the rebels had only succeeded in taking a single beach on the islands' eastern shore. Alufgar Bromkar and Balorr the Brave parlayed with Icytarcuciour and managed to convince the aging dragon to leave the island and never return. The dragon left and fled south with only a handful of fanatical followers and a large portion of its wealth. Stories say the dragon died at sea, and his treasure is buried with his enormous body at the bottom of the Alterian Sea.

Island of Bight: This island was once home to a thick and lush forest. When Helviir the Far Wanderer scouted it, he told his people of the great abundance of tall trees they would need to build their longships. Centuries of logging has left the island with large patches of clear-cut forest where the people of Bight have since plowed over and now provide crops and livestock to the rest of the island chain.



JARLAND OF MERDAH

The kingdom's northernmost Jarland is named after its most famous son, Merdah Wyrmsbane. The majority of its people live south of the Darkfrost Mountains which act as the de-facto northern border of the kingdom. Held by House Stanz since the end of the Rebellion, the people of Merdah are known for being hostile to southerners though open to other races of Shin'ar, especially those who come to the towns and cities to purchase the Jarland's abundance of iron and steel.

Jarl Florem Stanz (LE Jute Male Fighter 15); *Jarl of Merdah, Protector of the Northern Border*

A selfish man, the Jarl of Merdah, has set himself up as master of his domain by using strong-arm tactics and blackmail to destroy those who disagree with him. Despite this, he is generally well-liked by his people, and his family is cheered and celebrated anytime they visit the towns and villages under their protection. The houses who owe allegiance to House Stanz are influential in their own right, and make up some of the most militarily minded Jute in the kingdom. Jarl Florem has never hid his disdain for the royal family, even going as far as snubbing and ridiculing the Crown Prince two years ago at the High King's naming day ceremony.

Lord Egil Stanz (NG Jute Male Bard 11); *Lord of Yairdir*

The Jarl's eldest son, Egil Stanz, is as far removed from his father as he can be and tries to uphold his family's good name through his generosity and good deeds. Lord Egil oversees the Jarland's largest city, Yairdir, and its weapon and armor making industry.

Frostforge Keep: This large and foreboding castle is built on a rocky outcropping and is rumored to have an extensive cellar and dungeon. Its walls are bleached white and painted with hints of bright blue, making the castle look like it was carved from a single block of ice from a distance.

COUNTY DARKFROST

This county is large, though most of it is considered uninhabitable to all but a handful of Jute clans who dwell high up in its snowy mountains. The county includes Jute controlled lands in the western Gorlan Hills as well, and the area around the Big Horn forest.

Count Finn Bly (NE Jute Male Rogue 14); *Count of Darkfrost*

The Count of Darkfrost is the third cousin of Lord Anils Bly, Master of Coin. He is known as a man who is prone to dark moods, and he has personally killed seven men in sanctioned duels. His fortune, and that of his house, is made on supplying caravans headed south with ore

HOUSE STANZ

MOTTO: "Made to Last"

RANK: High Noble

SIGIL: Two crossed weapons over a stylized anvil

COLORS: Silver, gray, and blue

BANNERMEN: House Bly, House Dormek, House Lurbrok, House Ziefweld



and goods for sale in the kingdom's southern Jarlands. His house is small but respected; however, it seems Count Finn sometimes goes out of his way to embarrass himself at court by often appearing drunk and disorderly.

Lady Ylva Bly (N Jute Female Cleric of Tralla 6)

The Count's younger sister, Lady Ylva, is well known for her stance in protecting the ecosystems of the Darkfrost mountains from unchecked mining and mineral extraction. She has often come to blows with her brother, but since she holds the backing of the powerful druid circle that calls the mountains home, her decrees on environmental issues are often put into practice.

Thane Odurr Hringson (NE Jute Male Barbarian 8)

Count Bly's right-hand man, Odurr Hringson, was made Thane of the Darkfrost Mountains by his good friend more than sixteen years ago. House Hringson is a bannermen of House Bly and they hold sway over the Jute clans who choose to be a part of the kingdom, though they still live a rather primitive lifestyle high up in mountain passes. The clans loyal to House Hringson act as sentries and the first line of defense against the savage Jute who refuse to pay homage to any House or King.

Snowkeep: This rather small and nondescript castle is home to House Bly. Heavily fortified and almost always covered in snow, the castle has stood for centuries against the winter chill and rampaging clans of the Darkfrost mountains.

Rumors of an extensive cave system under the castle have persisted for years, especially during the time of great upheaval two centuries ago when the entire region was being attacked by pig-faced warriors from the mountains. Whole towns and villages emptied in the face of the oncoming horde and found refuge in Snowkeep.

HOUSE BLY

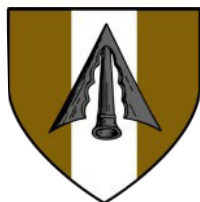
MOTTO: "From the Bow"

RANK: Middling Noble

SIGIL: A black arrowhead

COLORS: Brown and White

BANNERMEN: House Hringson,
House Ordil



COUNTY PRATOR

The smaller of the two counties in the Jarland of Merdah, County Prator, is home to hard-working Jute who attempt a life of farming in an often dangerous environment. The county lies south of the Gorlan Hills and west of the dreaded Thornfang Forest. For centuries Goblin, Hill Giant, and Drazil have infringed on the Jute settlements here, and the people of Prator County learned quickly to build their walls high and to keep their weapons in reach. Raids have diminished considerably in the last hundred and fifty years, however, the close proximity to dangerous territory keeps the settlements on edge and ready for battle.

Count Willf Dormek (LN Jute Male Anointed Knight 14 of Marvela); Count of Prator

The Count of Prator is an aging old soldier who runs his house like a military camp. His four sons are all martially trained and able battle commanders. House Dormek is the third house to have dominion over County Prator. Two previous houses were destroyed by Goblin hordes early in the kingdom's inception. House Dormek has managed to make the county safer than it was by heavy use of mounted patrols and mandatory weapons drills for its citizens. Despite this effort, death by monster attack is still high on the list of ways to die in the county.

The Count has disowned his youngest son, Alrik Dormek, for his apparent failure as a warrior. Alrik was born sickly and never managed to earn the respect of his father and brothers with his lack of martial prowess. Despite losing his claim to his house's fortune, Alrik has thrived as a shrewd merchant and caravan master who has amassed his own personal fortune in the Jarlands of the south.

Countess Kari Ordil-Dormek (LN Jute Female Fighter 8)

The fourth wife of Count Willf, Countess Kari, is twenty-four years his junior but every bit his match in wits and battle strategy. Forbidden from joining the Shield Maidens as a young girl, Kari persisted in her martial training and went as far as forming an adventuring company known

as the Bright Shields of Merdah. A leg injury sustained by a Hill Giant's boulder ended her adventuring career, much to the delight of her father who quickly arranged the marriage between his daughter and his liege lord. The Countess has borne no children for the Count and most likely will never do so. She keeps herself busy running the household and overseeing the training of her step-grandchildren.

Housekarl Venk of the Tundra Snake (CN Rusk Male Barbarian 11)

The large and soft-spoken Rusk known as Venk the Gray Snake is Count Willf's personal bodyguard. The Count never goes anywhere without his seven-foot, shaggy-haired, ape-man who can always be found standing just behind the Count and with a hand on his well-used battleaxe. Venk came into the service of House Dormek fourteen years ago when he was saved by a Dormek sponsored caravan that came upon the lone Rusk traveling through the Gorlan Hills.

After proving himself a more than capable fighter, Venk joined the ranks of the House's guards and further impressed the Count with his savagery and fighting skills. He was appointed Housekarl ten years ago and has since never left the Count's side.

His presence is tolerated, but loathed, by the Countess. Her prejudice against Rusk is apparent every time she addresses Venk or speaks of his people. Venk has never let his feelings on the matter be known, and he obeys her commands with silent efficiency.

Steelside Castle: This large and seemingly impregnable castle is home to House Dormek. The castle lies just outside the walls of the city of Presbur, and just inside the tree line of the nearby Forest of Steel. At considerable expense, House Dormek has covered their castle walls with numerous sheets of enchanted steel that repel any fire or lightning magic cast upon them.

HOUSE DORMEK

MOTTO: "Aggression Wins the Day"

RANK: Middling Noble

SIGIL: A yellow mantichore

COLORS: Yellow, White, and Green

BANNERMEN: House Felskom, House Gudbrus



They can also be commanded to shine with an intense light, blinding attacking forces and giving the defenders a chance to man a counter-attack if need be.

PRESBUR (LARGE CITY)

The city of Presbur is the second-largest population center in the Jarland of Merdah. It is not as well known as Yadir, and it does not have the number of master smiths that city can boast. However, it is a busy hub for caravan traffic headed north to the communities of the Northern Tip and the Flooded Forest.

Who Rules: Lord Yagni Gudbrus (N Jute Male Fighter 2) rules the city in Count Dormek's name. He has held the position for over a decade and has no plans to vacate any time soon, despite rumors to the contrary.

Who Really Rules: Lord Yagni can do little without the consent of Count Dormek; however, the Count does give his bannermen a certain degree of leeway in most matters, except when they pertain to the defense of the city.

Population: 13,890 (90% Human, 6% Meek'ah, 2% Calvoid, 2% Other); the city can safely hold up to 20,000 in times of war or unrest in the countryside.

Major Products: Wagons, timber, textiles (canvas), fruit (apples), nuts (walnuts, pecans)

Armed Forces: A group of 85 guardsmen acts as police and city watch. They are accompanied by 90 troops from House Gudbrus who act as guards for their House's interests, including the well-being of their Lord, Yagni. House Dormek has a little over 250 troops patrolling the outskirts of the city and the homesteads found nearby.

Notable Temples & Shrines:

- The Steel Goddess' Tower is a temple of Marvela that focuses on the martial aspect of the Jute's chief goddess. Steel Brother Floki Jorjson (LN Jute Male Cleric 15 of Marvela) leads a troop of 25 priests and 100 lay brethren in service twice a day. Squads of priests accompany House Dormek troops in their patrols outside the city walls daily, and the priests of the Tower can also be found guarding caravans that brave the northern reaches of the kingdom that are so close to monster controlled territory.
- There is a little known shrine to Vemish in the sewers built over a century ago by a now-disbanded group of assassins who tried to establish themselves in the city. It has since been used by a small cult to the God of Murder that has, so far, stayed under the noses of the nobility and priests of Marvela.

Bloody Sister Auda (CE Jute Female Rogue 4/Cleric 6 of Vemish) claims to be the bastard daughter of Count Willf Dormek's eldest son; however, her claim has never been substantiated. She leads a small cult of four priests and seven lay brethren in unholy rituals.

- The Snow Knight's House is a large stone building that stands outside of the city walls and is dedicated to the god Welkor. High Winter Guard Olin Heshburg (LN Jute Male Cleric 7 of Welkor) holds services for three priests and eleven lay brethren. The shrine is part of a series of shrines and monasteries that are funded and manned by the Knights of the Frozen Tear.
- There is a small shrine to the Trinity in the city that caters to Jute from other parts of the kingdom. Most of the citizenry of Presbur count Marvela exclusively as their patron deity.

Notable Rogues & Thieves' Guilds:

- The Masked are less of a group of rogues and more of a vigilante group that was rumored to have been started by one of the previous Counts of Prator. Their leader goes by the name of "Number One" and leads a group of masked thugs who patrol specific neighborhoods and districts in hopes of catching lawbreakers. The city watch has disavowed the group, stating that their extreme tactics cause more trouble than it solves.
- The Shadow Syndicate is a clandestine group of information brokers who buy and sell information on the nobility and wealthy merchants for use by their rivals. The leader is unknown, and most of its members only know one or two other members to keep the risk of the group being infiltrated to a minimum. Those looking to purchase their services can contact either Knud the Barber (LE Jute Male Rogue 11) at his manor house or Kev'sesk Sep'tor (N Meek'ah Male Wizard 9) at his popular magic shop.
- The Presbur Cat is a famous burglar who has terrorized the nobility of the city for over one hundred years. The title of "the Cat" has been passed on four times, and the current holder of that moniker is Runa Ulfsdotter (NG Jute Female Rogue 4) who can be found most days waiting tables at her father's tavern.

Equipment Shops: The city's merchants cater to caravan traffic headed north and are always fully stocked.

- The Flaming Goat is a magic shop that specializes in scrolls, potions, and infused mana crystals. It is run by Kev'sesk Sep'tor, and the tiny wizard runs a tight ship. The doors to the shop open and close at the same time every day, no exceptions. Browsing is allowed; however, those who take too much



- 1) STEELSIDE CASTLE
- 2) THE STAGING AREA
- 3) THE SNOWKNIGHT'S HOUSE
- 4) THE PURPLE GARGOYLE
- 5) SHRINE TO THE TRINKITY
- 6) ULF'S PLACE
- 7) THE FLAMING GOAT
- 8) CITY HALL & JAIL
- 9) HOUSE GUDBRUS' CASTLE
- 10) THE STEEL GODDESS' TOWER

THE CITY OF PRESBUR JARLAND OF MERDAH

time without buying anything are not so politely asked to leave. The name for shop comes from the stuffed goat mascot that stands next to the doors that has an enchantment cast on it that makes it look like it is on fire.

- Harvlan's Boots is a popular destination for the nobility and citizens of the city when they are in need of new footwear. Expertly crafted boots of leather, lizard skin, or sealskin can be found in all sizes. Harvlan's work is not cheap; however, it is unsurpassed in terms of workmanship and durability.

Adventurers' Quarters:

- Ulf's Place. (Tavern) This small establishment is popular with the locals and is run by Ulf Giantbane (N Jute Male Fighter 11) and his family. Ulf earned coin and fame in the Clawbite and took his Thing earnings back to his home city to open the tavern. His wife cooks simple but tasty stews and soups that are served with fresh bread and pitchers of cheap, but decent, ale.



Quality/Price:
Excellent/Cheap

- The Purple Gargoyle. (Inn) A massive statue of a gargoyle stands guard over this modest inn located near the city's western gate. The statue is painted purple though most of it is white with years of bird droppings that the owners never bother to clean. The inn is run by a pair of brothers, Lief Katergat (NG Jute Male Cleric 3 of Dhalla) and Liufr Katergat (NG Jute Male Bard 3), who bought the inn from its previous owner six years ago. Since then, the inn has seen a resurgence in customers, mostly in part to the addition of their celebrated chef Alton Baxter (N Frode Male). The old Frode has worked in several Jute establishments over the past two decades and is best known for his tasting menu that includes such things as pickled manticore tail and roasted fire beetles.

Quality/Price: Superb/Expensive

Important Characters:

- Lady Hilde Gudbrus (LG Jute Female) is the younger daughter of Lord Yagni Gudbrus. She is active in the city's social scene and uses her family's influence to help the more impoverished citizens, especially during the winter months. Galas and balls thrown by her raise money to supply homes with enough

wood to heat them through the winter and provisions to keep the families alive.

- Fiske Ivonson (LE Jute Male Barbarian 8) is new to the city and found work as a bodyguard and leg-breaker for a small-time merchant. The seven-foot-tall Jute hails from the Darkfrost Mountains and quickly made a name for himself in the city two days after his arrival by beating to a pulp three members of the Masked who decided to stop him from entering a tavern.
- Lord Asger Neisunger (LN Jute Male Anointed Knight 6 of Marvela) is the head of House Neisunger, a bannermen of House Gudbrus. Lord Asger advises Lord Yagni on matters dealing with the nobility of the city, and he is known for being a shrewd judge of character.
- Goli Reisai (CG Aravork Female Aerialist 6) is a mercenary and scout who hails from the Aravork city of Tor-Aerie. She fled that city after her father and sister were killed by a group of militants known as the Home Guard for failing to comply with their anti-migration stance. The killers were caught and put to death; however, it did little to alleviate the loss Goli felt. She has lived in Jutan for two years and makes a living scouting for caravans and adventuring companies in the Gorlan Hills.

Important Features: The city is small and compact. The majority of the nobles live in the southern part of the city, with the eastern portion given over to crowded neighborhoods and slums. The large and open field in the northern section of the city is always crowded with caravans and their workers who use the field, known as The Staging Area, as a place to tie down their wares and prepare for the long and dangerous journey north. The city has two gates and a high wall that is manned by troops and bristling with catapults to ward off any Goblin or Drazil horde that would threaten it. There has not been a large scale attack on the city in over one hundred years; however, the people of Presbur stay vigilant against the aggression of their monstrous neighbors.

Rumors & Lore: Presbur has always been a quiet city full of hard-working Jute who keep their heads down and out of most of the intrigue that befalls the rest of the kingdom. Lord Yagni is not well-liked, however, he is greatly respected as a man who does what he says in spite of any personal loss or gain from his policies.

The latest gossip making the rounds of the nobility is that Lord Yagni is soon to be replaced by the Jarl, against the wishes of Count Dormek. Lord Yagni has earned the Jarl's distrust for openly disagreeing with

his latest decree that Merdah cities and towns are to let go of any criminals who are not charged with murder or other such capital crimes. Lord Yagil complied with the decree and released or commuted the sentence of thirty prisoners in the last six months, most of which have since left the city for parts unknown.

Recently, rumors of Goblin and Bugbear raids on the villages and homesteads that lie to the east of the city have the tavern folk buzzing. To add fuel to the flames, Count Dormek has requested additional troops from the Jarl to shore up the defenses of the city and its environs. He was only sent a few detachments of conscripts from Frostforge Keep, not anywhere near the number he asked for.

THE JARLAND OF THE RED SHORE

The Red Shore is one of the smallest Jarlands in the kingdom and has a long history of blood and death. The early Jute settlers came to the shore from the mountains which stand tall to the east of the coastline. Ample fishing and wild game led to a population boom and small fishing villages soon turned to towns. The Jute made their presence felt on the western ocean and caught the attention of a group of evil Fey beings known as Redcaps. The Redcaps hailed from the Whitebone Islands to the northwest of the shore and raided the Jute with increased frequency, destroying whole villages in the process.

Battles won and lost on the ocean hardened the Jute of the Red Shore, and despite the repeated attacks, their population continued to grow. During the time of bondage, the dragons of the Red Shore were few but firmly entrenched. The area was one of the last places to be freed by the Rebellion and three of the last White Dragons to survive that time hail from here. They fled rather than die at the hands of the triumphant Jute people and have since dominated an area of the North known as the Frozen Forest.

Jarl Marren Talvin (LN Jute Male Fighter 11); Jarl of the Red Shore, Protector of the Northern Coast

The Jarl of the Red Shore was known as the "Crimson Terror" in his younger days as a ship's captain and pirate chaser. He famously led an attack on the Whitebone Islands in his youth, which did little to alleviate the raids but gave the Jute a greater understanding of their long-time enemies. His personal longship, *The Crimson Dart*, has two dozen redcaps hanging from its mast. All personally taken from the bodies of Redcaps Marren killed in battle.

Nearing the end of his life, Jarl Marren is disturbed by the lack of compassion his son and heir has for the citizens of of his Jarland.

He regrets not spending more time with him, and thinks if he had taken his son under his wing instead of letting him be raised by his cousins in Stanton, he would have turned out to be a better man.

High Lord Alvid Talvin (NE Jute Male Rogue 9); Lord of Stanton

The Jarl's only son and heir lords over the city of Stanton like a king. He is selfish and prone to biting remarks and unforgiving ridicule against those whom he takes a dislike too. Still a bachelor at the age of forty, Lord Alvid is rumored to have fathered over a dozen bastards in as many villages and towns up and down the Red Shore.

Lady Kari Talvin (NE Jute Female Sorcerer 8) and Lady Kenna Talvin (NE Jute Female Rogue 8)

Twin cousins of Jarl Marren, Lady Kari, and Lady Kenna raised Lord Alvid for the Jarl while he was often away doing battle. The two noble ladies are feared in Stanton for their lack of morality and mean streak that has left more than one citizen serf dead or maimed by their antics. The sisters never married and instead spent their youth controlling House Talvin in their cousin's absence. Under their leadership, the House tripled their riches and found lucrative business deals with the Empire of Alteria.

The Red Keep: This impressive castle is home to House Talvin and stands as a testimony to their power in the region. The stone was quarried in an area of Shin'ar known as the Badlands on the Southern Continent. The blocks were shipped at great expense for the newly appointed Jarl of The Red Shore after House Barrow and their bannermen were exiled.

Shortly after construction began, a series of grisly murders occurred around the work site. The culprit was apprehended and interrogated to learn his motive for the seemingly random acts. The murderer was young mason who was part of the team that oversaw the quarrying of the stone. He insisted he was being magically controlled, and had no recollection of committing the crimes.

HOUSE TALVIN

MOTTO: "Undeterred and Unsinkable"

RANK: High Noble

SIGIL: Two ships

COLORS: Red and Blue

BANNERMEN: House Balson, House Markor, House Trskrum, House Vingk



COUNTY OF THE LONG SHORE

Small and rurally populated, the County of the Long Shore consists of eighty miles of pristine shoreline and the foothills that form closer to the Darkfrost Mountains in the east. It also includes the Crimson Isle and the island known as Balorr's Rest. Sleepy fishing villages and small towns are what one would expect to find here. Places whose citizens often never leave their home villages and live and die within ten miles of their birthplace.

Count Sven Balson (LG Jute Male Paladin 6 of Marlvela); Count of the Long Shore

The young Count of the Long Shore has only been the head of his noble house for sixteen months. His older brother lost his life in a Redcap attack, and Sven was recalled from the Clawbite, where he was serving as commander of a Southern Army detachment there. He is inexperienced in running a noble house but his new wife, Countess Thora, has taken up the task of getting the household in order.

Countess Thora Guld-Balson (CG Jute Female Bard 3)

The wife of Count Sven, Thora, was born on the island of Balorr's Rest where her family has kept watch over the island's namesake's crypt for hundreds of years. She married the Count only eight months ago and has had an uphill battle earning the respect of the landed nobility on the mainland who see her and her House as backwater simpletons.

Lord Magister Colborn Balson (LN Jute Male Wizard 14)

The second cousin of Count Sven, Colborn, serves as the noble house's chief Magister and finance minister. He is often at odds with Countess Thora not because of any dislike for the young noblewoman, but more for her attempts to wrest control over the House's coffers from his capable hands. He is widely known as the "Water Mage of the Long Shore," and he specializes in spells that create and control water.

DAUR (SMALL TOWN)

The town of Daur was one of the first settlements the Jute formed on the shore. Its shallow harbor is perfect for small fishing vessels and longships; however, it is not able to accommodate large merchant ships. Because of this, the population of the town has always been small, but that's the way the locals prefer it.

Who Rules: Lord Ulrik Hjorth (LN Jute Male Fighter 5), the second son of Lord Svenol Hjorth, rules the town from his large manor house located inside the town's low wall.



**THE TOWN OF
DAUR
JARLAND OF THE
RED SHORE**

HOUSE BALSON

MOTTO: "The Ocean is Master of All"

RANK: Middling Noble

SIGIL: Two fish paired

COLORS: Silver and Blue

BANNERMEN: House Guld, House Hjorth



Who Really Rules: A council of citizens advises Lord Ulrik, and he is prone to take their suggestions in most things. The Count of the Red Shore has little to do with the northernmost communities of his domain and allows his bannermen to run the area as they see fit.

Population: 600 (92% Human, 4% Meek'ah, 4% Other); can reach as many as 900 during the summer months when Redcap raids take place more often.

Major Products: Fish, especially Garatheen Eels, that the town's modest fleet catches in the waters that are also fished by the Redcaps.

The fishing fleet is always accompanied by at least four longships rigged and ready to fight should the evil Fey attack. The town is also known for exporting wool taken from the many sheep farms found east of the town, in the rocky foothills of the Darkfrost range.

Armed Forces: The town is protected by 20 full time-city watch members. House Hjorth also has a presence here and stations 40 men along with two longships for the town's defense. Jutan navel vessels meet the fishing fleet around the Crimson Isle, where they are stationed.

Notable Temples & Shrines:

- Agni's Cathedral is a temple dedicated to the Trinity goddesses and was built by the master builder Agni Knuttson. The large temple is run by Mother Eira Leifsdottor (NG Jute Female Cleric 12 of Dhalla), and she oversees 12 priests and 24 lay brethren.

Notable Rogues & Thieves' Guilds: There are no active thieves' guilds in Daur. Those who are caught stealing are often maimed or executed.

Equipment Shops: The town's merchants cater to the fishing fleets and the fishing industry. The far off location of the town and its shallow harbor make it hard to keep shops fully stocked.

- Ingrid's Plate & Mail is run by Ingrid Sindri (N Jute Female Fighter 3), a master blacksmith and armor maker. She takes commissions only and is known to work on a single suit of armor for months. The wait is well justified as the armor crafted by her and her apprentices are top quality and very much sought after by the nobility. Her son, Ivar Sindri, is betrothed to Countess Thora's younger sister.

Adventurer's Quarters: Daur has very little in the way of inns and feasthalls. There are only a few establishments of note.

- The Cracked Barrel. (Tavern) Located on the docks, this tavern is packed day and night with locals. Rough and tumble fishermen make up the majority of the clientele; however, local nobles also frequent the tavern nightly.

Quality/Price: Average/Cheap

- Musa's House. (Inn) This two-story house is home to Musa Tazieff (CN Estanyan Female Horselord 8), a transplant from the Empire of Alteria. Twelve years ago, Musa arrived in Daur with her family and ten horses with the intent of breeding them in Jutan. Her plan expanded to include running her home as an inn as well. She is well-liked in the community and the local nobility all own several of her horses, which are regarded as being some of the best racing horses in northern Jutan.

Quality/Price: Excellent/Expensive

Important Characters:

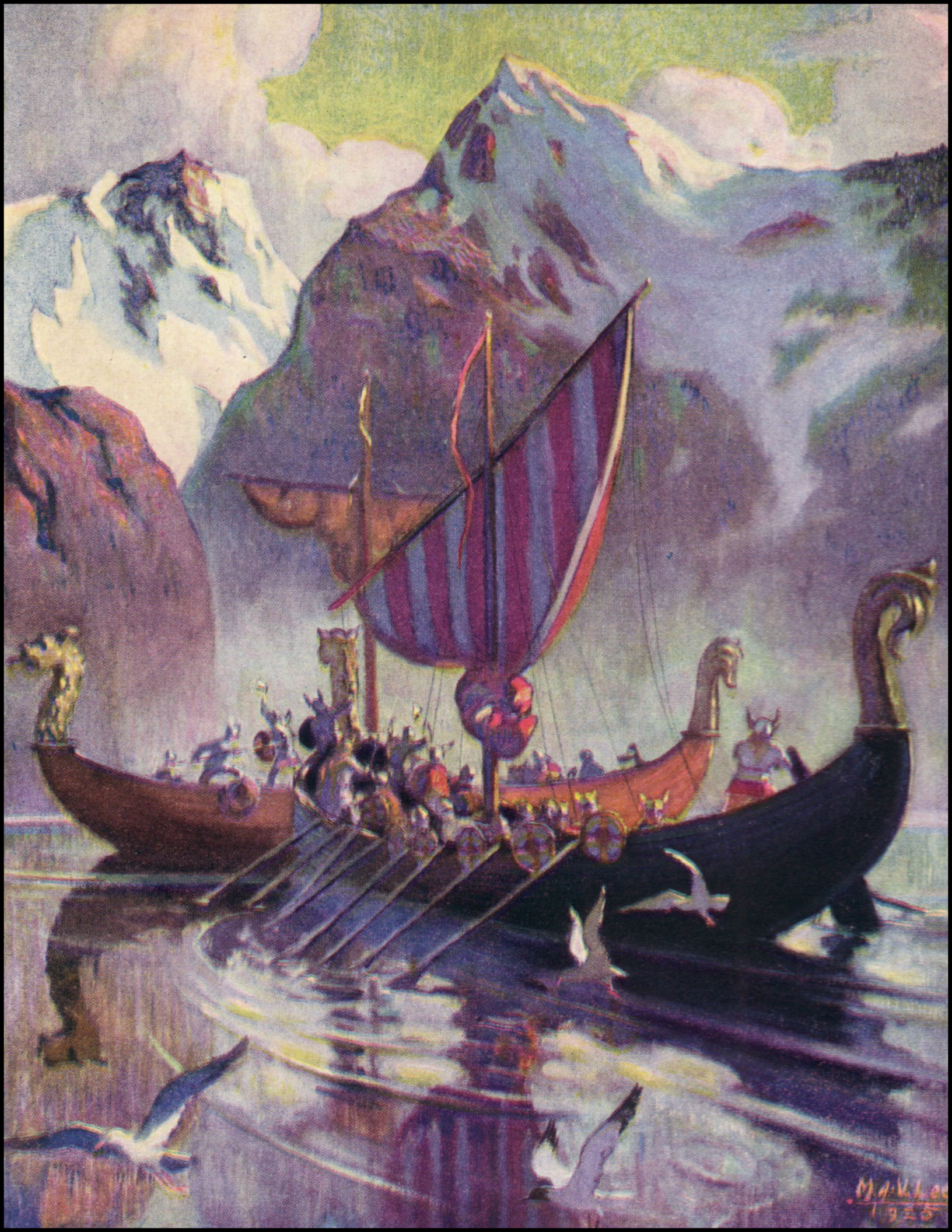
- Stavi the Rednose (NG Jute Male Fighter 6) is the captain of a pirate hunting vessel in the employ of House Hjorth. A known drunk, Stavi can be found most days drinking away his coin at local taverns. While he is at sea, he never drinks alcohol, and his ship and crew are hailed as heroes by more than one town along the Long Shore.
- Karl Ormrson (CE Jute Male Rogue 2) is the owner of four fishing vessels and a large landowner in town. Hailing from the Island of Skane, the raven-haired Helviir is hated by his rivals and feared by his crews. The main reason so many stay under his employ, despite his despicable nature, is because he pays very well, sometimes well over the average amount of coin other captains pay their crew.

Rumors & Lore: Daur is the northernmost settlement of Jutan, not including the small hamlets of Jute in the Darkfrost Mountains, many of which don't pay homage to any noble house or Jarl. Being so far from the rest of the kingdom is a double-edged sword for the town.

On the one hand, the inhabitants of Daur remain far removed from any sort of political infighting within the Jarlands. On the other, the town has not grown very much in centuries and its people remain relatively impoverished because of its remote location. Even the local nobility can be counted as some of the poorest in the kingdom.

Raids by Redcaps have gone on for countless centuries. During the summer months, raids nearly double and the people of Daur brace for the carnage. With the virtual abandonment of people from the Crimson Isle, the northern coast of the Long Shore is now the favored destination for the Redcaps. The Crown does augment the northern Navy during those months with ships loaned out from larger noble houses, and they have managed to stave off the worst the Redcaps have to offer most of the time. Nevertheless, Daur sees its share of pain and misery every year despite the increased naval presence.





M. G. K. L. A. S.
1925

COUNTY RILAVAN

The smallest in terms of landmass of the two counties of the Red Shore, County Rilavan is denser populated and holds the Jarl's castle and the Jarland's largest city. The area known as the Dragonflight Peninsula is where the town of Talport (formerly Barrowport) can be found and is thought to be the site of the last White Dragon territory on the Western Shore was located.

When the Rebellion finally came to the Red Shore, it was held by very few dragons. The most powerful and oldest dragons were slain first, and their slaves were either freed or killed on the battlefield. A trio of young wyrmling siblings was all that was left of a once proud and extensive clutch of White Dragons who ruled the area and people for over a thousand years.

When word came of the death of the avatar of their Draconic goddess to the southeast, the trio fled the Western Shore forever, leaving behind all of their wealth and slaves. Years later, the dominion of the Red Shore would be given over to Ranulff Barrows and his newly created noble house by Alufgar Bromkar.

Count Gerroder Markor (CG Jute Male Fighter 6/Cleric 5 of Marvela); Count of Rilavan

The overweight but agile Count of Rilavan is well-liked by his people and has the ear of the Jarl, much to the chagrin of High Lord Alvid. Count Gerroder is a master swordsman as well as a cleric of the Steel Goddess. He leads his house well and has provided it with seventeen children by six wives. Two of his former wives, who won their divorce for him because of his excessive extramarital affairs, went on to marry other nobles which embarrassed his family. But not the Count, who is said to be without shame or a sense of embarrassment.

A well-known purveyor of exotic food and drink, the Count of Rilavan, has waiting lists that consist of several sheets of parchment full of the names of nobility and wealthy merchants who sometimes wait as much as two years for a chance to attend one of his dinner parties.

HOUSE MARKOR

MOTTO: "Swift and Kind"

RANK: Middling Noble

SIGIL: A stylized seal

COLORS: White and Yellow

BANNERMEN: House Soelburg, House Yaptror



Countess Soleveg Yaptror-Markor (NG Jute Female)

The Count's seventh wife is the dour Countess Soleveg, who is also ten years his senior. They have been married for two years, and she keeps herself busy trying to raise the Count's children to be better than their father. Soleveg married the Count after her younger sister, his then betrothed, ran off with an Illumnarus adventurer. To avoid further embarrassment to her House, Soleveg offered herself as the bride, and to everyone's shock, the Count accepted.

Not known for her beauty or sense of humor, Countess Soleveg was convinced the Count was joking with her all the way up till the wedding day. And though the Count has not lessened his lecherous and lewd ways, he has managed to keep most of his behavior out of the public eye as to not offend his new wife, whom he has now fallen madly in love with.

Housekarl Bjorn Valison (CN Jute Male Bard 9)

Bjorn is the son of House Markor's former head guardsman and the constant companion of the Count. The two grew up together in the same castle and went and did everything together. When Gerroder assented to Count, he elevated his friend to Housekarl and personal attache for his office. Count Gerroder's family begged him to appoint someone else, anyone but the self-proclaimed "pansexual minstrel of love and carnal lusts."

Rumors of a relationship between Bjorn and the Count have hounded the two since childhood; however, there is no evidence to support any of the claims. Bjorn was the most surprised at his friend's acceptance of marriage from Lady Soleveg Yaptror, whom he often called "Old Maid Soleveg." The Housekarl shows his contempt for Countess Soleveg daily. His new favorite pastime is recounting his and the Count's nightly affairs to the Countess. He has yet to get any response from her other than repeated attempts to box his ear.

Dragonflight Castle: The ancestral home of House Markor was built on the site where the last White Dragons on the Western Shore made their home. Poised at the tip of the Dragonflight Peninsula, the squat castle looks more like a large blockhouse with a lone tower attached.

The Count spends very little time here and instead can be found in one of his manors located in Talport or Stanton. Hundreds of seals bask on the beaches near the castle and are protected by law from poachers or those who wish to do them harm. Legends tell of a being, who could assume the form of both man and seal, once saved the life of House Markor's young heir. The lord of the family changed the House's words and emblem in honor of that being.

JARLAND OF THE BASKET

The largest and most populated Jarland in the kingdom, the Basket, is also where the vast majority of the food the Jute eat is raised or grown. Blessed with mild weather during the spring and summer months, the Jarland is home to endless fields of wheat and barley.

Jarl Lartha Korval-Daskil (NG Jute Female Wizard 11); Jarl of the Basket, Protector of the Fields

The middle-aged Jarl of the Basket has held that title for over six years ever since her husband died to an assassin's blade during a parade held in his honor. The original plan was for her to vacate the position when her son came of age, however, since her son was injured during a riding lesson shortly after the death of her husband, Jarl Lartha petitioned the High King to keep her title. He agreed, especially since she had the apparent backing of her bannermen and four of the other six Jarls.

Jarl Lartha is beloved by her people, much as her husband was, and praises for House Daskil can be heard in every tavern in the Jarland. The assassin who killed her husband was caught, but he was killed during a struggle, and subsequent magical interrogations never found out who ordered the killing. Guard detachments for the Jarl and her son were doubled since then and she has gone as far as hiring mercenaries to augment her House's already considerable military presence in the territory it controls.

High Lord Halvor Daskil (N Jute Male); Lord of Bresken

The Jarl's only son, High Lord Halvor, was severely injured when he was thrown from his horse as a young boy. Now at the age of 17, the young noble has the wits of a six-year-old, and cannot possibly run his House effectively. He is loved and sheltered by his mother and uncles and he enjoys watching plays and attending service at his family's personal shrine to the Trinity.

HOUSE DASKIL

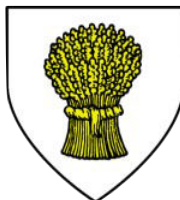
MOTTO: "Ours is the Bounty"

RANK: High Noble

SIGIL: A bundle of wheat

COLORS: White and Yellow

BANNERMEN: House Fortun, House Korval, House Sep'sesth



PRINCESS INGRID DASKIL

Princess Ingrid Daskil (NG Jute Female Rogue 1)

The other child of the Jarl, Princess Ingrid, is two years junior to her brother and the future of the noble house. Her mother plans to marry her off as quickly as she can and hopes she can produce a male child she can name as her heir. Princess Ingrid wants nothing to do with any of that and spends what time she can get away from her mother teaching herself how to pick locks and sneak about the shadows. She dreams of a life of adventure instead of one making babies and attending royal galas.

Her uncle Orlaf encourages her past-times and has advocated her being named heir instead of one of her potential future children. Jarl Lartha is warming to the idea; however, she knows how difficult it is to be taken seriously because she is a woman, and she doesn't want that kind of hardship for her only daughter.

Goldenkeep: The home of House Daskil, Goldenkeep, is a large and foreboding castle that stands on the shore of the Goldenflow River. Since the death of the Jarl, security at the castle has been ramped up and soldiers wearing the yellow and white of House Daskil can be seen walking the battlements and patrolling the grounds day and night, despite the relative safety of the Jarland.

In addition to the House troops, the Jarl has conscripted a group of Calvoid technicians to administer and oversee a cadre of automatons that have become a permanent fixture on the castle grounds.

COUNTY GOLDENFIELDS

Miles of wheat fields dominate this county, as with all the counties of the Jarland. Plowed rows take up the countryside, and quaint villages and small towns crowd around the Goldenflow River that ends at a most ingenious device that captures the power of the river and converts it into energy that powers a nine-story tall airship landing spire. The Calvoid community of the Basket runs the spire at the behest of the royal family. They also pilot and maintain the kingdom's two airships which were gifts to the High King from the Conglomerate of Sparks.

Count Banki Korval (LN Jute Male Anointed Knight 14 of Marvela); Count of Goldenfields

The old and ridged Count of Goldenfields is regarded as a stern but fair ruler. His decrees and taxation have always been modest, and his vigilance in his defense of the county's fields has won him the love of the farmers who collectively hold a great deal of power in the Jarland.

The county is one of the safest places in all of the kingdom. Animal and monster attacks are rare at best, and brigands are ferreted out and dealt with speed and brutal efficiency.

Lord Simon Korval (LG Jute Male Paladin 12 of Marvela)

The eldest son and heir to Count Banki, Lord Simon Korval is a man who takes the matters of law and order most seriously. As a youth, he was known as "the Little Watchmen" for his eagerness to police his siblings and peers. He is ready to become Count when his father passes on, and though his friends and family might joke about his studious personality, they are happy to know the county will continue to be safe under his watch.

Lord Orlaf Korval (LN Jute Male Anointed Knight 10 of Marvela)

The Jarl's older brother, by eleven months, Lord Orlaf is a constant fixture in his sister's court and one of her most trusted advisors. He was put in charge of the city of Bresken and his rule there has been one of peace and prosperity for the large city. He recently married a common girl who previously worked as a shop assistant in one of Bresken's magic shops. His father was furious, but his sister was pleased, and with her in charge of the Jarland, his father could not make his objections public without embarrassing himself or overstepping his place.

Lady Iona Korval-Dolph (NE Jute Female Sorcerer 4)

The youngest sibling of the Jarl, Lady Iona, is known to be a selfish and disagreeable person. Her disdain for the common people can be read on her face anytime she is forced to talk to someone she feels is below her station. She recently married the weak-willed Lord Skapti Dolph, head of House Dolph, and they have moved into that Houses' castle east of Bresken.

HOUSE KORVAL

MOTTO: "The Hunt is On"

RANK: Middling Noble

SIGIL: Three boar's heads chasing

COLORS: Green and Brown

BANNERMEN: House Dolph, House Risler



BRESKEN (METROPOLIS)

The city of Bresken, also known as the Caravan City, is the largest population center in the kingdom. Crowded and noisy, the city is the destination for caravans headed north to the northern Jarlands and beyond, and for caravans headed south to the southern Jarlands and the Empire of Alteria.

Who Rules: High Lord Halvir Daskil is titled the Lord of Bresken.

Who Really Rules: Lord Orlaf Korval, High Lord Halvir's uncle, rules the city in his nephew's name.

Population: 67,500 (84% Human, 9% Meek'ah, 5% Calvoid, 2% Other); the city can see as many as 80,000 during the spring and summer when the weather is right for moving goods throughout the kingdom.

Major Products: Caravan supplies (wagons, replacement parts, oxen, barrels, etc.), fruit (apples, pears), honey, wine, ale, wheat (milled flour)

Armed Forces: A force of 120 city watch patrol the streets and markets daily. House Korval's soldiers in the city number 350 and act as specialized guards who protect warehouses and places where caravans gather. House Daskil's presence in the city is considerable. The high noble house stations 500 soldiers around the city, and they are a constant sight patrolling the roads and ferreting out bandits and thieves.

Notable Temples & Shrines:

- The Walled Gardens is an open-air temple of Dhalla overseen by Mother Jonna Ulldotter (NG Jute Female Cleric 8 of Dhalla) and tended by six priests and twenty lay brethren. The gardens are immaculately kept and cultivated and include many plants that are not native to Jutan. Volunteers are always welcome to work in the gardens, and it is said that putting in a

THE CITY OF BRESKEN JARLAND OF THE BASKET



good eight hours of work leaves the person feeling happy and content for days afterward.

- The White Palace is a large building made of white marble quarried and shipped from the mountains of Verigal. It is one of the largest temples of Kythlu in the kingdom and is presided over by Revered Mother Sel'tona Orm'tek (LG Meek'ah Female Cleric 18 of Kythlu). She leads 24 priests and 100 lay brethren in prayer daily. The temple is quite wealthy thanks to its ties with Meek'ah noble houses found in the Jarland.
- The Tower of the Three is a slim tower dedicated to the Trinity Goddesses and overseen by Steel Lord Arvik Knudson (LG Jute Male Paladin 3/Cleric 3 of Marvela). The shrine counts four priests of Marvela and two priests of Tralla among its staff.
- In the extensive sewers lies a small shrine to the god Xemish. Dark Whisperer Gunhild Redlips (NE Jute Female Cleric 5 of Xemish) runs the shrine with the help of three priests and six lay brethren who guard the shrine against the prying eyes of the city watch.

Notable Rogues & Thieves' Guilds:

- The Scales of Justice is a small, but powerful, thieves' guild made up of Meek'ah whose pickpocket teams hit the markets daily. They are led by the cunning Kel'tor Semp'tek (NE Meek'ah Male Rogue 14) who has managed to keep his small band of thieves operating for years despite the harsh penalty handed out to captured thieves by the authorities.
- Urthard Ulfinson (LE Jute Male Wizard 14) is known as an information broker who specializes in knowing the destination and cargo of almost every caravan entering or leaving the city.
- The Benevolent Society of Caravan Guardsmen is a clever name for a group of leg-breakers and thugs who extort coin from visiting caravans in exchange for not destroying or vandalizing their wagons and wares. Their leader, Ragnor the Sly (NE Jute Male Rogue 4/Fighter 4), is a wealthy businessman whose ties to any criminal wrongdoing have never been proven.

Equipment Shops: Shops in the Caravan City are always full and carry a wide variety of goods, some of which are not seen in other parts of the kingdom.

- Lady Ylva's is a posh clothing store that caters to the nobility and wealthy citizens of Bresken. The shop specializes in clothing made from silk, which is imported from the Dominion of Kala. The prices are costly, however, noble ladies of the Jarland of the Basket would not be caught dead without at least one gown or dress made by Lady Ylva.
- Angelo's Blades is run by a Verigal expatriate named Angelo Moteschi de Fatera, who creates intricately forged and embellished blades of all sizes. His signature blade is a slim dagger with two prongs jutting out from the guard known as a dueling dagger. A generation of young nobles in Bresken has learned to fight with one of Angelo's dueling daggers in their off-hand.

Adventurer's Quarters: The city is full of taverns and inns that cater to out of town traffic. The locals tend to stay away from those establishments and prefer smaller and more intimate places to eat and drink.

- The Golden Crystal. (Inn) This large manor house was bought eight years ago by a group of Calvoid investors who have turned it into an expensive inn. The name of the inn comes from a large piece of hardened mana crystal that has been painted gold and hangs from golden chains from the ceiling of the inn's dining room. A simple light spell cast on the crystal allows it to bathe the room in soft golden light. Rooms are clean and secure and meals are modest if not a little bland.

Quality/Price: Superb/Expensive

- Abby's. (Tavern) This small outdoor tavern is run by a Bresken native named Abhilda Culyrdottor (NG Jute Female Bard 2/Fighter 2) who prefers to go by the name of Abby. A popular destination for locals, Abby's serves good drinks for low prices. Fights are less common here than other taverns in the city thanks to the tavern's bouncer, a Basic Guard Unit automaton who goes by the name of Big Poppa. The automaton is loved by her clientele and affectionately gets rubbed on its head by patrons as they enter the establishment.

Quality/Price: Average/Cheap

- The Painted Walrus. (Feasthall) Run by a former whaler and ship's captain, Lief Norvom (N Jute Male Fighter 6), the Painted Walrus is one of the newest places in the city to grab a meal and a pint of ale. A giant stuffed walrus is suspended by magic above the bar and gets its name from the many different colors of paint that adorns it courtesy of Leif's seven children, who also serve as the feasthall's wait staff.

Quality/Price: Average/Cheap

Important Characters:

- M' baku Ibori (LN Zula Male Wizard 8) is a well-regarded barrister and public speaker. He is hired to represent people accused of wrongdoing and criminal activity and his prices are not cheap. Magistrates in the city know they have a difficult case in front of them when M' baku is hired by the accused.
- Siggie Kelondottor (CE Jute Female Fighter 6) works as a bodyguard though she is more known for being a drunk and thug who frequents the dive bars and drug dens on the city's west side. When she is sober enough to handle a contract, Siggie can be found guarding her clients with one hand on her signature weapon; an eight-foot iron-tipped quarterstaff she uses with brutal efficiency.
- Comita Zardris (CG Zevrish Female Skirmisher 11) is a loud and boisterous Zevrish who moved to the kingdom four years ago after she was wrongfully accused of striking an Atlantean. She fled for her life from her home in Cashan and earned coin for a while participating in the Clawbite's Thing. She makes a living now as an expert caravan guard and guide though she will not take any contracts that have her return to the Empire under any circumstances.



Important Features: The city of Bresken has no walls and encompasses land found on both sides of the Goldenflow river, which ends at lading spire found just outside of the city's boundaries. Little regard was given to city planning and some neighborhoods boast narrow streets and dead-end alleyways. An extensive sewer system was built by the city's Calvoid population over one hundred years ago at the behest of the then Jarl and High King.

Bresken boasts the largest concentration of Calvoid in the kingdom outside of Orinfjord and the diminutive race of master magicians have been responsible for some of the city's more outrageous and ingenious public works projects, including a system that pumps hot water into homes and businesses and a type of indoor privy that flushes waste directly into the sewers. The building of a new arena in the city was just completed and is scheduled to host the next Jarland games held by House Daskil every year.

Rumors & Lore: The Spring Games is a time of grand celebration and fun to be had by noble-born and citizen serf alike. Competitions include foot races, melee tournaments, jousting, bare-knuckle fighting, and a type of game known as tug-of-war where two teams pull on a thick rope in an attempt to pull the other into a pool of muddy water located between them.

Public drunkenness goes up substantially during the games, and the city's jail is always packed with revelers sleeping one off after a night of too much drink and merriment. Betting on the games is a favored past time for the citizens of Bresken and taverns are quick to offer their services in taking and managing bets safely. The cult of Xemish is on hand during this time attempting to fix the games or at least skim off the top of any winnings that are handed out.

COUNTY MORNARCH

The largest county in terms of land in the Jarland, county Mornarch is also the least populated thanks to the foreboding Dragonblood Swamp that takes up its southwestern side. The northern part of the county is home to numerous farms that grow feed for domesticated animals, and the majority of what is produced is shipped to the large sheep and cattle farms located in the northern Jarlands.

Count Kra'tek Sep'seth (LN Meek'ah Male Fighter 4); Count of Mornarch

House Sep'seth was given charge over the county by Ulfsgjir Daskil shortly after the end of the Rebellion. The Meek'ah of then Clan Sep'seth were some of the first Meek'ah to throw off their chains and join the Rebellion when it came to the area freeing the people.

It's current head, Count Kra'tek, is a quiet man who listens more than he talks and is known for being a hands-off ruler when it comes to his bannermen and how they treat their subjects.

Countess Kel'tros Sep'seth (CG Meek'ah Female Witch Doctor 11)

The wife of Count Kra'tek and mother of four, Countess Kel'tros is a fixture at the Jarl's court and is a trusted friend and advisor to the Jarl herself. The Countess was present when the Jarl's young son was injured during a riding lesson, and it was her quick thinking and expert healing that saved the boy's life. She is affectionately known to High Lord Halvor as "Mama Tros," and he delights in her visits not only for the sweets she brings but for her loving and caring way she speaks to him instead of the condescending way he is spoken to by others.

Serpent Hall: This large manor is built on a series of stilts and sits well above the waterline in the

Dragonblood Swamp. Home to House Sep'seth, the manor is one of the largest buildings in the swamp where a vast majority of the kingdom's Meek'ah population resides.

HOUSE SEP'SETH

MOTTO: "Silent and Deadly"

RANK: Middling Noble

SIGIL: A green serpent

COLORS: Black, green, and red

BANNERMEN: House Servan, House Skav'sep



COUNTY RIVERSHIRE

The majority of this county's land was stolen by the Jute during the time of bondage. At that time, the borders of the Jutal Forest reached as far as the eastern bank of the Goldenflow river. Years of clear-cutting and burning of whole Fey villages saw the rise of miles of plowed farmland that now supplies a great deal of fruit and nuts to the rest of the kingdom.

The people of County Rivershire, in contrast to their brutal beginnings, now have some of the friendliest contacts with the Fey and Illumnarus of the great Jutal Forest out of any county that borders the woods. Overtures of peace were presented to the people of the forest during the Rebellion that helped the Jute find respite under the canopy during that time. While no land was ever granted back to the forest dwellers, the county has a centuries-old law forbidding the felling of trees found in and near the forest on penalty of death.

Count Vigfuss Fortun (NG Jute Male Ranger 4); Count of Rivershire

The young Count of Rivershire took over his House at the age of nineteen, just four years ago, when his older brother abdicated his seat and moved to Alteria with his lover, a wealthy Estanyan horse trader and Senator. As shocking as that act was, Count Vigfuss has nothing but good things to say about his brother and new brother-in-law, and he is known to verbally admonish anyone who speaks ill of the couple in his presence.

The Count is unmarried himself with no plans to wed any time soon. The Jarl sees the Count as an excellent match for her daughter and she is considering sending her to County Rivershire to live with family there in order to get her closer to the Count and his court.

Housekarl Alon Floinn (LG Illumnarus Male Crystalmancer 11)

The newest addition to House Fortun is Alon Floinn, who saved the Count's life on a recent expedition into the Jutal Forest. The Count was invited to Ritvel as a representative of the Jarl in hopes of continuing peace talks between the two people. While making his way with his small routine through the forest, they were attacked by militant Fey who despise the presence of any humans in their woods. Alon was part of the guard detachment from Ritvel sent to escort the Jute to the meeting. After the incident, he was asked to become the Count's personal bodyguard and was given permission from the Elder Flames to do so.

Lord Bjarte Fortun (CN Jute Male Sorcerer 2)

The younger brother of Count Vigfuss, Bjarte, is quite a handful and a known prankster. His favorite new target for his harmless pranks is the new Housekarl who he sees as dour and too stern. The teenaged Bjarte can often be found telling jokes to the kitchen staff and playing hide-and-seek games with the children of the House's servants.

Oakwood Tower: This impressive building is suspended off the ground and supported by three massive oak trees that were magically reinforced to hold its weight. A series of ramps, stairs, and ladders allow access to the tower, which is situated just outside of the tree line of the Jutal Forest. Home to House Fortun for multiple generations, Oakwood Tower, was built with the help of area druids as to not damage or otherwise harm the ancient oak trees that form its foundations.

An interesting "curse" was placed on the tower itself by the druids who helped in its construction. A blood-related member of the House has to renew the magic used in the tower's creation every year by dripping a small amount of blood onto the exposed roots of at least one of the great oaks. Failure to do so causes the roots of the oaks to wither and die, and would lead to the total collapse of the structure. The yearly blood tithe is symbolic as well, tying the House to the land they swore to protect.

HOUSE FORTUN

MOTTO: "Standing Tall"

RANK: Middling Noble

SIGIL: Three oak trees on green and brown checks

COLORS: Green and brown

BANNERMEN: House Aranar, House Olegson



JARLAND OF RIVERFIELDS

This small and thinly populated Jarland lies on the kingdom's eastern border. Before the settling of the Clawbite Hills, this Jarland was considered the frontier for the Jute people and saw a steady rise in settlers for generations, despite its proximity to the dangerous Thornfang Forest. Despite the lack of large population centers, the Jarland's nobility has become rich with the sale of timber logged from the northern Jutal Forest and the barge traffic that flows on the Jutt and Iceflow rivers.

Jarl Olaf Falvir (NG Jute Male Anointed Knight 9 of Tralla); Jarl of the Riverfields, Protector of the Jutal Forest

The aging Jarl of Riverfields has been a good ruler to his people but a pain in the back of the nobility. Under his rule, the virtually unchecked logging of the northern Jutal was slowed to a trickle, and the exploitation or destruction of Fey communities was put to an end.

He worked tirelessly to undo some of the decrees of his great-grandfather, a man known for turning the morals and ideals of House Falvir on its side. For centuries prior, the House worked with the local Fey communities to keep Jute expansion into the Jutal at a minimum. Unfortunately, Jarl Horm Falvir was no friend to the Fey, and when he came into power, he ordered the building of numerous logging camps and forts to defend them. The nobility of the Riverfields grew fat off the profits from exporting timber while their people paid the price in increased Fey raids and sabotage.

The Jarl fears the time of his death and the ascension of his only son, a man who holds evil in his heart and lusts for coin more than he cares for people.

High Lord Gudbran Falvir (LE Jute Male Wizard 4); Lord of Norvey

The Jarl's only child, High Lord Gudbran, runs the city of Norvey as his personal fiefdom and lords over the city's nobility and citizens like a king. Massive kickbacks are taken from the city's merchants monthly, and those who do not pay their due are soon run out of the city and their business' ruined. Gudbran longs for the day when his father finally dies and he takes the mantle of Jarl. House Falvir's bannermen eagerly await that day as well so they can go back to earning coin from the exploitation of the Jutal Forest.

Lord Bjorn Falvir (NG Jute Male Anointed Knight 2 of Tralla)

The Jarl's young nephew, Lord Bjorn, is a fixture at his uncle's court and someone whom the Jarl confides in. His jovial manner and kind heart makes him the best person to uphold the reinstated traditions of the House and the Jarl is waiting for the time to be right to name

him heir instead of his son. Lord Bjorn was recently tasked by the Church of Tralla to travel the Jutal and affirm the ties the church has with its inhabitants. The Jarl has asked the church to reconsider sending his nephew, though he gave no reason why. In truth, the Jarl fears him getting hurt or killed before he has the chance to further mold him into becoming his successor.

Flowatch Keep: This impressive castle is surrounded by a high curtain wall and overlooks the fork where the Tearflow river breaks off south to form the Jutt and west to form the Iceflow. During the infancy of the Jarland, the castle stood as a testament to Jute tenacity and power as it repeatedly repelled Drazil and lizardmen raids.

HOUSE FALVIR

MOTTO: "Old and the New"

RANK: High Noble

SIGIL: A long handle axe in a tree stump

COLORS: Green, white, and brown

BANNERMEN: House Bilrorr, House Scormor, House Telskom



COUNTY OF THE FORK

One of the smallest counties in the kingdom, the County of the Fork, is made up of rough and tumble frontier towns and villages. Dominion over the area was given to House Telskom when the previous landholders, House Varnlan, was destroyed during a daring lizardmen raid that overran the kingdom's eastern border. Centuries later, the Fork continues to be the battleground against the lizardmen of the Swamp of Tears, though attacks have diminished considerably since the time of House Varnlan.

Count Skapti Telskom (LE Jute Male Fighter 11); Count of the Fork

A hard drinking-man, Count Skapti is known for bouts of violent anger and hate-filled speeches. A staunch opponent of the current Jarl, House Telskom's fortunes were made in timber and foodstuffs taken from the Jutal Forest. In the last fifty years, the High King and the Dragon Council has had to issue sanctions against House Telskom for its repeated and public attempts to discredit House Falvir. Count Skapti waits with bated

breath until High Lord Gudbran takes the Jarlship and sets things back to the way they were before his father came into power.

Lord Geir Telskom (LN Jute Male Anointed Knight 9 of Welkor); Commander of Fort Journey

The Count's eldest son and heir commands House Telskom's troops that defend northern barge traffic on the Jutt river. A quiet man, Lord Geir, is best known for his battle prowess and his single-handed slaying of four charging centaur warriors while defending the fort three years ago.

Lord Magister Fiske Telskom (N Jute Male Wizard 15)

Count Skapti's uncle and head Magister for House Telskom is an old man bent with age and whose eyesight is beginning to fail him from too many nights reading by candlelight. In his youth, he was known as an expert in fortifications and engineering and it was he who designed Fort Journey when it came time to build the fort after clearing the forest around the northern part of the Jutt river. Never married, the Lord Magister instead spent his free time researching the Manasphere and inventing new spells that help in the creation of large building projects.

HOUSE TELSKOM

MOTTO: "Upstream and Onward"

RANK: Middling Noble

SIGIL: Two black salmon mirrored

COLORS: Blue and white

BANNERMEN: House Falkrorr, House Vagle



COUNTY VAYRETH

The larger of the two counties in the Jarland, County Vayreth, includes many miles of orchards that grow fruit and nuts enjoyed by the kingdom's citizens. Settlements tend to be small, though the Jarland's largest city, Norvey, can be found here. The county includes numerous unincorporated hamlets and logging camps that are governed, at least in part, by the nobility of that city. Despite the Jarl's decrees against further expansion into the Jutal, the people of Vayreth move further south into the woods every year and provoke retaliatory attacks from the Fey who have called the area home for thousands of years.

Count Gils Bilrorr (NE Jute Male Rogue 16); Count of Vayreth

The elderly Count Gils spent his youth traveling around Shin'ar, plundering tombs and ruins for profit in numerous adventuring bands. After amassing quite a fortune, he returned to his family's lands just days before his older brother died of a mysterious illness.

A hateful man, Count Gils is more concerned with counting his coins than the plight of his citizens. High Lord Gudbran counts him as a close friend and advisor, and the two are often seen eating together in Norvey's feasts that cater to the nobility. He recently gave his granddaughter's hand in marriage to High Lord Gudbran, cementing his family's place among the High Noble house's most trusted bannermen.

Lord Manning Bilrorr (CN Jute Male Fighter 3)

The foppish Lord Manning is the eldest surviving son of Count Gils and a known ladies man who has sired no less than eighteen children in his forty years of life. He spends as much time as he can away from his father and his constant stream of criticism against his life choices. Lord Manning wants nothing to do with running his house or being Count when his father dies and has even gone as far as suggesting one of his bastards be elevated above him in succession. His daughter, Lady Maginhilde, was just married to High Lord Gudbran at an expensive ceremony Lord Manning was not invited to.

His oldest child, Knutte Manningson (LG Jute Male Paladin 6 of Marvela) has been trying for years to be officially recognized as a noble and not a bastard. His pleas have so far fallen on deaf ears in the Dragon Council thanks to his grandfather's influence and coin. Count Gils' plan is to name a future grandson sired by High Lord Gudbran as his heir, circumventing any potential problems with succession after he is gone.

ALGER'S REST (SMALL TOWN)

Alger Falvir was the grandson of Kiivan Falvir, the first Jarl of Riverfields. He was an accomplished ranger and man of the forest who was well received in the Fey communities of the northern Jutal. The town grew out, and around, his large manor house that he built just north of the Jutal's tree line. For centuries, the people of Alger's Rest worked in harmony with the residents of the forest, felling only sick and stunted trees and taking only enough game to provide for their families. When House Falvir was reorganized, dominion over the town and its environs were given to House Lemkor, a bannermen of House Bilrorr and they wasted no time in establishing their dominance in the area.

Who Rules: Lord Hjortr Lemkor (NE Jute Male Wizard 6) rules the town in the name of his father, Lord Jorj Lemkor.

Who Really Rules: Count Gils Bilrorr gives orders to Lord Jorj Lemkor (LE Jute Male Fighter 11), who in turn, passes on such decrees to his son, Lord Hjortr.

Population: 730 (92% Human, 6% Meek'ah, 2% Other); the town can hold as many as 1,200 behind its walls in times of unrest and Fey raids on the surrounding communities.

Major Products: Timber, fruit, nuts, and alchemical supplies made from the plants found in the ancient Jutal Forest.

Armed Forces: The town has 24 full-time watch members as well as 190 troops from House Lemkor who walk the town's walls and battlements. House Bilrorr has 150 soldiers stationed here as well to help defend the town against Fey attacks.

Notable Temple's & Shrines:

- The Trinity's Respite is a small temple dedicated to the Trinity goddesses and overseen by Mother Ninca Yversdottor (NG Jute Female Cleric 8 of Dhalla), who presides over a group of four priests and eleven lay brethren.
- The Tree of Life is a shrine built around an ancient oak that has been magically preserved for centuries. The shrine is dedicated to the Goddess Tralla and was commissioned by Alger Falvir himself. Oak Father Arvid Lemkor (N Jute Male Druid 11) is the aging cousin of Lord Jorj Lemkor and whose passionate speeches against the exploitation of the Jutal often fall on deaf ears. He leads a group of eight priests and druids and fourteen lay brethren in service twice a day.

HOUSE BILRORR

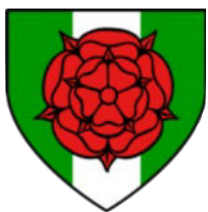
MOTTO: "Sweet and Deadly"

RANK: Middling Noble

SIGIL: A red rose

COLORS: Green, white, and red

BANNERMEN: House Gulderson, House Lemkor





THE TOWN OF ALGER'S REST JARLAND OF THE RIVERFIELDS



- 1) EXOTIC EMPORIUM
- 2) TORBORG'S FINE FURS
- 3) HOUSE LEMKOR'S ESTATE
- 4) THE TRINITY'S RESPITE
- 5) GOLDEN ACORN
- 6) TOWN HALL & GUARD BARRACKS
- 7) THE GAMBLING GOAT
- 8) TREE OF LIFE

Notable Rogues & Thieves' Guilds: The town has no organized thieves guilds if you do not count the local nobility.

- Des Kapoor (CG Kalarin Female Rogue 4) has recently arrived in town from the Dominion of Kala. She wears a veil to hide terrible acid burn scars she suffered at the hands of her father when she refused to be married to his superior's son. She found work as a serving girl but spends her free time breaking into merchant shops during the night in an attempt to earn enough coin to hire *Asa-Aier* agents to assassinate her father and rescue her younger siblings from his grip.

Equipment Shops: The town of Alger's Rest gets little in the way of adventurers, and their merchants cater to more to the logging camps found within the northern Jutal.

- Torborg's Fine Furs is a shop that specializes in fur-lined clothing that includes boots, cloaks, and coats. Torborg Skaridottor (NG Jute Female Wizard 3) runs the shop with the help of her wife and their two adopted children.
- Master Florm's Exotic Emporium is a small magic shop that specializes in simple scrolls

and potions. His clientele is mostly made up of visiting loggers who use his magic to protect them from Fey raids on their camps. "Master" Florm (N Calvoid Male Wizard 6) is, in reality, only a Journeyman in his School, but he insists his customers refer to him as Master.

Adventurer's Quarters: The town has only one inn but boasts a surprising amount of taverns.

- The Gambling Goat. (Inn) This rather nondescript manor house located outside the town's walls is run by a rather peculiar man known as The Goat (CG Jute Male Fighter 6/Rogue 6). His real name is unknown, and his nickname comes from the fact that he has a goat's head instead of a human head. When asked, he says it is the result of an ancient curse he encountered while adventuring on the Southern Continent. The Goat hosts weekly gambling tournaments that have a 1 sp buy-in and include games of Dragon Chess and a card game called "Desert Hold'em," a game of skill and luck he learned from the Sytash tribe he encountered shortly after his transformation.

Quality/Price: Average/Moderate

- The Golden Acorn. (Tavern) This rowdy drinking establishment is packed with loggers on leave and locals who enjoy a good ale and good music.

The owner, Halvar Goldenvoice (CG Jute Male Bard 7), sings rousing Jute drinking songs and weepy ballads nightly for his patrons. The food is salty but the ale is cheap and his selection of exotic wines keeps his taproom full every night.

Quality/Price: Average/Moderate

Important Characters:

- Lady Sara Lemkor (NG Estanyan Female) is the wife of Lord Hjortr, but there is little love to be shared between them. Their marriage was a political one, as Lady Sara's father is a high ranking official in Alteria's largest merchant coaster, the Men of the Trident. House Lemkor has substantial ties to that coaster and provides its merchants with a safe resting stop in town and preferred treatment when it comes to trade contracts. Lady Sara has recently fallen in love with her bodyguard, Rastil Ragnoson (LN Jute Male Fighter 7), and though he feels quite smitten with her, his duty to his House comes first and he would never betray his Lord.
- Rallo Ivarson (CG Jute Male Ranger 11) leads a small band of foresters who hire themselves out as guides in the Jutal Forest. Rallo knows which trails are marked for Jute use and keeps his clients away from Fey settlements.
- Amis Langdon (LG Frode Male Paragon 4) is a recent arrival to town from the Kingdom of the Flooded Forest. Amis has made his way south from that kingdom, hiring onto various adventuring bands along the way. He wishes to move further south, perhaps into the Clawbite, and join that Jarlands famous Thing competition.

Important Features: The town is surrounded by a low wall and has only one gate for use by its citizens. The Forest Gate is large and made of magically reinforced wood that it is said can withstand the pounding of Giants and not give way. A second gate, known as the Noble's Gate, is located along its north wall and is used primarily by the nobility of the area. Thanks to the work of local druids, the town is full of blooming flowers and lush trees, making it one of the most beautiful settlements in all of the kingdom.

Rumors & Lore: Before the restructuring of House Falvir, the town of Alger's Rest was known for its quiet, flower and tree-lined streets and citizens who enjoyed the bounty of the forest without destroying the forest. Foresters, rangers, and druids were counted among the town's rulers and the Fey of the northern Jutal were welcome inside its low walls. Once House Lemkor took over the governing of the town, things changed dramatically. The noble house installed its own people in places of significance among the town's citizens and brought in entire teams of loggers to begin cutting down the trees that surrounded the quiet town.

Since then, the Fey who were once welcome in town were barred from entry, and their calls for the removal of the new logging camps fell on deaf ears. Eleven times the Fey have attacked the town since House Lemkor took over, and eleven times they have been beaten back into the forest. Small druid circles who called the town and area home for centuries have moved on and away from what they call the "taint of civilization" that has taken hold of the once-proud forest town.

JARLAND OF THE SOUTHERN SHORE

Prior to the annexation of the northern Clawbite Hills, the Jarland of the Southern Shore was the southernmost controlled territory in the kingdom. The majority of the land is not suitable for farming though some large nut and fruit orchards can be found around the town of Xorn.

For hundreds of years, the people of the Southern Shore faced raids by Gnolls, Goblins, and Trolls who boiled out of the east and terrorized the small communities there. With the annexation of the Clawbite, the area of the Jarland of the Southern Shore that abuts that place has since been pacified, and the settlements there have been allowed to grow and prosper.

Jarl Dagon Ranv (LN Jute Male Anointed Knight 17 of Marvela); Jarl of the Southern Shore, Protector of the Southern Coast

The Jarl of the Southern Shore was once known as a jovial man who always had a smile on his face. His love for his wife and children was evident to anyone who met him as he would go on for hours talking about their accomplishments and how proud he was of them. Since the murder of his wife in front of his eyes, the Jarl has become a shadow of his former self. He is seldom seen outside of Starsight Keep and refuses to take meals with his family. His children worry for his sanity and have repeatedly asked the High King, a cousin of Jarl Dagon, to visit their father in an attempt to lift his spirits. However, due to the High King's failing health, such a long trip has been out of the question.

High Lord Merdah Ranv (LN Jute Male Wizard 14); Lord of Tower-town

The Jarl's eldest son and heir, High Lord Merdah rules Tower-town in the name of his father. An accomplished wizard, he served briefly as a professor at the Magister's College before taking over control of the town from House Tarnath. He was not present at Starsight Keep when his mother was killed and that fact has since haunted him. He believes that if he was there, he would have prevented her death, or at the very least, captured the assassin before she escaped.

High Lady Erseme Ranv-Oly (LG Jute Female Wizard 5)

The eldest daughter of Jarl Dagon, High Lady Erseme, moved back into Starsight Keep after her mother died to take care of her father. Her husband, Lord Kyrin Oly, is the heir to House Oly and stayed in their small castle just outside of the town of Xorn with their three small children.

Housekarl Olga Nievsdottor (CG Jute Female Barbarian 3/Fighter 6)

The Jarl's housekarl hailed from the area known as the Lake of Ice and left her small hamlet at an early age. She traveled extensively throughout the kingdom before coming into the service of House Ranv. She was a good friend to High Lady Signe and was standing next to her when the assassin known as Sanguine suddenly appeared. Before Olga could react, the assassin cut Signe's throat and disappeared in a puff of smoke. Olga blames herself for her friend's death and has sworn a blood-oath to kill Sanguine and her band of assassins.

Starsight Keep: This impressive castle was constructed by Merdah Wyrmsbane himself through his mastery over the Manasphere. The castle is made of inky black stone that seems to draw in light during the day, bathing its battlements in shadow. At night, the walls reflect the heavens as stars, and far off nebulas and galaxies can be seen swirling along its stone face.

HOUSE RANV

MOTTO: "Follow the Way"

RANK: High Noble

SIGIL: A red star

COLORS: Blue and red

BANNERMEN: House Agrath, House Jorbjor, House Oly, House Tarnath



COUNTY DORVEL

The majority of county Dorvel is taken up by rocky hills that make the area unsuitable for farming, except in the southern county where miles of fruit and nut trees can be found. The county is home to the Jarland's largest population center, the city of Yarvel.

Countess Finna Tarnath-Jorbjor (NG Jute Female Cleric 4 of Dhalla); Countess of Dorvel

The wife of the late Count Arvil, Countess Finna, has overseen her husband's territory since his sudden

death in a Gnoll raid eight years ago while he was touring some of the smaller hamlets in the county. Countess Finna has no plans to keep her title and is eagerly awaiting her son's seventeenth birthday when he will officially become Count. She has enjoyed a relatively calm tenure as Countess. However, growing chatter among the Jarland's nobility against the rule of House Ranv has her worried about her son's ability to keep faith with their liege lord in spite of this new wave of scorn for the noble family.

Lord Bjorn Jorbjor (NG Jute Male Ranger 1)

The soon to be Count of Dorvel is the young Lord Bjorn who would rather spend his time in the Wilds than in his castle. On a recent trip to Starsight Keep, Lord Bjorn fell in love with Housekarl Olga, though she is fifteen years his senior. He professed his feelings to her and offered to make her Countess of Dorvel, however, she refused in the nicest way possible, sighting not their considerable age difference, but her oath to slay Sanguine instead, which prevents her from making any long term plans other than tracking down the assassin and killing her. Lord Bjorn immediately pledged his service to her cause and any soldiers or provisions she would need in her quest.

Lord Magister Asmund Jorbjor (LN Jute Male Wizard 14)

The head of House Jorbjor's Magisters is the younger cousin of the slain Count Arvil, who refused the title of Count when his cousin was killed. He threw his support behind Countess Finna and has been one of her most trusted friends and advisors.

An old man of almost seventy winters, Lord Magister Asmund is as spry as a twenty-year-old, and can be found every morning exercising on the docks of Yarvel with a group of older Jute citizens in a form of meditative movements he learned while enrolled at the Magister's College. The exercises, called *Regran Jieyi*, were taught by a visiting wizard from another world. The slow, deliberate movements are designed to clear the mind as well as stretch certain muscle groups used in casting spells.

HOUSE JORBJOR

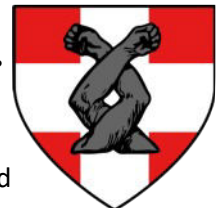
MOTTO: "Together We Are Stronger"

RANK: Middling Noble

SIGIL: Two black interlaced arms

COLORS: White and red

BANNERMEN: House Mordan, House Thorlef



Dockside Castle: This “castle” is actually a series of interconnected manors and villas located on the docks of the city of Yarvel. Home to House Jorbjor, Dockside Castle is well known to the people of that city for its twice-yearly galas where citizen serfs are allowed to attend and rub shoulders with the Jarland’s nobility.

COUNTY ORTHAN

Named after Orthan Wulfson, County Orthan encompasses the Shield Islands of the Southern Shore. Orthan Wulfson was the son of a dragon worshiper that lorded over his dragon master’s slaves like they were his own. When the Rebellion came to the Shield Islands, Alufgar Bromkar slew Wulf Iceblood in single combat, then went on to slay his dragon master who ruled Oak Island. Orthan threw his axe to the ground and begged Alufgar to spare the people of the island.

His passionate pleas saved countless lives as the people who previously fought tooth and nail against the Rebellion now took up arms with them against their dragon masters. Orthan died on the attack on Steel Island, but he is remembered as a hero of the Rebellion from that day on. Dominion over County Orthan was given to House Tarnath after Alufgar ascended to High King of the Jutan.

Count Eilif Tarnath (NE Jute Male Fighter 2); Count of Orthan

The Count of Orthan is a disagreeable fellow who counts his coins daily and spends very little to make the lives of his people any better. In the seventeen years he has served as Count, Eilif Tarnath has been sanctioned four times by the People’s Council for letting roads and other public works projects go to rot.

His son is just as bad as he is and is often a vocal opponent of the Jarl and his family. Count Eilif secretly wishes for his House to ascend to the Jarlship, and he works behind the scenes to discredit and embarrass Jarl Ranv any chance he can get.

Lord Bjorg Tarnath (NE Jute Male Wizard 11)

The Count’s eldest son and heir, Lord Bjorg, spends his time between scheming for his father and teaching classes at the Magister’s Collage. He is a hated professor who overworks his students and has been known to assault anyone who questions his methods. He previously served as Lord of Tower-town; however, his position was taken away after it was reported he was skimming coin from the coffers of the town. Nothing was proven, and he accepted his removal with a prideful showing of leaving his estate, seat of the ruler of Tower-town, in a state of disrepair that took High Lord Merdah Ranv two years to fix.

Lady Ingrid Tarnath-Vamodson (CE Jute Female Wizard 5)

The oldest daughter of Count Eilif, Lady Ingrid, is a spiteful woman who possesses no compassion for anyone or anything. A rival of the late Jarl’s wife, she was briefly a

suspect in her murder because of her alleged ties to the White Hand assassins. Magical interrogations held by House Ranv’s Magisters revealed she was not guilty of ordering the killing, nor did she know the whereabouts of the group’s leader, the assassin Sanguine. She is married to Lord Arvis Vamodson of House Vamodson and runs his noble house like her personal gang of sycophants and ruffians.

HOUSE TARNATH

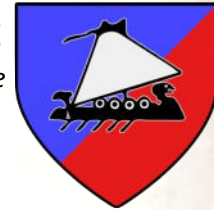
MOTTO: “We Sail and We Live”

RANK: Middling Noble

SIGIL: A single longship

COLORS: Blue and red

BANNERMEN: House Oymund, House Vamodson



TOWER-TOWN (LARGE TOWN)

Home to the famed Magister’s College, Tower-town is a sprawling urban site that is spread out over the northern tip of Steel Island. Hundreds of retired Magisters make their home here, each living in their own tower. Regulations were put into place eighty years ago that limit the height of newly constructed towers after a number of years where rival Magisters tried to outdo each other in size and opulence of their abodes. The town has a large concentration of Calvoid and they have unsuccessfully tried for years to petition the Jarl to let them build a landing spire on the island. The Crown Prince has recently lent his voice to their petition and High Lord Merdah is willing to reconsider their proposal at the next town meeting.

Who Rules: High Lord Merdah Ranv rules over Tower-town with the help of his fellow professors at the Magister’s College.

Who Really Rules: High Lord Merdah rarely makes unilateral decisions that would affect the town. He meets monthly with the headmaster of the college as well as trusted members of the faculty to discuss any pressing matters that would effect the town.

Population: 3,100 (54% Human, 31% Calvoid, 10% Meek’ah, 5% Other); the town can safely house and feed twice its population if need be.



THE TOWN OF TOWER-TOWN JARLAND OF THE SOUTHERN SHORE

- 1) MANAMART
- 2) THE FLOATING DISKS
- 3) HALL OF THE ALL KNOWING
- 4) THE OAK BARREL
- 5) THE MAGISTER'S COLLEGE
- 6) THE LADY'S LONGHOUSE
- 7) SVEN'S PARCHMENT & INK
- 8) HIGH LORD MERDAH'S ESTATE
- 9) TELEPORTATION PADS

Major Products: Magical items, alchemical items, spell components, ink, parchment, and refined mana crystal. The College makes coin by having their students copy books and scrolls to keep the knowledge contained within for future generations.

Armed Forces: The town has 32 full-time watchmen who police the town and watch for pickpockets at the large open-air market. A force of 160 House Ranv troops are stationed here as well, along with two longships for the defense of the small harbor. Students and faculty from the Magister's College are considered "on-call" if their magical might is ever needed in defending the town.

Notable Temples & Shrines:

- The Lady's Longhouse is the local temple of the Trinity and is headed by Steel Father Brandun Bystrom (LG Jute Male Cleric 11 of Marvela), who in turn, leads seven priests of Marvela and four priests of Dhalla who reside in the temple.
- There is a secret shrine used by worshipers of the Green Gem. Thousands of years ago, a Solar Angel was imprisoned inside a gemstone by a group of fiends. The Green Gem was thrown into the ocean, where it washed up on the shore of Steel Island many years later.

When the Jute came to the island, the Gem was found and kept by a fisherman who was seduced by the whispers that came from within. Over time, the Solar became insane and while unable to leave his gemstone prison, he was able to communicate telepathically.

When the College was built, the gemstone was found and moved to its secure vaults. Two decades later, it was stolen by a student who started a small cult to venerate the trapped Solar. In the ensuing years, more students would begin to worship the Green Gem and the Solar, who has since forgotten who or what he is, and he grows more powerful with each prayer made in his name. The cult is headed by Jorunn Haraldottor (N Jute Female Wizard 6/Cleric 3 of the Green Gem), and she presides over three priests and twelve lay brethren who guard the Gem against those who wish to see it locked away again.

- The Hall of the All-Knowing is a small shrine dedicated to the Calvoid god of Kraskar. High Learned One Master Walvir vor Japperdon (LN Calvoid Male Wizard 5/Cleric 5 of Kraskar) leads a small group of four priests and seven lay brethren.

Notable Rogues & Thieves' Guilds:

- The Spell-takers is a guild of rogue Magisters who entice students to join their ranks with offers of power and forbidden lore.

Headed by Florn Lindquist (NE Jute Male Wizard 6/Rogue 6), the Spell-takers specialize in tower break-ins and the theft of spellbooks and magical items.

Equipment Shops: Tower-town's merchants cater to the students and faculty of the college and are always fully stocked with items they would deem necessary. Weapons and armor are hard to come by, and the shops that do create or sell those items are few and specialized.

- Manamart is owned and operated by a trio of former Magisters who retired from their positions and opened this large and popular magic shop. Potions, scrolls, wondrous items, and infused mana crystals can be found here, and the shop's staff takes special request orders for certain types of magic wands and staves.
- Sven's Parchment and Ink is a small specialty shop that creates special inks used in magical research and spells. Sven Tarliko (CG Jute Male Wizard 14) is the half-Estanyan owner who greets every customer by name and who always has a smile on his face.

Adventure's Quarters: Most visitors to Tower-town stay with their hosts in their tower or as guests of the college.

- The Oak Barrel. (Tavern) This small establishment is one of the oldest taverns in Tower-town. Built shortly after the College was founded, the Oak Barrel quickly became the favored drinking hole for the students. A strict "No Magic" policy is enforced by the owner's wife, a half-Atlantean woman who it's said can pick up a grown man and throw him across the room with little effort.

Quality/Price: Excellent/Moderate

- The Floating Disks. (Feasthall) This large and rowdy feasthall is named for the quasi-magical platters used by the wait staff to float dinner and drinks to their patrons from the kitchen or bar. Seemingly able to hold hundreds of pounds without falling, the platters are also used nightly by drunk patrons in a version of an old Jute game known as Shield Racing where two contestants jump and run from floating disks set up along the common room while other patrons throw food and drink at them. The first to fall off is the loser and is sometimes charged with any broken dishes or tables that were damaged during the race.

Quality/Price: Average/Moderate

Important Characters:

- Gunvor Vragidottor (NG Jute Female Wizard 17) is the old and forgetful Dean of Illusion at the College. She is loved by her students; however, her increasingly absent mind has led to more than one seemingly real illusion she casts during class to get away from her and terrorize the hallways.

Plans to replace her have been stalled by her good friend and former student High Lord Merdah who is inclined to let her finish out her tenure and retire when she sees fit.

- Captain Leon Prinkips (LN Zevrish Male Fighter 11) is the head of Tower-town's small watch force and a hard man to please. He has held his position for seven years after rising through the ranks of the town watch with his quick reflexes and quicker mind. His attention to detail is unsurpassed, and those who show up for duty with wrinkled surcoats or dull weapons are severely punished.
- Bahar *tel* Feroz (NE Arryn Female Bard 7) is a new arrival in Tower-town and a secret member of the *Asa Aier* espionage agency. She quietly threw around large sums of coin to secure informants in the College and counts many teachers and one Dean among her contacts. She can be found most nights drinking and playing cards at the Oak Barrel.

Important Features: The town has no walls and is spread out over miles. The Magister's College stands proud and intimidating in the town's northern section, near a sheer cliff that plunges two hundred feet to the water below. Portals to the College are located in town: one at the market, one outside High Lord Merdah's residence, and another at the docks. Another portal is located on the battlements of Starsight Keep to the east.

Rumors & Lore: Dominion over Tower-town was previously held by House Tarnath. Six years ago, High Lord Merdah noticed considerable discrepancies in the town's ledgers that did not coincide with its coffers. Though no accusation was levied, at least not publicly, High Lord Merdah removed Lord Bjorg Tarnath as ruler of the town and took up the mantle himself.

House Tarnath still owns a considerable amount of real estate in the town, and their troops can still be seen guarding their properties. The middling noble house is determined to regain the lordship of the town, and they have begun to secretly make overtures to certain professors who have been publicly vocal against the High Lord.



High Lord Merdah's familiar, Nanna, who is a common sight flying around town, delivering messages for her master.

JARLAND OF THE CLAWBITE HILLS

The area of the northern Clawbite Hills has been under the dominion of the Kingdom of Jutan for two-hundred and fifty years; however, the majority of the Jarland is still considered wild and extremely dangerous. Home to Gnolls, Goblins, Trolls, and other monsters, the Clawbite is the place where young Jute come to earn respect and coin. Population centers are few and villages and towns are protected by high palisade walls and trained guardsmen.

Jarl Jacome Karvel (N Jute Male Fighter 4/Ranger 4); Jarl of the Clawbite Hills, Protector of the Southern Border

The quiet but imposing Jarl of the Clawbite spends as little time possible in his castle and instead travels his territory in an effort to keep his people safe. His sorties last for more than two months at a time and his routine includes a hundred mounted knights and soldiers. Villages and towns welcome the Jarl and celebrate the cleansing of dangerous monsters from their environs by his men, though, evil always seems to claw its way back.

Jarl Jacome has no sons, and though by Jute law he can divorce his wife because of this, he sees no reason to do so when his eight daughters are more than enough to ensure his House's lineage. He has named his eldest daughter as his heir and she has two sons by her husband, Count Styr Calmor.

High Lady Tove Rokram-Karvel (NG Jute Female Cleric 8 of Dhalla)

The wife of Jarl Jacome, High Lady Tove, is said to be blessed by Dhalla. She has survived eight pregnancies with no complications and she has been known to continue to work in her personal gardens while pregnant or even just after giving birth. Now in her mid-fifties, she is done having children and instead focuses on the well being of her people through charity work and personally acting as mid-wife in rural villages and towns.

Thane Corbin Raabe (CG Vampyr Male Sorcerer 14)

The Thane of Brakenwater is the pompous but likable Corbin Raabe, a former Thing winner four seasons in a row. He was made Thane of the town of Brakenwater after he single-handedly drove back a group of Hill Giants who destroyed that town's low wall with boulders before storming in. Thane Corbin used his considerable magical might to defeat the giants and repair the damage to the town. Since then, he has earned a place in the Jarl's court as a trusted advisor despite his vampiric nature.

HOUSE KARVEL

MOTTO: "Vigilance Through Violence"

RANK: High Noble

SIGIL: An axe splitting a Troll skull

COLORS: Brown and white

BANNERMEN: House Calmor, House Rokram



COUNTY WESTRIVER

The largest of the two counties of the Clawbite Hills, Westriver, includes all of the land west of the Jutt river and east of Xorian Hills (outside of the town of Xorn in the Jarland of the Southern Shore). Bisected by the Troll Road, the county's settlements can be found on or within a days ride of that wide and heavily patrolled thoroughfare. Rocky soil keeps farms small; however, cattle and sheep farms tend to be large and well protected. Axe beaks are trained by farmers to watch over their flocks and herds in addition to well-trained guardsmen and magical wards.

Count Styr Calmor (NG Jute Male Wizard 14); Count of Westriver

The middle-aged Count of Westriver was a former professor at the Magister's College before he was called back by his family upon the death of his father. A jovial man, Count Styr, is loved by his people and runs his house with efficiency and compassion. His marriage ceremony to High Lady Jorunn was open to the public and attended by hundreds of citizens and nobles. The reception is still talked about in certain circles for its exotic food and entertainment, including a performance by a troupe of Calvoid technicians who put on an expertly choreographed dance routine performed by automatons.

Housekarl Liufr Thornbush (N Jute Male Druid 9 of Tralla)

Count Styr's good friend and companion was elevated to housekarl when he took control of his House. A fixture in the southern Jutal Forest, Housekarl Liufr has the ear of several Fey settlements who wish to remain safe and independent of the Jute. Count Styr has extended his House's protection to them with no expectation of fidelity, however, he does expect them to abide by the laws of the kingdom and to bring any disputes they have with loggers to him instead of taking matters into their own hands.

HOUSE CALMOR

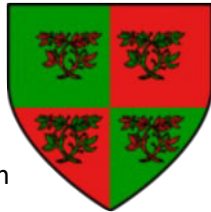
MOTTO: "The Land Is Ours"

RANK: Middling Noble

SIGIL: Four laurel plants on green and red checks

COLORS: Red and green

BANNERMEN: House Frekason, House Ondot, House Trygrvson



MIDLAN (SMALL CITY)

The first significant settlement in the Clawbite Hills, the city of Midlan was formed shortly after the conquest of the region. Small and crowded, the city is protected by a high wall and daily patrols of mounted knights and wizards. When the conquest came to the area, they rested and reorganized after two months of constant fighting on a relatively flat area the troops called "Midland Point." From here, the Dragon Guard and combined soldiers of House Karvel, House Calmor, and House Rokram set out to the east and the Jutt river.

When the conquest of the Clawbite Hills was deemed a "success," Midland Point became the site of the city of Midlan and the former soldiers who turned settlers began the long process of raising walls and fortifying the territory they won.

Who Rules: High Lady Jorunn Karvel-Calmor (NG Jute Female Rogue 2/Sorcerer 2) runs the city with kindness and compassion for the plight of those who make the dangerous Clawbite their home.

Who Really Rules: High Lady Jorunn has full power within the city; however, there is a growing movement of independent settlers and wealthy merchants who own property outside the city walls to have their grievances heard by a committee rather than a single person.

Population: 8,900 (87% Human, 6% Meek'ah, 5% Other, 2% Calvoid); the city's walls can safely house 12,000 and has at different times in the past few hundred years when monster hordes fall upon the region.

Major Products: The city produces very little in terms of trade goods. It does serve as a safe destination for caravans moving north from the Empire of Alteria and the Kala Dominion, whose heavily guarded wagons come from a hidden trade road the feline race carved through the

Paranj Mountains to the east. What little that is produced for trade are: weapons, tin, wool, leather goods, and caravan supplies (replacement parts, oxen, animal feed, etc.)

Armed Forces: The city has 110 full-time watchmen and another 125 city guards who man the walls and siege weapon batteries. House Korval stations 90 soldiers here that patrol the outskirts of the walls out to five miles every day. The largest contingent of soldiers in the city belongs to House Calmor who counts 330 troops barracked in a fort just outside the walls near the Troll Road. The Dragon Guard stations 160 soldiers at the fort as well who police the road from here to the Jutt river. The city has also relied on the protection of the numerous adventurers and mercenaries that participate in the Jarland's Thing competition.

Notable Temples & Shrines:

- The Three's Hall of Honor is a temple dedicated to the Trinity goddesses. The main room of the temple, dedicated to Marvela, houses suits of armor and weapons wielded by the men and women who fought to pacify the area. Services to the Trinity are presided over by Steel Lord Skapti Bjornson (LG Jute Male Cleric 12 of Marvela), who leads a force of eight priests of Marvela, four priests of Dhalla, and two druids of Tralla. The druids also maintain a small shrine to Tralla located outside the city walls.
- The Glutton's Respite is a shrine dedicated to the Zevrish god Razak and is frequented by many of the porcine people who travel to the Clawbite to take part in the Thing. High Marshal Zolan Angelos (CN Zevrish Male Cleric 4/Fighter 4/Skirmisher 3) tends the shrine with the help of two priests and four lay brethren.
- A hidden shrine to the god Vemish is located in the basement of the Petrified Troll tavern and is run by Bloody Brother Hemish Lothbrok (CE Jute Male Cleric 11 of Vemish), the younger brother of the owner of the tavern. He conducts unholy rights and sacrifices with the help of four priests and seven lay brethren who are collectively responsible for twenty-seven murders in the city over the past six years.

Notable Rogues & Thieves' Guilds:

- The Sinister Stiletos are a small band of young nobles who style themselves as assassins and mysterious men of intrigue. In reality, they are little more than brash second and third born sons who get together and drink and gamble their family's coin away.

- 1) THE TROLL ROAD
- 2) FORT MIDLAN
- 3) HOUSE CALMOR'S CASTLE
- 4) CALVOID EXPERIMENTAL RAILWAY DEPOT
- 5) AGNAR'S PROVISIONS & PACKS
- 6) THANE BJORN RAGNASON'S MANOR
- 7) THE PETRIED TROLL
- 8) THE GLUTTON'S RESPITE
- 9) INGRID'S HOUSE
- 10) HOUSE ONDOT'S CASTLE
- 11) THE THING CONTEST OFFICES
- 12) THE HOT PIE
- 13) THE THREE'S HALL OF HONOR
- 14) THE BOILING CAULDRON
- 15) THE FEATHERED FLETCHER
- 16) SIFRIG'S BOARDING HOUSE



THE CITY OF MIDLAN JARLAND OF THE CLAWBITE HILLS

Occasionally they will participate in a robbery, or one of them will manage to extort influence over lesser merchants for free goods. Their leader, a vain man, known as “the Sharpest,” is Lord Knud Ondot (NE Jute Male Rogue 5), the third born son of Lord Ivar Ondot. Lord Knud was wanted for the murder of two shopkeepers two years ago but charges against him were dropped when the only witness to the crime burned to death in a mysterious fire.

- Kortesk Or'trak (CG Meek'ah Male Rogue 7) is a former Thing contest winner and well-known celebrity in the city's taverns. He famously spent all of his winnings in one night by visiting a number of taverns and buying out all of their stock to give away for free. “The Night of 1000 Drunks” is still talked about three years later as the most fun the city has had in decades. Since that night, Kortesk has never had to pay for a drink for himself thanks to his generosity.
- Sifrig's Sisters is less of a band of rouges and more of a growing society of female adventurers who have banded together out of mutual respect and safety. Though more open-minded than other Jarlands, the Clawbite Hills still suffers from the inherent sexism of a male-dominated society.

A former Thing winner, Sifrig Ionadottor (CG Jute Female Barbarian 2/Fighter 8), took her winnings and opened a boarding house for women who participate in the Thing to return to and rest after sorties in the hills. Now in her sixties, Sifrig counts many in the city as her friends, including High Lady Jorunn. The nobility sees her “sisterhood” as a growing threat to the stability of the city and calls for her and her people to be run out of the city come up every year.

- Housekarl Beza Bafor (CE Zula Female Rogue 8) is the insane personal bodyguard of Lady Kari Ondot, wife of Lord Ivar Ondot. She came to Midlan three years ago and briefly participated in the Thing. It is not known how she came into the service of House Ondot; however, she seemed to fit right into that family of arrogant and mentally unstable noblemen. She is infamous in the city for not only the way she fights, which is dirty and without honor, but for her style of dress as well. She wears only a loincloth and two bandoliers of throwing knives even in the depth of winter. Too many of her victims have been put off guard by her nakedness and soon found a throwing knife jutting out from their chests.

Equipment Shops: Merchants in the city cater to adventurers and mercenaries in addition to the caravans that pass through on their way to other parts of the kingdom. Weapon, armor, and magical item shops are always fully stocked.

- Asger's Provisions & Packs is a shop that sells backpacks, sacs, belt pouches, and other portable bags in addition to mundane adventuring equipment such as torches, rope, and iron spikes. Its proprietor is Asger Lundern (N Jute Male Fighter 2/Wizard 2) who is known to speak for lengths about obscure monster lore to anyone who will stop and listen.
- The Feathered Fletcher is a business that specializes in ranged weapons and their ammunition. It's owner, Yousef Madani (NG Aravork Male Ranger 13), is a former Thing contest winner who paid for his whole family to move to Midlan from Yeth-Aerie eight years ago. His wife and two older children help him create bows and crossbows of simple beauty and expert functionality. His signature arrows are fletched with bright green and blue feathers and can be seen sticking out of dead monsters all over the county.
- The Boiling Cauldron is a magic shop run by three Jute sisters who call themselves "The Witches of Midlan." Potions and elixirs are their specialties, though they also sell simple scrolls and quasi-magical items as well.

Adventure's Quarters:

- The Petrified Troll. (Tavern) This modest building can be distinguished from its neighbors by the eight-foot-tall snarling Troll statue that adorns its porch. The statue is a trophy belonging to the tavern's former owner, Eric Lothbrok, who opened the tavern with his Thing winnings. The busy tavern is now run by his eldest son and his family.

Quality/Price: Average/Cheap

- Ingrid's House. (Inn) One of the oldest buildings in the city, Ingrid's House, began as the manor home of one of the first Thing contest winners. Over the years, it has changed hands a number of times, to eventually be bought by Lady Ingrid Calmor (NG Jute Female Wizard 5) and turned into a popular bed and breakfast that caters to out-of-town nobles who are visiting the rough-and-tumble southern Jarland.

Quality/Price: Excellent/Expensive

- The Hot Pie. (Feasthall) This small and intimate dining establishment is known throughout the city for its fresh-baked fruit and meat pies.

The feasthall only has four tables, and people wait as many as two weeks at a time for an open reservation. Despite its small size, the owner Unn Ragondottor (N Jute Female Wizard 8) makes plenty of coin selling what she calls "take-out" meals that people can order at the front of the house and take home to eat once they are cooked. The pies stay hot and delicious thanks to an ingenious container made from boiled leather lined with tin that keeps the heat inside the box until the customer makes it home. Unn sells her "take-out" boxes for 4 gp and you would be hard-pressed to find a household in Midlan that does not own at least one.

Quality/Price: Superb/Moderate

Important Characters:

- Thane Bjorn Ragnason (CG Jute Male Fighter 16) is titled Thane of Westriver County and is an impressive eleven-time Thing contest winner. He is the all-time leader in points earned in that contest and despite his advancing age, still enters the competition every season. His magical axe "Head Chopper," is rumored to be intelligent and able to return to his hand in the blink of an eye after he throws it.
- Helga Olindottor (LN Jute Female Anointed Knight 9 of Welkor) hails from the Lake of Ice and is a member of the Order of the Frozen Tear. She trains others in the use of sword and shield and can be found at her small blockhouse drinking ale and playing cards with her companions, a Rusk woman named Druda Quickhop (N Rusk Female Totemist 6) and Journeyman Navin *vor* Gasterman (CN Calvoid Male Technician 8).
- Farit Taziliff (CN Estanyan Male Horselord 11) came to Midlan a year ago from the Estanyan Plains and has had some success in the Thing competition. His participation in the contest is just a preface for his real motives. He is secretly a member of the *Asa-Aier* espionage agency, and he is stationed in the city as a recruiter for them. So far, he has brought eleven people into that organization, including Lord Jaris Ondot (LE Jute Male Fighter 4/Rogue 4) who is the heir to House Ondot.

Rumors & Lore: A noisy and rough city, Midlan can be intimidating to those who are not used to overcrowded streets and well-armed citizens. Even though it has been decades since the city's walls were threatened, its citizens are all expected to help defend their homes at any time. Foreign trade keeps the

city's nobles rich and growing influence from the Empire of Alteria is causing rifts between noble houses that were allies for hundreds of years. Wealthy merchant coasters from the south are seeking to buy up property in the city and use their extensive landowning as leverage against the nobility. Some minor houses have fallen victim to their extortion tactics and pay-offs and have begun to voice their displeasure for House Calmor and the Jarl's rule over the region.

COUNTY EASTRIVER

The smallest of the two counties in the Jarland, County Eastriver contains the largest population center thanks to its proximity to the Jutt River. The county includes two non-Jute settlements which are under the protection of the Jarl and his bannermen.

Countess Ingunn Rokram (CN Jute Female Barbarian 6), *Countess of Eastriver*

The towering daughter of the former Count of Eastriver, Countess Ingunn, was born outside of the kingdom on the Lake of Ice and lived there with her mother's people for much of her adult life. When the aging Count was near death, he sent for his only child and named her heir. Countess Ingunn has the support of the Jarl and is a loud and opinionated voice in the Jarland's politics.

Housekarl Heshryp Hydescar (N Gnoll Female Ranger 3/Sorcerer 3)

Heshryp is the eldest daughter of Chief Heryik of the Hydescar. The large clan of Gnolls count themselves as retainers of House Rokram and as an unofficial bannermen. Chief Heryik pledged his daughter's service to Countess Ingunn when she took control of the county as an overture of respect. Heshryp impressed Countess Ingunn immediately with her intelligence and wit, both of which helped the outsider Jute woman navigate the politics of the land. She has become a trusted advisor for the Countess, much to the dismay of the nobility who see the Gnoll clan as a failed attempt to civilize the wilds instead of just outright conquering them.

Magister Cyrus Brightsmile (CG Arryn Male Wizard 5)

The newest member of House Rokram is the always smiling Magister Cyrus Brightsmile, who hails from the small village of Tabiz. The first Arryn to graduate the Magister's College, Cyrus was sponsored by the former Count just before he passed away. He is a junior member of the House's Magisters and has the unglamorous job of keeping bugs out of the castle's library and the copying of damaged tomes. He recently discovered a scroll detailing a business deal between Countess Ingunn's great-grandfather and a member of

the Atlantean Order of Atomos. Badly damaged, the scroll was barely legible, but Cyrus managed to read of a series of payments made to House Rokram, through various intermediaries, for the capture and sale of Illumnarus from the Jutal Forest. He has yet to bring this information to the Countess and fears the news will be used to take down the noble house he has come to call home and all of the work the Countess and her father have done for the people of Eastriver.

HOUSE ROKRAM

MOTTO: "Charge Them Head On"

RANK: Middling Noble

SIGIL: A black griffon head

COLORS: Black & gray

BANNERMEN: House Koskeg, House Ulfar, House Naglison



COUNTESS INGUNN ROKRAM

LESSER HOUSES OF JUTAN

The nobility of Jutan counts over 100 noble houses made up of old families, new money, and up jumped commoners who were granted titles and land by Jarls for valor or unspecified services. There are seven houses counted as High nobles of the kingdom with thirty-four titled Middling houses and include the Count's who administer the counties of the kingdom. Lesser houses number sixty-three, the last of which was granted nobility by the current High King thirty years ago.

All of the High noble houses were founded during or shortly after the Rebellion. Their bannermen's houses were formed soon after that, most as a reward for dedicated service during the fight for freedom. In the previous section, High and Middling houses were chronicled in the Jarland in which they reside and hold power. Below is a small accounting of the Lesser houses of the kingdom, their sigils, and to whom they swear allegiance too.

HOUSE ALTASON

MOTTO: "They Hear Us"

LIEGE: House Vagle

SIGIL: A black trumpet

COLORS: Yellow and red

BANNERMEN: House Holfson



Head: Lord Geir Altason (NE Jute Male Wizard 4)

The Altasons of Jutensley were founded two hundred years ago when a brave adventurer named Tormund Altason held off an attack against the town by a horde of giant spiders that boiled out of the Thornfang Forest. Tormund was an accomplished bard and wizard, and it was due to his fantastic displays of magic and strategy that helped the town survive.

A small house, their fortunes have waxed and waned over the years. They count only one castle, and two villas among their properties and their lands can be found to the west of Jutensley.

Rumors & Plots: The Count of The Fork is a close friend of Lord Geir, and the two can be seen together when the Count is visiting Jutensley. Their loud discussions are often overheard while they dine in public and topics include their mutual hatred for the Jarl and plans for renewed expansion in the northern Jutal Forest.

HOUSE BALGOR

MOTTO: "The Sea is in Us"

LIEGE: House Hjarv

SIGIL: Two trout on silver and red checks

COLORS: Silver and red

BANNERMEN: House Fryden



Head: Lord Sventi Balgor (LN Jute Male Fighter 11)

The Balgors hail from the Helviir island of Elbe and make their fortune in fishing. Their fleets are often targeted by pirates who sail out of Elbe's eastern coves and overtake

the heavily laden ships as they make their way back to port. Twice in the last decade has the head of the noble house lost their lives to pirate attacks. House Balgor petitioned their liege lord to supply them with more escorts, but Lord Agni Hjarv refused, stating his ships are needed to protect his own interests.

Lord Sventi has begun making overtures to foreign privateers to help protect his fleet. So far, he has only secured the employ of two small ships belonging to Captain Zelours of Sprata. The Zevrish crews have demonstrated a considerable amount of bravery defending the fishing boats and have sunk three pirate vessels in just two months.

Rumors & Plots: The pirates of Elbe have recently put out a contract on Lord Sventi's life; 850 gp to the person who can kill him and an additional 500 gp for the head of Captain Zelours.

HOUSE DOLPH

MOTTO: "Our Cup Never Spills"

LIEGE: House Korval

SIGIL: A red cup

COLORS: Gray, red, and white

BANNERMEN: House Kntzen



Head: Lord Skapti Dolph (N Jute Male Fighter 2)

House Dolph has fallen on hard times. Once a proud and popular house, it has now lost favor among its citizens for years of miss-managed accounts and heavy taxation. Lord Skapti's father was a drunk, and unrepentant gambler who it is said would bet on anything, including which way a drop of dew would roll down a flower petal. House Korval has loaned their bannermen large sums of coin to keep them from going bankrupt and to secure those loans, Lord Skapti has married Lady Iona Korval, who was instructed by her father to curb the rampant spending done by House Dolph. In defiance of her father, Lady Iona has done little to stop the flow of coin through House

Dolph's coffers and instead has begun spending to renovate their crumbling castle located east of the city of Bresken.

Rumors & Plots: Lady Iona despises her older sister, Jarl Lartha Korval-Daskil, and wishes nothing more than to see her unseated from her lofty position. Rumors are coming from the renovations at Amplland, House Dolph's estate and castle, speak of secret rooms being built deep within the castle's interior. What these rooms will be used for has been anyone's guess, though the installation of floor drains has caused more than one person to think Lady Iona is building a personal dungeon.

HOUSE DREIJ

MOTTO: "Guard the Gate"

LIEGE: House Kipley

SIGIL: A silver portcullis

COLORS: Black and silver

BANNERMEN: House Kalvin



Head: Lord Olin Dreij (LN Jute Male Anointed Knight 9 of Marvela)

The Dreij's of County Wyrmskull are a small but proud house who can trace their inception to the last days of the Rebellion. Hvarlen Dreij was a slave-soldier who threw his lot in with the rebels as they attacked his dragon lord's castle. Instead of fighting the attacking forces, he hurried his family and as many others as he could outside before shutting the portcullis and breaking the mechanism that raised and lowered it. Alone, he fought off waves of slaves who rushed the gates while the rebels bombarded the castle with fireballs and lightning bolts.

Hvarlen died in the fire that would go on to gut the castle, but thanks to his heroics, the dragon lord and his army perished inside as well. After the rebellion was over, his son was elevated to Lord, and they were given the land where the burned castle once stood.

Rumors & Plots: House Dreij has recently discovered silver on their lands while digging for new wells. The news of this discovery has House Dreij looking for able-bodied citizens to work the mines in exchange for food and protection from the multitudes of fire beetles the digging has apparently unleashed.

HOUSE EDMORR

MOTTO: "Always Working"

LIEGE: House Olegson

SIGIL: A yellow bee

COLORS: Brown and yellow

BANNERMEN: House Sess'valen



Head: Lord Ralin Edmorr (NG Jute Male Anointed Knight 4 of Tralla)

House Edmorr is a large landowner in County Rivershire with multiple fields located west of the town of Siban. A small house, their fortunes have always been tied to the cultivation of bees and the production and sale of honey to the kingdom. Much of the honey sold is used to flavor mead and ale and House Edmorr enjoys lucrative contracts with many brew houses and feasts.

Rumors & Plots: Lord Ralin's heir and eldest son, Lord Uldred Edmorr (LE Jute Male Fighter 6), has recently returned from a stint commanding a small detachment of Southern Army forces in the Clawbite Hills. A loud and angry man, Lord Uldred was in reality stripped of his position after he severely wounded a young soldier during a drunken fight. On the word of his father, he is to be confined to their castle and lands until a formal inquiry is held by the Jarl of the Basket on whether Lord Uldred will suffer any punishment because of his actions.

HOUSE FELSKOM

MOTTO: "Light in the Night"

LIEGE: House Dormek

SIGIL: A yellow crescent moon

COLORS: Blue and yellow

BANNERMEN: House Ospek



Head: Lord Oddur Felskom (LN Jute Male Fighter 18)

House Felskom's lands lie just south of the Gorlan Hills and have been repeatedly attacked over the last two hundred years by Goblins, Hill Giants, and worse. Their castle and lands are some of the last places Jute merchants can stop off for rest and provisions before entering the central Gorlan Hills on their way to the settlements of the Northern Tip. Lord Oddur is nearing seventy winters and cannot ride out to do battle anymore; however, his children still accompany caravans who travel through their lands and ride out daily to patrol the homesteads under their care.

Rumors & Plots: House Felskom's bannermen, House Ospek, has been cozying up to the Jarl of Merdah in hopes he will rule in their favor on a number of land disputes they are having with their liege lord. In particular, a patch of prime grazing land has been under the protection of House Felskom for decades. However, they do not currently occupy it. House Ospek wants it granted to them and have even gone as far as falsifying claims against Lord Oddur to make him lose face and the confidence of Count Dormek and Jarl Stanz.

HOUSE FREKASON

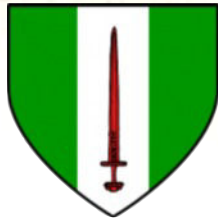
MOTTO: "Slash and Burn"

LIEGE: House Calmor

SIGIL: A red sword

COLORS: Green, white, and red

BANNERMEN: House Holm



Head: Lord Manning Frekason (LE Jute Male Rogue 7)

House Frekason's lands are found just south of the canopy of the Jutal Forest. Founded after the conquest of the area was complete, the newly elevated Lord Svali Frekason wasted no time in carving out a dominion for his growing family. Clear cutting teams attacked the southern Jutal and immediately came to blows with the Gnolls and Goblins, who called that particular area home.

Notoriously racist and spiteful, the heads of House Frekason have twice been deposed by the Jarl of the Clawbite Hills for using poison and disease to clear out Fey communities their loggers encroached on.

Rumors & Plots: Lord Manning has entered into a secret alliance with an Alterian merchant coaster who has been supplying the house with the troops and coin they've been using to expand their lands in the southern Jutal Forest. Profits made from this venture have not been reported to their liege lord, and House Frekason runs the risk of being heavily sanctioned, maybe even disbanded, should Count Calmor find them out.

HOUSE GULDERSON

MOTTO: "Working the Fields"

LIEGE: House Bilrorr

SIGIL: Five red turnips

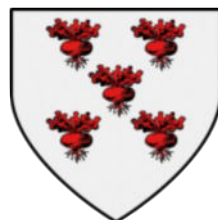
COLORS: Silver and red

BANNERMEN: House Gunnerson

Head: Lord Jory Gulderson (LN Jute Male Fighter 5)

House Gulderson's lands can be found west of Norvey and include miles of turnip and potato fields. A hard-working house, the nobles often work side by side with their citizens and can especially be seen working during harvest time. Sometimes called "dirt heads" by their fellow nobles, House Gulderson ignores such barbs and instead rises above petty name-calling and rest on their substantial coffers and the love of their citizens.

Rumors & Plots: Something is stirring under House Gulderson's lands that has its citizens scared, and some are refusing to work the fields. Dead bodies have been found in the fields partially eaten and otherwise disfigured.



Lord Jory has sent word to his liege lord that his meager amount of soldiers is not enough to track down and deal with whatever monster is plaguing his lands. Count Bilrorr has dispatched a handful of soldiers and a couple of his House's Magisters to investigate the problem.

HOUSE GUNNERSON

MOTTO: "Clear the Path"

LIEGE: House Gulderson

SIGIL: Three conjoined axes

COLORS: Silver and red

BANNERMEN: House Sinrr



Head: Lord Bjorn Gunnerson (LE Jute Male Fighter 13)

A small house, the Gunnersons of County Vayreth can trace their beginnings to a family dispute between the then Lord Hevin Gulderson and his brother, Gunner. A fight for succession plunged that normally peaceful house into war with itself, which left eight family members killed, including Lord Gunner Gulderson. The Jarl of the Riverfields came up with the solution for Gunner's son to break off and form his own noble house; however, the Guldersons would be their liege lords.

Rumors & Plots: There is little love between House Gunnerson and House Gulderson, even a hundred years after the split. Lord Bjorn has secretly paid a Meek'ah witch doctor to summon large and ravenous beetles to infest House Gulderson's lands. The beetles have so far attacked and eaten seven citizens and ruined the season's crops. Lord Bjorn hopes Count Bilrorr will place sanctions against House Gulderson for letting their citizens die, and he can come in and gobble up any land they have let go wild thanks to these attacks.

HOUSE HJARV

MOTTO: "We Secure the Sea"

LIEGE: House Bjorg

SIGIL: Four longships

COLORS: Blue and green

BANNERMEN: House Balgor



Head: Lord Agni Hjarv (NE Jute Male Rogue 12)

House Hjarv was elevated to the nobility by the then Count of Helviir one hundred and twenty years ago. During a tumultuous time on the Helviir islands, many citizens rose up against the nobility and demanded lesser taxes and better living conditions. Eventually, their cries reached the High King who instructed House

Bjorg to give in to their demands or face sanctions. They did, at first, and ordered their bannermen to lower taxes, which alleviated some of the tension. However, House Bjorg gave no orders to improve the living conditions of the people and soon a large group of disgruntled citizens captured eleven ships and began to raid merchant vessels under the protection of House Bjorg. The Count of Helviir instructed the Admiral of his personal fleet to hunt down and sink the serfs turned pirates. It took Admiral Egil Hjarv two weeks to locate and sink the rampaging fleet. As a reward, Egil Hjarv was elevated to Lord and his new House swore fealty to House Bjorg.

Rumors & Plots: House Hjarv has a sizable personal fleet for a lesser noble house, and they use those ships to protect merchant traffic headed to and from the Helviir islands. One of their ship captains, a man by the name of Eric Blackeyes (LE Jute Male Fighter 8), has recently begun robbing ships under his protection, sinking them, and blaming it on pirates. If found out, he and his crew could face the hangmen's noose.

HOUSE HJORTH

MOTTO: "Life in the Water"

LIEGE: House Balson

SIGIL: A blue merman

COLORS: Blue and silver

BANNERMEN: House Sirnir



Head: Lord Svenol Hjorth (LG Jute Male Anointed Knight 6 of Marvela)

The small noble house has prospered on the coast of the Long Shore since the just after the Rebellion. Its founder, Sirvorg Hjorth, was instrumental in winning over the hearts and minds of the area's slaves, which swelled the rebel's ranks. He was also responsible for the peaceful negotiations and alliance with a small community of mermen who live underwater near the island of Balorr's Rest.

Rumors & Lore: House Hjorth's fortunes have dipped in the last ten years thanks to their ships being targeted more frequently by pirates and Redcaps alike. Lord Svenol has petitioned House Balson to aid them, and the Middling house has loaned ships and coin to Lord Svenol to keep his house afloat. The time has come to repay the debt, but House Hjorth does not have the coin to do so. Time will tell whether or not the lesser house will lose its noble status and declare bankruptcy or if they will be saved by the Jarl and the High King.

HOUSE KIPLEY

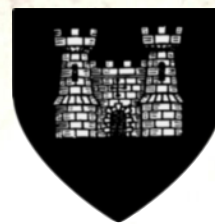
MOTTO: "Will of Stone"

LIEGE: House Olkaskar

SIGIL: A two-towered castle

COLORS: Black and silver

BANNERMEN: House Elienburg



Head: Lord Rannulf Kipely (LN Jute Male Anointed Knight 11 of Marvela)

House Kipely has been tied to House Olkaskar through blood and marriage for over three hundred years. A modest house, the Kipely nobles are known for being a little arrogant but compassionate when dealing with their citizens. Their single castle, Twin-Towers, is an impressive and some say, impregnable fortress that rivals Wyrmskull Citadel in size and armaments.

Rumors & Plots: Lord Rannulf is displeased with his liege lord and his apparent spinelessness when it comes to being told how to run the county. He was old friends the Count's father, and he suspects foul play in his death. He hesitates to bring his suspicions to the Jarl fearing any such conspiracy goes directly to the top. He is quietly seeking adventurers to look into the matter and gain evidence of his friend's murder.

HOUSE KNTZEN

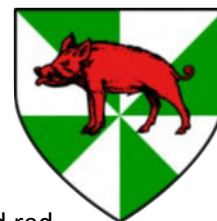
MOTTO: "Wild and Untamed"

LIEGE: House Dolph

SIGIL: A red boar

COLORS: Green, white, and red

BANNERMEN: House Hlarson



Head: Lord Gudbran Kntzen (CG Jute Male Ranger 11)

House Kntzen is a house known for its wild hunts and extravagant feasts. While they hold minimal land, they do count a number of peaceful Jute villages near the Jutal Forest under their protection, and those villages, in turn, have the best relationships with the Fey of Jutal then anywhere else in the kingdom. Lord Gudbran's youngest son has recently married the daughter of an Illumnarus merchant, bringing the Jute people and the Illumnarus closer than they have ever been before.

Rumors & Plots: Lady Iona Korval-Dolph was livid when she heard the son of Lord Gudbran was betrothed to an Illumnarus. She verbally abused her husband in public for sanctioning the marriage and let it be known that the "glowing-pointy-eared whore" is not welcome in her presence.

HOUSE OLEGSON

MOTTO: "By Wing and Claw"

LIEGE: House Fortun

SIGIL: A yellow harpy

COLORS: Gray, white, and yellow

BANNERMEN: House Edmorr



Head: Lord Ove Olegson (LE Jute Male Fighter 7)

The small and unpopular House Olegson was granted nobility two hundred years ago by the High King. A towering and intimidating man, Oleg Olegson was a bandit turned mercenary who earned coin and infamy in the Jutal Forest protecting logging camps with his men who were known as the Company of the Harpy. He was elevated to Lord after he and his men stopped an attack on the settlements of Rivershire by a sizable force of Centaurs. Unknown to all, Oleg Olegson ordered the burning of the Centaur's villages in order to secure logging rights the horse-men refused to grant. After the battle, the Company of the Harpy were named heroes of the kingdom, and Oleg was made a Lord.

Rumors & Plots: Survivors of the burned Centaur villages fled south to Alteria and brought with them first-hand accounts on who started the fight between them and the Jute. If news of Oleg Olegson's crimes come out, House Olegson can lose its noble status and its fortune confiscated by the Jarl of the Basket.

HOUSE ORDIL

MOTTO: "We Soar Over the Mountains"

LIEGE: House Bly

SIGIL: A black eagle taking flight

COLORS: White and brown

BANNERMEN: House Lurdquist



Head: Lord Ingimarr Ordil (NE Jute Male Fighter 9)

The proud House Ordil has lived at the foot of the Darkfrost Mountains for a thousand years. Before the Rebellion, they were one of the few clans of Jute who managed to stay independent of the White Dragons. The lore told by Ordils is that they kept themselves hidden in caves and secret mountain passes until the Rebellion came to liberate the area. In reality, the Ordils kept "independent" of the White Dragons because they captured and sold their neighbors to the dragons in exchange for their own safety. Members of House Ordil have been known to kill anyone they hear tell that version of their origin story, and they have even gone as far as destroying books written about the Rebellion that paint them in a poor light.

Rumors & Plots: The youngest son of Lord Ingimarr Ordil, Lord Fritof Ordil (LG Jute Paladin 4 of Marvela), recently returned to his family's land from serving at the Three Lady's Court temple in Stavil. He learned about his family's dark past from a number of books and scrolls kept by the temple written about the Rebellion. He was banished from his childhood home after confronting his father and he is contemplating going to the High King to ask that his father be removed from his Lordship.

HOUSE OYMUND

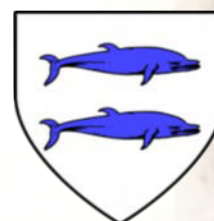
MOTTO: "We Leap and Play"

LIEGE: House Tarnath

SIGIL: Two blue dolphins

COLORS: White and blue

BANNERMEN: House Gungur



Head: Lord Snorii Oymund (CG Jute Male Fighter 14)

The well respected House Oymund is known for producing flamboyant fighting men and pirate hunters. Their modest fleet patrols the waters around the Shield Islands and helps to keep merchant traffic safe. Lord Snorii's father is famous for leading an attack on a pirate town located on the coast of the Alterian hinterlands. He sailed his personal longship, *The Maiden Fair*, into the town's harbor disguised as a pirate vessel and landed his soldiers on the docks before the real pirates knew what was going on. Eighty-seven pirates were put to death that day and twelve pirate ships sunk in the harbor. To this day, pirate ships who spot the twin dolphin flags flying on the horizon are quick to turn and run from a battle they are sure to lose.

Rumors & Plots: Lord Snorii's only daughter, Lady Thora, has recently fallen in with a crowd of arrogant and brash young nobles who romanticize the pirate life. Unknown to her father and brothers, she has been in secret correspondence with a man who claims to be her cousin, a product of a forced union between her grandfather and an unlucky woman living in the pirate town he destroyed. He has poisoned her mind against her House and hopes to goad Lady Thora into killing her father. In reality, the man is an agent of the *Asa Aier* espionage agency who is tasked with destabilizing the noble houses of the Shield Islands.



HOUSE SAC'KRA

MOTTO: "Thick as Trunks"

LIEGE: House Skav'sep

SIGIL: Two logs

COLORS: Green, yellow, and brown



BANNERMEN: House Skel'vask

Head: Lord Tro'sko Sac'kra (N Meek'ah Male Fighter 3)

A large landowner in the Dragonblood Swamp, House Sac'kra makes their fortune felling, quartering, and transporting timber, especially from the Dragonblood Ash trees that are known for their durability. They are careful not to over log the swamp and they plant as many new trees as they takedown. Despite this, most Meek'ah see them as betrayers to their people for exploiting their home's natural beauty and resources. The members of House Sac'kra show little concern for how they are viewed and respond to any allegations levied against them with 'if its not us, its someone else, and they won't be as nice about it.'

Rumors & Plots: Lord Tro'sko is young and inexperienced when it comes to running a noble house. He has turned to his older cousin, a respected witch doctor, for help. Unknown to Lord Tro'sko, his cousin was murdered eight years ago, and the person who has been posing as him is a member of a secret cult who worships Savok. He uses magic to hide his true nature and plans on using House Sac'kra's lands as safe havens for his cult members to hide.

HOUSE SCAV'SEP

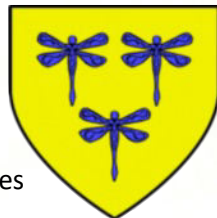
MOTTO: "The Power of Three"

LIEGE: House Sep'seth

SIGIL: Three blue dragonflies

COLORS: Yellow and blue

BANNERMEN: House Sac'kra



Head: Lord Alsek Scav'sep (N Meek'ah Male Druid 6), Lord Phal'zek Scav'sep (NG Meek'ah Male Ranger 4), and Lady Corvis Scav'sep (LG Meek'ah Female Cleric 4 of Kythlu)

House Scav'sep is unique among the nobility of Jutan as they do not have one head of household, but three. The family has an unusual amount of triplets born every generation, and they see it as the divine providence of Kythlu. House Scav'sep has dominion over the three small islands off the coast of the Dragonblood Swamp called The Three Sisters. Each member of the triumvirate who rules the house does so from their personal castles located on each of the islands and they rule their island as they see fit.

They meet once a new moon to discuss matters that pertain to their house as a whole and how to best deal with any problems that arise.

Rumors & Plots: House Scav'sep is well-loved by their people. The small settlements of the Sisters Islands are some of the safest in the kingdom, and even pirates steer clear of their shores. The considerable magical might the House can call from the very land and sea has more than once destroyed renegade Jute who think the Meek'ah of the islands are helpless and easy targets. Because of their wide spread love, the House has recently been targeted by a cult of Savok who operates on the mainland. Their cultists have so far only managed to infiltrate the household of Lady Corvis on Copper Sister Island.

HOUSE THORLEF

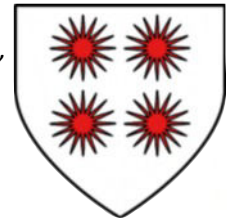
MOTTO: "Bright in the Sky"

LIEGE: House Jorbjor

SIGIL: Four red suns

COLORS: White and red

BANNERMEN: House Arndeson



Head: Lord Alrik Thorlef (LN Jute Male Wizard 15)

The members of House Thorlef count many famous and infamous wizards among them. The progenitor of the house, Bjarte Thorlef, was one of Merdah Wyrmsbane's star apprentices, and he went on to not only found the noble house but to become one of the first professors of the Magister's College. The sigil of the house comes from an inside joke about Bjarte's four red-haired sons who took the fledgling noble house to great heights. The "Red Sons of Bjarte" became some of the most powerful wizards the kingdom has ever known.

Rumors and Plots: Lord Alrik's eldest son and heir, Lord Rodrik (LE Jute Male Wizard 9), was recently let go from his teaching position at the Magister's College for unspecified reasons. Rumors run the gamut from his treating with devils to animating dead bodies for nefarious reasons followed him back home. He has shut himself up in his personal tower on House Thorlef's lands and has not been seen for almost six weeks.

HOUSE ULFAR

MOTTO: "Sing with Steel"

LIEGE: House Rokram

SIGIL: Two crossed swords

COLORS: Black and yellow

BANNERMEN: House Bruggs



Head: Lord Fiske Ulfar (CG Jute Male Bard 14)

House Ulfar was the first noble house to be formed by a Thing contest winner. The Ulfar nobles have always been accomplished bards, sorcerers, and fighters. They still

participate in the Thing; however, most of any prize money they win is given to charities in the city of Hastings. A small house with a large amount of land to protect, House Ulfar routinely hires adventurers to patrol their lands and they host special bounty parties to entice Thing contestants to help clear out any monsters who might wander into their territory.

Rumors & Plots: House Ulfar has had an uphill battle when it comes to respect earned from the nobility. Their elevation to the nobility set a precedent in the Jarland. Since then, seven other houses have been formed from Thing contest winners. The Ulfar nobles still face prejudice when they travel north of the Clawbite; however, in the county of Eastriver, they are known as heroes and celebrated as such.

HOUSE VAGLE

MOTTO: "Charge!"

LIEGE: House Telskom

SIGIL: Eight spearheads

COLORS: Green and brown

BANNERMEN: House Altason



Head: Lord Merviin Vagle (LN Jute Male Fighter 15)

The small and proud House Vagle was started by a young farm boy who, during the Rebellion, is best known for grabbing a spear from a dead rebel and charging at a White Dragon. His heroics instantly inspired the rebels to press the attack, and soon dozens of Jute were charging the dragon with spears, intent on ending its rule once and for all. The dragon died that day and two years later, that young and courageous youth was made a Lord and was granted land west of Flowatch Keep.

Rumors & Plots: The men of House Vagle have been plagued by a decades-long curse that causes them to sprout Drazil like horns from their heads when they reach puberty. Despite years of failed magical cures, the horns persist and the male nobles have begun wearing large hats to cover their shame. The house has a standing arrangement to pay anyone 5,000 gp if they can break the curse.

HOUSE WESTERGUARD

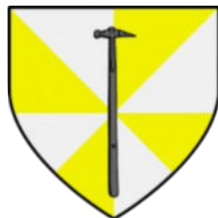
MOTTO: "Smash the Foe"

LIEGE: House Viemen

SIGIL: A warhammer

COLORS: Silver and yellow

BANNERMEN: House Hrolff



Head: Lord Brynjar Westerguard (LG Jute Male Paladin 11 of Marvela)

The proud House Westerguard can trace their heritage back to before the Rebellion. Holf Yurinson was a slave soldier who always did what he was told and never questioned his lot in life. When the Rebellion came to the area he called home, he was quick to take up arms against them for his dragon master. Wounded and taken captive, Holf listened to the words of Alufgar Bromkar and his divine daughter. He was released after he pledged his life to Marvela and took up the cause of freedom. He was instrumental in the battles to come, and when it came time to reward those who earned it, he was granted the title of Lord. He took the name Westerguard instead of Yurinson because his father, Yurin Ice-eyes, was a devoted dragon worshiper.

Rumors & Plots: The males of House Westerguard have always been paladins or anointed knights in the church of Marvela, and the women of the house have always been allowed to join the Shield Maidens if it was their wish. Lord Brynjar's cousin, Lord Manning Westerguard (LE Jute Male Paladin 8 - Oathbreaker), has recently returned from an expedition to the Southern Continent. He came back a changed man, angry and violent. Lord Brynjar has ordered him to leave their castle after he was found to be responsible for the death of two servants. Count Nagli Viemen is displeased Lord Manning was not handed over to his authority and he has placed a bounty on the fallen noble's head.

HOUSE YAPTROR

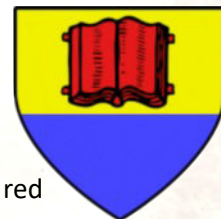
MOTTO: "Know Yourself"

LIEGE: House Markor

SIGIL: A red open book

COLORS: Yellow, blue, and red

BANNERMEN: House Skel'svas



Head: Lord Vali Yaptoror (LG Jute Male Wizard 16)

Wizardry and the pursuit of knowledge, especially the knowledge of biology and natural sciences, has been the driving factor behind House Yaptoror for hundreds of years. Initially started by a courageous Jute rebel fighter, after the war, he settled down and married a young sorceress. Their children, and their grandchildren, were all magical savants who were able to cast complex spells at a young age. House Yaptoror has been a long-time backer of the Magister's College and their own house Magisters always graduate with top honors.

Rumors & Plots: House Yaptoror's secret shame is once every generation, there is a member of the house who begins to experiment with dangerous magic and forbidden lore. Twice in the last three decades, the High King has had to dispatch Dragon Guard to deal with a rebellious and hazardous Yaptoror spellcaster.

CREATING LESSER HOUSES

The noble class that rules Jutan has enjoyed the reins of power for centuries. Even the lowest of the Lesser Houses are given the respect and deference one would expect from those who are considered of lesser station than they. Only the Jarls and the High King can grant noble status and they do not do so lightly; adding to the noble class diminishes the power they hold through exclusivity and divine-rule. During the infancy of the kingdom, lesser houses seemed to be formed almost every few tendays. That pace slowed once the boundaries of the Jarlands were established and the families of those who served bravely in the Rebellion were paid for their service with elevated status. After that time, only wealthy families and heroes were generally allowed to form their own Houses.

During a time known as the Regency period, when High Queen Marvelika ruled, Jarls were known to grant noble status to anyone who would back them against the High Queen. Not to be outdone, the High Queen granted nobility to almost as many families as her rebellious Jarls. The civil war the Jarls were hoping for never happened, and the High Queen went on to rule for decades before passing away peacefully in her sleep. The noble houses born of that time still hold a slight taint of illegitimacy, especially if elevated by a rebellious Jarl. Its something not spoken out loud but a sentiment felt by many.

The establishment of noble houses slowed again after the death of the High Queen. Once again, heroes of the realm and those with enough gold to buy their way in were the most common ways to join the ranks of the nobility. A period called the Benevolence that lasted for roughly one hundred years saw a rise in pioussness in the kingdom. During this time, noble houses were only established if their patron was an extremely devout worshiper of the Trinity, sometimes only proving this by building a large temple dedicated to the three goddesses. Before this practice became commonplace, the new High King wrote and proclaimed the *Godrskati*, or Noble Leadership, that will govern the establishment and elevation of future houses. The law, later ratified by the Jarls, limited the number of houses that could be formed per year and established rules that attempted to ensure that new houses would benefit the kingdom in some way and not just the ego or profits of a Jarl or the royal family. This law has remained in effect ever since.

PART ONE - CHOOSING A JARLAND

The Kingdom of Jutan is split into seven Jarlands. Each Jarland is considered its own semi-autonomous kingdom whose leader owes fealty to the High King. The terrain and climate can vary depending on which Jarland you choose, and each has its own advantages and disadvantages when considering where to establish a new noble house. You can select any one Jarland or you may roll a 1d8 and consult the table below. Players can never form a Middling or High noble House.

ROLL	JARLAND
1	CROWNLANDS
2	RED SHORE
3	MERDAH
4	RIVERFIELDS
5	BASKET
6	SOUTHERN SHORE
7	CLAWBITE HILLS
8	ROLL AGAIN

As an example, we will create a lesser house using this system. First, we choose the Jarland of Merdah for House Holvet to be located.

The Crownlands. Lesser houses from the Crownlands are old and were some of the first to be established after the Rebellion. Many of the soldiers who fought by Alufgar's side were rewarded with land and titles. Because of this, many lesser houses who hail from this Jarland are almost fanatically loyal to the Bromkars.

The Red Shore. Lesser houses from this Jarland tend to be small and not especially wealthy. Large fishing fleet owners are the most common type of person who gets elevated in this Jarland. Raids made by the Redcaps offer plenty of opportunities for citizens to show their worth, and more than one person who picked up a weapon to defend their neighbors during those times has won a place in the nobility for their deeds.

Merdah. Lesser houses established in the vastness of the northern kingdom need to be self-sufficient. Often times, the snows make travel unwise, and villages have to rely on the stores of their liege lords to keep them alive through the winter. Banditry is common, and nobles need to be martially minded to help keep their lands and people safe.

The Riverfields. Many of the lesser houses in this Jarland have become rich from the exploitation of the Jutal Forest. While this practice has slowed down during the reign of the current Jarl, it has not stopped. It has always been the way that coin could potentially buy your way into the nobility, and there is no better place to try than the Riverfields.

JARLAND	DEFENSE	INFLUENCE	LANDS	POPULATION	PRESTIGE	WEALTH
CROWNLANDS	+ 0	+ 15	+ 0	+ 5	+ 20	+ 10
RED SHORE	- 5	+ 10	- 5	+ 0	+ 5	+ 0
MERDAH	+ 20	+ 15	+ 10	+ 0	+ 0	+ 10
RIVERFIELDS	+ 5	+ 10	- 5	+ 0	+ 5	+ 15
BASKET	+ 0	+ 20	+ 5	+ 15	+ 5	+ 15
SOUTHERN SHORE	+ 0	+ 10	+ 5	+ 5	+ 10	+ 10
CLAWBITE HILLS	+ 20	+ 5	+ 10	- 5	- 5	+ 0

MODIFIERS BASED ON JARLAND

The Basket. Lesser houses from the most populous Jarland tend to have their fortunes tied to the land. Farms dot and dominate the landscape. It is in this Jarland that one can find the most Meek'ah noble houses, though their numbers are still few compared to that of the Jute. Houses from the Basket are sometimes looked down upon by their contemporaries. Jokes about the manure smell that is abundant in the Jarland wherever you go are often levied at them. Coincidentally, lesser houses from the Basket are some of the most loved by their citizens and more than one tavern brawl has been started in defense of one's liege lord's honor.

The Southern Shores. Seen as lazy and pompous by some of the rest of the kingdom, lesser houses of the Southern Shore have almost always been raised to the nobility for their contributions to the Jarland's shipping industry or to the Magister's College. Estates and countryside manors in this Jarland are often opulent to the point of gaudiness and are attractive targets for the bandits who plague the area.

The Clawbite Hills. The youngest Jarland has the highest concentration of lesser houses, which were elevated for a mixture of valor and coin. The Thing contest that spans the Jarland brings hunters and adventurers to the area in hopes of making it rich by thinning the population of dangerous beasts. Many of the lesser houses started by contest winners are given very little respect by other, older, Houses.

WHO CAN BECOME A NOBLE?

Only citizens of the Kingdom of Jutan can ever be elevated to the nobility. Currently, there are only two races of people that are considered nobles of the realm: the Jute, and the Meek'ah. There are non-human or Meek'ah citizens, such as the Calvoid and Arryn communities, who live within the kingdom's borders. So far, the nobility has not been keen to offer acceptance of other races into their ranks. However, there is no rule or

provision in the *Godrskati* that expressly forbids the formation of non-human or Meek'ah Houses.

Suggested Noble House Names. Alfson, Bengtsson, Bjerke, Edman, Friis, Halporson, Hohlt, Kolbeck, Ko'steck (Meek'ah), Krogh, Matesn, Nem'klock (Meek'ah), Nygard, Risberg, Rom'tork (Meek'ah), Steenson, Thorsen, Trygg, Westberg

PART TWO - NOBLE HOUSE ATTRIBUTES

Noble houses of Jutan are given a score based on certain factors, including their wealth, lands owned, and prestige in the kingdom, among others. The sum total of these factors is then ranked accordingly, giving the House its status. To determine the House's score, roll 3d6 for each attribute, then apply the appropriate modifiers. Numbers can never be negative and such scores are considered 0.

Defense. The defense attribute includes such things as troops, man-made fortifications as well as topographical defensive features, and the logistics to house, feed, and train soldiers.

Influence. The influence attribute measures the House's respect of their citizen-serfs and the reach of a House's power throughout their controlled lands. A high influence score comes from having the love and respect of the people.

Lands. This attribute includes not only the lands that a House governs directly but those lands that are influenced by the House's presence, as well. For example, House Olegson owns very little property, but their soldiers can be seen guarding logging camps inside the Jutal Forest. These camps, while not located on House Olegson lands, are counted as such for the purpose of determining their Lands score.

Population. This value demonstrates the number of people directly under the House's rule.

Prestige. This attribute is similar to the Influence score but focuses not on the respect of the citizens, but the respect of other nobles.

Wealth. It is difficult to quantify the wealth of a noble house in terms of coins owned. Some houses can be very cash poor, but own leagues of property and numerous estates; where other Houses can be small in terms of owned land, but rich in coin earned from taxes and merchant pursuits. This attribute is used to describe the House's overall ability to pay debts, maintain the upkeep of their estates, and how much coin they can have ready at a moment's notice.

After our initial rolling, we came up with these attributes:

*Defense 9
Influence 10
Lands 6
Population 4
Prestige 6
Wealth 5*

After applying the modifiers for our chosen Jarland:

*Defense 29
Influence 25
Lands 16
Population 4
Prestige 6
Wealth 15*

PART THREE - HISTORY

The next step in creating a noble house is determining how the house was formed. Each historical event is associated with its own modifiers, which are calculated into the house's creation. First, we must figure out when during the history of the kingdom, the House was granted noble status. You do this by rolling a 1d4 and consulting the table below.

ROLL	ERA	EVENTS
1	FOUNDING	1D4 +2
2	REGENCY	1D6 +1
3	BENEVOLENCE	1D4
4	GODRSKATI	1D6

House Holvet was established during the Regency era and has had 4 historical events associated with it. The first roll on the historical event table was a 6, meaning the house was established after Ser Jorm Holvet swore allegiance to the Jarl of Merdah, and in turn, the Jarl granted his family noble status.

After determining when the House was formed, and how many historical events the House has endured, it is time to roll for which types of events befell the new noble house. You accomplish this by rolling a 1d8 for each event, and consulting the descriptions below. The result of the first roll is considered the event in which the House was formed.

Advancement (Roll of 1). Noble houses are often born from some deciding event. In the case of Advancement, the patron of the house could have earned the respect of their liege lord and was sponsored to the nobility by them. They could have married into a larger House, and thus were granted a House of their own because of it. This event can also describe a wealthy family buying their way into the nobility. **Modifiers: +5 Prestige, +5 Lands**

Betrayal (Roll of 2). Noble houses of Jutan have a complicated relationship not only with their peers but with their citizens as well. If Betrayal is the first event in the history of the new House, it could mean the house was formed after its patron used blackmail or otherwise won their ascension through nefarious deeds. **Modifiers: +5 Lands, -5 Prestige**

Catastrophe (Roll of 3). If a noble house was born from Catastrophe, it could mean a plague or natural disaster struck the region in which they live. Other noble houses could have been destroyed or died out, leaving lands unoccupied. **Modifiers: -5 Population, -5 Wealth**

Conquest (Roll of 4). If Conquest is the first event for a noble house, it means they fought and conquered another lesser house or some untamed lands. With conquest comes retribution, especially if the defeated parties were not entirely wiped out. Old grudges are held by the citizenry and can influence a new House's standing. **Modifiers: +5 Lands, -5 Influence**

Deceit (Roll of 5). Not all noble houses count people of truly noble morals. Some are formed as a result of shady or otherwise deceitful practices. If this was the first roll in the formation of a new House, it could mean the house was formed thanks to underhanded business dealings, or the accomplishing of some distasteful favor for a more powerful House. **Modifiers: -5 Prestige, +5 Wealth**

Favor (Roll of 6). One of the most common ways a family is elevated to the nobility is by a Jarl or the High King giving their favor to them. This is accomplished by the fledgling House swearing allegiance to a greater House, sometimes after a shared victory or even a shared defeat. Houses whose first historical event is Favor more often than naught include a form of servitude to their patron liege lord. **Modifiers: +5 Prestige, -5 Wealth**

Glory (Roll of 7). Heroes and villains alike can ascend to the nobility by demonstrating battle prowess and valor, either in defending themselves or their neighbors or by going out and thinning the population of bandits and

monsters who are known to prey on the citizens. If Glory is the first event in the life of the new House, it means it was formed after its patron became famous for their fighting exploits. **Modifiers: +5 Defense, +5 Influence**

Windfall (Roll of 8). A noble house whose first event is Windfall was most likely started thanks to some life event that saw its fortunes rise overnight. They could have discovered new resources on their land or been given a gift from the Jarl or High King. Sometimes this puts the new House at odds with their citizens, who see them as not truly noble, but just lucky. **Modifiers: +5 Wealth, -5 Influence**

House Holvet has endured much in their tenure as a noble house. The other three rolls for historical events netted a Catastrophe, a Deceit, and a Conquest. After applying the appropriate modifiers, House Holvet's numbers look like this:

*Defense 29
Influence 20
Lands 21
Population 0
Prestige 6
Wealth 20*

The founding of the House saw its Prestige rise, but its Wealth decrease in the form of gifts made to their liege lord. A Catastrophe on their lands, in this case, a blight, caused a severe depletion of Population as well as a considerable loss of Wealth it took to eradicate the problem. Later, the head of House Holvet spread rumors of infidelity about a rival, which, when his liege lord heard about it lost them some Prestige, but gained them Wealth from business dealings that benefited from the lies. Finally, and most recently, House Holvet won battles against a rival House, earning them Lands but not the love of the citizens who lived on those lands, thus lowering their Influence.

PART FOUR - ATTRIBUTE MODIFIERS

Each attribute in the formation of a noble house can be further modified by a number of factors. Certain modifiers can only be applied if they meet the prerequisites listed. Prerequisites are based on attribute scores up to this point in the creation process. Attribute Modifiers are applied at the end of this step.

DEFENSE MODIFIERS

Abodes & Fortifications. A noble house needs a place for its members to sleep. Depending on the Defense, Lands, and Wealth attributes, they can own any number of holdings.

- **Large Castle.** Defense (25+), Lands (20+), Wealth (20+); A large castle dominates the landscape, and include several towers and buildings, all surrounded by a high curtain wall and a deep moat. **Attribute Modifier: +30 Defense, -15 Wealth**
- **Moderate Castle.** Defense (20+), Lands (15+),

Wealth (15+); A moderate-sized castle can consist of a single keep, surrounded by outbuildings and at least one tower. It will also have some form of wall protecting it. **Attribute Modifiers: +20 Defense, -10 Wealth**

- **Small Castle.** Defense (15+), Lands (10+), Wealth (15+); Small castles dot the landscape of the kingdom. These are little more than a single keep or large towers, protected by a wall or moat. **Attribute Modifiers: +10 Defense, -5 Wealth**
- **Hall.** Defense (10+), Lands (5+), Wealth (10+); A hall is a large manor or small keep that may be protected by a wall or moat. **Attribute Modifiers: +5 Defense, -5 Wealth**
- **Tower.** Defense (10+), Lands (5+), Wealth (5+); Towers serve as homes for lesser members of the noble house. They can also be used as fortifications in parts of owned land that have little population but need defense against monsters or brigands. **Attribute Modifiers: +3 Defense, -3 Wealth**
- **Manor House.** Defense (0+), Lands (5+), Wealth (5+); Manor houses are large abodes that have little in the way of physical security but can be defended by capable guards. Lesser branches of a noble house often occupy manors on the House's lands. **Attribute Modifiers: +3 Influence, -2 Wealth**
- **Large Estate.** Defense (15+), Lands (10+), Wealth (10+); Large estates can include one or more manors located on shared land. They can also include some form of income generation from farming, mining, or other professions. **Attribute Modifiers: +5 Prestige, +5 Wealth**
- **Small Estate.** Defense (5+), Lands (5+), Wealth (5+); Little more than a manor house on a parcel of worked land, a small estate is the most common form of housing for smaller Houses. **Attribute Modifiers: +3 Prestige, +2 Wealth**

House Troops. A lesser noble house is allowed by the *Godrskati* to have up to 400 soldiers on their pay-rolls. This number includes any type of individual who swears allegiance to the House and defends its persons, lands, or interests.

- **Professional Soldiers.** Defense (20+), Influence (20+), Wealth (15+); These troops do not have day-jobs. When they are not fighting, they are training, and they are paid well to do so. **Attribute Modifiers: +15 Defense, -10 Wealth**

- **Trained Soldiers.** Defense (15+), Influence (15+), Wealth (10+); Trained soldiers have experience in battle but do not dedicate their whole lives to it. **Attribute Modifiers: +10 Defense, -5 Wealth**
- **Average Soldiers.** Defense (10+), Influence (10+), Wealth (5+); These types of troops know which end of a sword to point at the enemy, and most have participated in at least one major battle. **Attribute Modifiers: +5 Defense, -3 Wealth**
- **Conscripts.** Defense (0+), Influence (0+), Wealth (0+); Little more than drafted laborers, conscripts are the most likely to flee battle rather than fight to the finish. **Attribute Modifiers: +2 Defense, -2 Wealth**

If a House cannot meet any prerequisite for Defense (Abode) modifier, they are considered to have one Small Estate but do not gain the Attribute Modifiers associated with owning it.

INFLUENCE MODIFIERS

Infrastructure. A noble house's lands must be adequately maintained. Poor roads, too few wells, and poorly defended villages are a quick way for a noble house to not only lose their status, but possibly their lives in a citizen revolt. Infrastructure also includes intangible things such as citizen-serf healthcare and happiness.

- **Substantial Upkeep.** Influence (20+), Population (15+), Wealth (20+); At this level, a noble house is not only on top of repairs, but also goes as far as maintaining their citizen's mental health by providing or sponsoring such things as tournaments, games, plays, and musical events. **Attribute Modifiers: +10 Influence, +10 Prestige, -10 Wealth**
- **Moderate Upkeep.** Influence (15+), Population (10+), Wealth (10+); Moderate upkeep is defined as making necessary repairs to roads, bridges, and public buildings, and occasionally sponsoring events that increase the happiness of the citizens. **Attribute Modifiers: +5 Influence, +5 Prestige, -5 Wealth**
- **Low Upkeep.** Influence (5+), Population (5+), Wealth (5+); Necessary repairs are made, but not on time. The citizens benefit from few services or attractions paid for by the noble house. **Attribute Modifiers: +3 Influence, -5 Prestige, -2 Wealth**
- **Basic Upkeep.** Influence (0+), Population (0+), Wealth (0+); This is the very minimum effort a noble house can give to make their citizen's lives better. **Attribute Modifiers: -5 Influence, -5 Prestige, +5 Wealth**

LANDS MODIFIERS

Terrain. These modifiers are based on the Jarland the noble house resides in.

- **Crownlands.** Rivers, Plains, Coast, Islands
- **Red Shore.** Hills, Coast, Islands, Wetlands, Forests
- **Merdah.** Mountains, Hills, Plains, Forests
- **Riverfields.** Plains, Rivers, Wetlands, Forests
- **Basket.** Plains, Rivers, Wetlands, Forests
- **Southern Shore.** Coast, Islands, Hills, Forests
- **Clawbite Hills.** Hills, Forests

Features. Depending on the type of terrain, certain elements can affect an attribute's score.

- **Coast.** +5 Prestige, -5 Defense, +5 Influence, +10 Wealth
- **Forests.** -5 Defense, +10 Wealth
- **Hills.** +5 Defense, +5 Wealth
- **Islands.** -10 Defense, +5 Prestige
- **Mountains.** +10 Defense, -5 Population, +10 Wealth
- **Plains.** +10 Influence, +10 Population, +5 Wealth
- **Rivers.** -5 Defense, +5 Population, +5 Wealth
- **Wetlands.** +5 Defense, -5 Influence, -5 Population

POPULATION MODIFIERS

Settlements. A noble's land can encompass any number of population centers. Lesser houses count hamlets, villages, and towns under their jurisdiction. Lesser houses can have no more than 3 hamlets, 2 villages, and 1 small town or 1 large town, located on their lands.

- **Hamlet.** Population (0+), Influence (0+); A hamlet is the smallest of settlements, and consists of less than 50 adults. **Attribute Modifiers: +3 Influence, +2 Population, +3 Wealth**
- **Village.** Population (5+), Influence (5+); Larger than a hamlet, a village has at least 51 adults and at most 200 adults. **Attribute Modifiers: +5 Influence, +5 Population, +5 Wealth**
- **Small Town.** Population (15+), Influence (10+); Small towns are the most numerous settlements in many of the Jarlands. These rural places can have as many as 2,000 citizens. **Attribute Modifiers: +10 Influence, +10 Population, +5 Prestige, +10 Wealth**
- **Large Town.** Population (20+), Influence (15+); Fewer are the large towns, and only a handful reside in each Jarland. Their populations can reach as high as 5,000 people. **Attribute Modifiers: +15 Influence, +15 Population, +15 Prestige, +15 Wealth**

PRESTIGE MODIFIERS

Reputation. A noble house lives and dies by its reputation. Modifiers of this attribute are based on the era the noble house was founded and the historical events it has endured.

- **The Founding.** +15 Prestige
- **The Regency.** -10 Prestige
- **Benevolence.** +0 Prestige
- **Godrskati.** +5 Prestige

Historical Events:

- For every 2 **Advancement** events, add **10 Prestige**
- For every 1 **Catastrophe**, subtract **5 Prestige**
- For every 2 **Conquests**, add **15 Prestige**
- For every 1 **Deceit**, subtract **5 Prestige**
- For every 2 **Favors**, add **10 Prestige**
- For every 1 **Glory**, add **5 Prestige**
- For every 2 **Treacheries**, subtract **10 Prestige**
- For every 1 **Windfall**, add **5 Prestige**

WEALTH MODIFIERS

Income. A noble house earns coin from taxes and the buying, selling, or trading in commodities they control. The Wealth attribute can be modified by the following examples:

- **Farmland.** Plains, Population (10+), Lands (10+); Citizen-serfs till the soil for their liege lords and tithe a portion of the harvest to them. **Attribute Modifiers: +10 Wealth**
- **Mineral Extraction.** Mountains or Hills, Population (10+), Lands (10+); Miners work iron, silver, copper, tin, gold, and mana crystal mines on the lands protected by a noble house. **Attribute Modifiers: +20 Wealth**
- **Fishing.** River, Coast, or Island, Population (10+), Lands (10+); Ships bring in fresh fish daily, and a portion of what is caught is tithed to their liege lord. **Attribute Modifiers: +10 Wealth**
- **Trained Artisans.** Castle, Hall, or Estate, Population (10+), Influence (15+), Prestige (15+); A single trained artisan or small group of artisans have decided to live on the House's lands. A portion of what they earn is given to the noble house. **Attribute Modifiers: +15 Wealth, +10 Prestige**
- **Guilds.** Large Town, Population (25+), Influence (20+), Prestige (20+); Several groups of trained artisans live and work on lands protected by the noble house. **Attribute Modifiers: +25 Wealth, +15 Prestige, -10 Defense**
- **Magisters.** Castle, Hall, or Estate, Influence (25+), Prestige (30+); While every noble house has at least one Magister sworn to them, some employ multiple Magisters, and the revenue generated from their profession goes straight to the noble house. **Attribute Modifiers: +20 Wealth, +10 Influence, +15 Prestige, +15 Defense**

- **Ports.** Coast, Rivers, or Islands, Population (15+), Lands (10+), Influence (15+); While some settlements might have a dock or two, only those that have a large and dedicated port can be considered large enough to generate income for their noble house. **Attribute Modifiers: +20 Wealth, +15 Influence, +15 Prestige, -10 Defense**
- **Temple.** Small or Large Town, Castle or Estate, Population (15+), Influence (15+); A temple dedicated to the Trinity or to Welkor resides on the noble house's lands. A small portion of any revenue it generates is given to the noble house that protects it. **Attribute Modifier: +5 Wealth, +20 Influence, +15 Prestige**
- **Shrine.** Village or Small Town, Castle, Hall, Tower, Manor, or Estate, Population (10+), Influence (10+); A shrine must be accessible to the citizens. A personal shrine located on noble house grounds does not count. **Attribute Modifiers: +3 Wealth, +10 Influence, +5 Prestige**

At the end of Part 4, House Holvet's Attributes are as follows:

*Defense 87
Influence 28
Lands 21
Population 7
Prestige 0
Wealth 28*

Their lands include a single large castle and tower, each guarded by professional soldiers, and the hamlet of Elbetorp whose citizens fear them. They maintain basic upkeep on their properties, which, coupled with their founding during the Regency Period, gains them little to no respect among their peers.

PART FIVE - HOUSE COAT OF ARMS & FINAL ATTRIBUTE SCORE

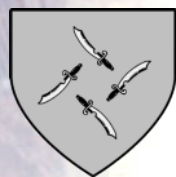
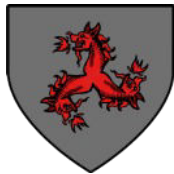
When a family is elevated to the nobility, a coat of arms and motto must be chosen. The words and symbols are recorded into the annals of the kingdom by the royal heralds and reflect the House and their members for all time. Occasionally, a House's coat of arms and motto may change, though this is not a common practice.

The House's coat of arms should consist of at least one symbol that represents the House's primary interests, their geographical location, or it can represent some aspect of the family's heritage and personality. Common themes in Jute society include battle, courage, sailing, mining, farming, fortifications, and wealth.

The House motto should consist of a few words that sum up the noble family's disposition. A full sentence is not necessary, but something coherent should be used. For example, "We Good" would technically be acceptable; however, "We Do Good" or something along those lines sounds much better. Examples of the coats of arms and mottos used by the Jute and Meek'ah nobility are detailed earlier in this chapter. Below are a few more examples, any of which you may use to create your own noble house:



"Bright in the Sky"
"Slice and Dice"



"The Fire of Three"
"We Rule Right"
"Eyes on the Stars"



"Honor in Battle"
"Angels Sing Our Praise"



Once a coat of arms and motto are chosen, you must choose a noble house of equal or higher rank to be the new House's liege lord. Only lesser houses which have a **Prestige** attribute total of 45 or more can choose a middling house for their liege.

If the new house has both an **Influence** and **Prestige** attribute score above 30, they may choose to have a single lesser house to be their bannermen. These houses should never include any previously established lesser houses.

DEFENSE

SCORE	DESCRIPTION
0	LAWLESS, UNDEFENDED
1 TO 10	VIGILANTE JUSTICE, NO PATROLS, PASSIVE DEFENSES
11 TO 25	INEPT OR SLOW COURTS, MINIMAL PRESENCE OF SOLDIERS, LIGHT FORTIFICATIONS
26 TO 40	A DEDICATED MAGISTRATE, ROUTINE PATROLS, SEVERAL DEFENSIVE STRONG POINTS
41 TO 60	SUPERB COURT SYSTEM, MILITIAS AND HOUSE SOLDIER PRESENCE, MULTIPLE DEFENSIVE STRONG POINTS
61 TO 75+	SWIFT AND EFFICIENT JUSTICE, CONSTANT PATROLS THROUGH LANDS, HEAVY FORTIFICATIONS AND DEFENSIVE STRUCTURES

INFLUENCE

SCORE	DESCRIPTION
0	HATED AND FEARED BY CITIZENS
1 TO 10	VERY LITTLE LOVE FROM CITIZENS
11 TO 25	CITIZEN-SERFS RESPECT THE HOUSE
26 TO 40	WELL KNOWN AND RESPECTED
41 TO 60	THE HOUSE IS LOVED BY THE CITIZENS
61 TO 75+	THE HOUSE IS NOT ONLY LOVED, IT IS REVERED AND ALMOST DEIFIED BY THEIR CITIZENS

LANDS

SCORE	DESCRIPTION
0	THE HOUSE HAS NO LAND OTHER THAN WHERE THEIR SMALL ESTATE IS LOCATED.
1 TO 10	A TINY PARCEL OF LAND SURROUNDING A SINGLE FEATURE SUCH AS A HAMLET OR CASTLE
11 TO 25	MODEST HOLDINGS, INCLUDING SEVERAL MILES OF CONTROLLED LANDS
26 TO 40	A LARGE AREA OF LAND AND FEATURES, INCLUDING TOWNS AND CASTLES
41 TO 60	A HUGE AREA OF LAND, MULTIPLE FEATURES, AND SETTLEMENTS
61 TO 75+	DOZENS OF LEAGUES OF LAND, SEVERAL SETTLEMENTS, AND FORTIFICATIONS

POPULATION

SCORE	DESCRIPTION
0	BARREN LAND, NO PEOPLE TO RULE
1 TO 10	THIN POPULATION, SCATTERED ACROSS THE LAND
11 TO 25	SMALL POPULATION, GENERALLY A SINGLE COMMUNITY
26 TO 40	MODEST POPULATION, SEVERAL SETTLEMENTS
41 TO 60	LARGE POPULATION THAT LIVES IN MULTIPLE TOWNS ON LANDS
61 TO 75+	HUGE POPULATION, MULTIPLE SETTLEMENTS DOT THE LAND

PRESTIGE

SCORE	DESCRIPTION
0	YOU HAVE NO RESPECT AMONG THE NOBILITY
1 TO 10	YOUR PRESENCE TENDS TO OFFEND SOME, YOUR HOUSE IS NOT WELL KNOWN
11 TO 25	YOU ARE INVITED TO ATTEND MINOR FUNCTIONS, YOUR HOUSE IS KNOWN IN YOUR JARLAND
26 TO 40	YOUR PEERS SEEKS TO INCLUDE YOU IN THINGS, YOUR HOUSE IS WELL KNOWN IN YOUR JARLAND
41 TO 60	YOUR OPINION MATTERS, YOUR HOUSE IS KNOWN THROUGHOUT THE KINGDOM
61 TO 75+	YOUR PEERS DEFER TO YOUR JUDGEMENT, YOUR HOUSE IS KNOWN THROUGHOUT SHIN'AR.

WEALTH

SCORE	DESCRIPTION
0	YOU HAVE NO SAVINGS, YOUR HOUSE GENERATES NO REVENUE, YOU ARE HEAVILY IN DEBT
1 TO 10	YOU HAVE A SMALL AMOUNT OF COIN, YOUR HOUSE GENERATES VERY LITTLE REVENUE, YOU ARE IN DEBT
11 TO 25	YOU HAVE A MODEST AMOUNT OF COIN, YOUR HOUSE GENERATES SOME REVENUE, YOU MAY OR MAY NOT BE IN DEBT
26 TO 40	YOU ARE PROSPEROUS, YOUR HOUSE GENERATES ENOUGH REVENUE TO SUPPORT THE ENTIRE FAMILY
41 TO 60	YOU ARE WEALTHY, YOUR HOUSE GENERATES MORE THAN ENOUGH REVENUE TO SUPPORT THE ENTIRE FAMILY
61 TO 75+	YOU ARE AS RICH AS A DRAGON, YOUR HOUSE GENERATES A SUBSTANTIAL AMOUNT OF REVENUE, ENOUGH TO ENSURE THE LONGEVITY OF YOUR HOUSE FOR GENERATIONS

Here is our sample lesser house:

HOUSE HOLVET

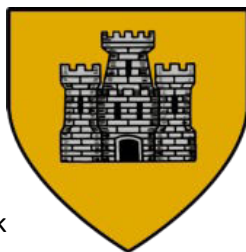
MOTTO: "Built Solidly"

LIEGE: House Ospek

SIGIL: A castle with three towers

COLORS: Orange and black

BANNERMEN: None



Defense (87). House Holvet's castle, Halvert's Keep, dominates the landscape in the kingdom's controlled area of the Gorlan Hills. It has withstood attempts to breach its high curtain wall by Giants, Goblins, and Drazil armies.

Influence (28). House Holvet's citizen-serfs rely on the noble house for protection. The sight of heavily armed patrols near their homesteads brings comfort to many. Despite this, the House has a reputation for treating its citizens poorly in terms of taxes levied and the attitudes of the noble house's members.

Lands (21). House Holvet's lands include a modest amount of territory in the central Gorlan Hills, part of which is split by a well-used trade road. House Holvet exacts tolls from merchant caravans who use the road, in exchange for protection through their territory.

Population (7). House Holvet's lands are dangerous due to the close proximity to hostile settlements. Very few citizens choose to live in the northern-most part of the kingdom.

Prestige (0). House Holvet's past is shrouded in dubious claims, dishonorable tactics, and outright lies. It is only by the might of their personal army and defensive holdings that they have not been exiled from the kingdom, or worse.

Wealth (28). House Holvet generates income through taxes and tolls, as well as from sponsoring merchant caravans. It has been fortunate to include more than one mercenary captain or adventurer in the family that has survived their exploits and returned home very rich.



THE TRINITY CHURCH

After the ascension of Marvela to the heavens, the Jute people began to worship her in greater numbers. A hierarchy quickly formed from the clergy, most of whom fought beside her in the Rebellion. Those who did took it upon themselves to return to their homelands and construct temples and shrines dedicated to the newly crowned Steel Goddess.

A select few were granted dream visions from Marvela outlining her wishes and dogma she wanted her followers to adhere to. Included in those instructions was the formation of a unified church that paid homage to her mother, the Goddess Dhalla, and her divine aunt, Tralla.

One of those special priests was Marvela's squire, who now not only became the head of his own noble family but declared himself high priest of the Marvelian faith. Nobody could deny his special connection to the goddess, and they accepted his self-proclaimed title easily, especially after he began to detail plans to build a temple dedicated to not only Marvela but to her family, naming them the Trinity.

The Trinity Church is the official religion of the Kingdom of Jutan and includes the worship of Marvela, Dhalla, and Tralla in unison. Prayers made in the name of the Trinity give power to all three goddesses, spread between them and transferred via the Manasphere.

Each goddess of the Trinity has their own personal temples and shrines dedicated to them. Tralla is often worshiped in the Wild, and druid circles can be found in every Jarland where her faithful gather and praise Mother Nature.

Dhalla's worship goes back to the time of the Crossing, and if some sages can be believed, before that on the Jute's homeworld. Jute homes include small places of honor where the family places offerings to the goddess of Love, Life, and Home. Fields are planted in her name and at harvest time, her name is invoked to bless the season with bounty.

Marvela's personal temples are grand and often militaristic. The hierarchy is made up of anointed knights and clerics who preach her words of duty and courage among the faithful. Noble houses large and small include shrines to Marvela in their castles where the family gives thanks to the goddess for her courage and sacrifice made to free the Jute from bondage.

Temples dedicated to the Trinity can be headed by priests of any of the three faiths, however, Marvela's priests make up over 50% of all high priests who run the temples.

The heads of Trinity temples all answer to the high priest of the Three Lady's Court temple in the city of Stavil, The Speaker of the Three, Supreme Radiance Lady Iona Olkaskar. The clergy of Marvela, in general, counts her as their leader. The clergy of Dhalla and Tralla are not required to defer to her judgements though they do so on most things.

Dhalla's faith has no central authority. The Druids of Tralla belong to one of seven druid circles that are located in each Jarland. Smaller groups of druids take orders from those larger circles. Tralla's clergy, who work indoors and tend temples and shrines, do not technically belong to the druid circles. They are loosely governed by the Order of the Oak, the militant branch of the nature goddesses faithful.

MARVELA
GODDESS OF THE SUN, LAW,
VALOR, WAR, JUSTICE,
FREEDOM, NOBILITY



DHALLA
GODDESS OF FAMILY, LOVE,
BIRTH, JOY, FARMING,
HEALING, HARVEST, HOME,
CHILDREN

TRALLA
GODDESS OF NATURE,
SPRING, FORESTS, THE WILD,
RENEWAL, ANIMALS



TEMPLES & SHRINES

Temples dedicated to the Trinity are all laid out in similar fashion. The entrance is large and spacious, with tapestries and frescos depicting each of the goddesses doing something associated with their dogma. A statue of all three goddesses adorns the middle of the room. No two statues look the same and all have been carved by celebrated master artists in the kingdom's past. A series of rooms are built off the entry hall that serves as offices for the upper clergy and meeting rooms where the priests can gather to discuss important matters or to meet with nobles.

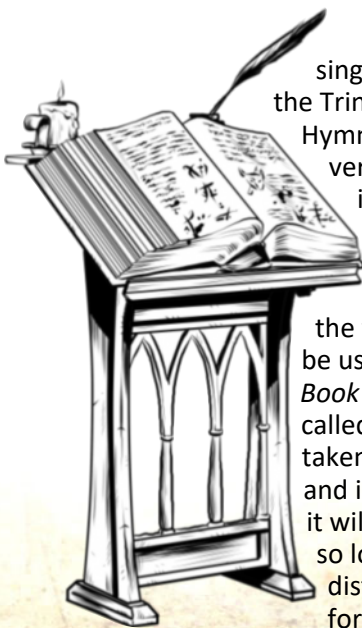
To the east, and always to the east, lies Marvela's shrine. Typical decorations include suits of armor, weapons, and relics of the time of bondage and the Rebellion. Marvela's wing is typically the largest of the three goddesses, except when there is a larger temple dedicated to the Steel Goddess residing in the same city or town.

Dhalla's and Tralla's sections are sometimes combined and include many plants and trees magically grown to thrive living indoors. Altars to Mother Nature are often draped in wildflowers made into chains by young children. Dhalla altars include messages of love and details about recently born children, their lineage, and a wish for the goddess of children to bless them with a long and happy life.

Shrines dedicated to the Trinity are more common in rural Jutan. They often consist of a large altar where offerings are given and a few small pews, if indoor, or seats carved from tree stumps, if located outdoors. Local clergy tends the shrine and administers rites to the faithful.

HOLY TEXT

There is currently no single book that the church of the Trinity uses in every holy ritual. Hymns, proverbs, and prayers can vary according to which priest is conducting the service. The current High King ordered the writing of a single book that combined the words of the Trinity and can be used in all temple services. *The Book of the Sun*, as it is to be called, is near completion and has taken nearly thirty years to write and illuminate. Once it is finished, it will take a tour of the kingdom so local scribes can copy it and distribute it to Trinity temples for use.



HOLIDAYS

Each separate faith of the Trinity has its own holidays and holy rituals that are not generally practiced in Trinity churches. There are only two holidays that are considered sacred to each goddess:

Coronation Day: When Alufgar Bromkar took the mantle of High King of Jutan, his divine daughter appeared as an avatar and crowned him personally. This day is celebrated with feasts and plays depicting the Rebellion and Alufgar's early rule. Nobles sponsor feasts thrown by Trinity temples and shrines that all are invited to partake in. When the time comes to anoint a new High King, the coronation is held on Coronation Day. Until then, the pre-crowned King is titled Regent of the Sun Kingdom.

Midsummer: The longest day of the year is one of rest and merriment for the Jute people. Trinity temples and shrines are gathering places for old friends to meet and play games and drink to reflect on their lives. The nobles use this time to hold speeches to gathered citizens and to inform them of any new taxes that are going to be levied for the second half of the year. Because of this, many citizen-serfs call this holiday The Day of Lost Coin, which has since been shortened to Coin-less. Some nobles sponsor drinking games to offset the ill will news of higher taxes brings. This often brings mixed results.

RELATIONS WITH OTHER RELIGIONS

With the Trinity Church being the official religious entity of the Kingdom of Jutan, the other dominant faith among the Jute people has taken a step back, though has never suffered from a reduced role.

The church of Welkor is widespread in the northern Jarlands and places where the Jute people live away from the whims of the nobility. Leaders of his clergy have a say in essential events in conjunction with the leaders of the Trinity faiths, and a priest of Welkor is always counted among the High King's personal staff.

The Trinity Church is friendly to the clergy of Kythlu and the divine brothers of the Calvoid pantheon. Since their people live and work with each other for the good of the kingdom, members of the Kythlu faith are also on hand to advise the High King on matters that are important to their faithful.

Of all the foreign faiths that the Trinity church is friendly too, they get along with the clergy of Fro'kella to best. Paladins of Fro'kella sometimes accompany merchant caravans, and they are respected by the Jute for their similar fight from slavery and independence won at the tip of a sword.

NEW SPELLS

Clerics and druids who worship any of the Trinity goddesses have access to the following spells when they are able to cast them:

SHIELD OF THE TRINITY

5E 3rd level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (holy symbol)

Duration: Concentration, up to 10 minutes

You conjure a shield made of light that floats on its own and is mentally controlled by your thoughts, granting you the ability to use your bonus action to move the shield up to 60 feet from your position to aid a friendly creature. The shield grants a +2 bonus to AC and saving throws against the *poisoned* condition, *blindness*, or *deafness*, as well as resistance to necrotic damage.

SHIELD OF THE TRINITY

PFRPG School abjuration; **Level** cleric 3, druid 3 (Tralla)

Components V, S, M (holy symbol); **Range** 60 feet;

Duration 1 min/level

You conjure a shield made of light that floats on its own and is mentally controlled by your thoughts, granting you the ability to use a move action to move the shield up to 60 feet from your position to aid a friendly creature. The shield grants a +2 bonus to AC and Fortitude saving throws, as well as a +4 resistance to negative energy attacks.

THRICE BLESSED

5E 1st level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, M (holy symbol)

Duration: 1 minute

You are able to give a friendly creature the blessings of the Trinity, which bestows upon them a +1 bonus to their AC as well as saving throws against the *frightened* condition, and +5 feet to their base movement speed for the duration of the spell.

THRICE BLESSED

PFRPG School enchantment; **Level** cleric 1, druid 1 (Tralla)

Components V, M (holy symbol); **Range** 120 feet;

Duration 1 minute

You are able to give a friendly creature the blessings of

the Trinity, which bestows upon them a +1 bonus to their AC as well as saving throws against fear, and +5 feet to their base movement speed for the duration of the spell.



A painting of the Goddess Marvela looking over the city of Yarvel in the Jarland of the Southern Shore.

The painting was considered controversial at the time for her depiction in peasant garb instead of a suit of full plate armor.

THE TALE OF HANDSOME JAK

There once was a lady from Bresken town
Who smiled all day and never frowned
Until one day she met a strange man
Who swore like a pirate and asked for her hand
Are ye daft? She said to the amorous man
Are ye drunk? Are ye stupid? Are ye just a clown?
He replied, Aye fair maiden I am all that
That and more, I'm called Handsome Jak
I've sailed from Helviir to the Aquaris Straits
And never have I found a woman with such taste
I confess your beauty has struck me dumb
My heart skipped a beat; my face has gone numb
I wish to wed you and make you mine
So please, fair lady, give me a sign...

First Chorus

There once was a lady from Orinfjord
Her ruby-red hair was tied with cord
She spied a man moving closer to her
His hair was neat, but his words he slurred
My lady, my lady, I am glad we have met
I'm called Handsome Jak, and I have lost a bet

I said you were an banshee

My friend has disagreed

As I walked closer, I began to see

You skin glows but is not glowing

So now I have lost three copper pennies

Second Chorus

There once was a lady from Tower-town
Her soul was dark and her hair was brown
She met a man whom she thought was quite nice
He was handsome and attractive, despite the lice
He went back to her tower for a night of love
But instead was murdered by a knife from above
He now serves as her undead servant
Some fair maids would say he deserved it

Third Chorus



Handsome Jak, Handsome Jak
He lives in a shack
He lies to the maids to get them
in the sac

Handsome Jak, Handsome Jak
He lives in a shack
He beds the ladies then leaves
out the back

Handsome Jak, Handsome Jak
He lives in a shack
He drinks all day and then takes
a nap

Handsome Jak, Handsome Jak
He lives in a shack
You can catch him later as he
stumbles back

Handsome Jak, Handsome Jak
He lived in a shack
Now he's undead with a dagger
in his back

Handsome Jak, Handsome Jak
He lived in a shack
He was brave and stupid, our
Handsome Jak!



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SOMETHING IS WRONG IN THE KINGDOM OF JUTAN..



**THE KINGDOM OF JUTAN HAS PROSPERED ON THE PLANET'S
WESTERN SHORE FOR CENTURIES.**

**NOBLE HOUSES LARGE AND SMALL VIE FOR STATION, SCHEMING
AND CONNIVING THEIR WAY TO MORE POWER AND EVEN MORE
COIN.**

**MOST NOBLE HOUSES ARE CONTENT WITH THE CENTURIES-LONG
RULE OF THE BROMKAR FAMILY; HOWEVER, THERE ARE SOME WHO
THINK THE ROYALS HAVE RULED LONG ENOUGH, AND THE
KINGDOM IS READY FOR NEW BLOOD TO LEAD IT.**

**A PLOT AGAINST THE KINGDOM IS AFOOT, AND TIME WILL TELL IF
THE SUN KINGDOM WILL WEATHER THE COMING STORM, OR BE
LOST TO IT.**

**SHADOW ON THE SUN IS PART ADVENTURE, SUITED FOR A PARTY OF 1ST
LEVEL CHARACTERS, AND PART TRAVEL GUIDE THAT INTRODUCES PLAYERS
TO THE KINGDOM OF JUTAN ON THE PLANET OF SHIN'AR.**

COMPATIBLE FOR

