

SCARRIED LANDS

starter set



SLARECIAN
-VAULT-

SCARRIED LANDS COMMUNITY CONTENT

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Intro

Starting a new campaign in Ghelspad can be a daunting task for a GM, but don't worry! This accessory will provide to you a lot on information and hooks useful to ignite numerous adventures set in the northern empire of Darakeene, and especially in the Fernmagh city area.

Fernmagh (in 150 AV)

The city of Fernmagh ('*green field*', in the local dialect) is located in northern Darakeene, in one of the large and low fjords leading to the Blossoming Sea.

Population: more than 15,000 (73% humans¹, 17% slitherin, 9% asaatthi, 1% others)

Government: Hierarchy. Three layers of bureaucrats and officials apply the rules and laws decided by Samniekka Naval (NE human female), *tanist* (province duchess) of Fernmagh. Anyway, the hierarchy is only a formal one, and often low-level officials hold much more power than high-ranking bureaucrats because of personal wealth, obscure political influence (local and in Darakeene royal court) or both.

Defense: the *tanist* castle (see A in the map below) has two curtains of high and robust walls, and it is built on an earthy rampart. About one thousand men-at-arms directly sent by Emperor Klum act both as soldiers and policemen, and rumors about Samniekka not-completely-human personal guard abound.

Commerce: Fernmagh is a thriving city rich in grain, wheat and whisky. Every single item worth 1,000 gp or less is readily available, and food and alcohol can be bought at half price. Moreover, common and uncommon magic items can be traded in the Asuras facilities (see below).

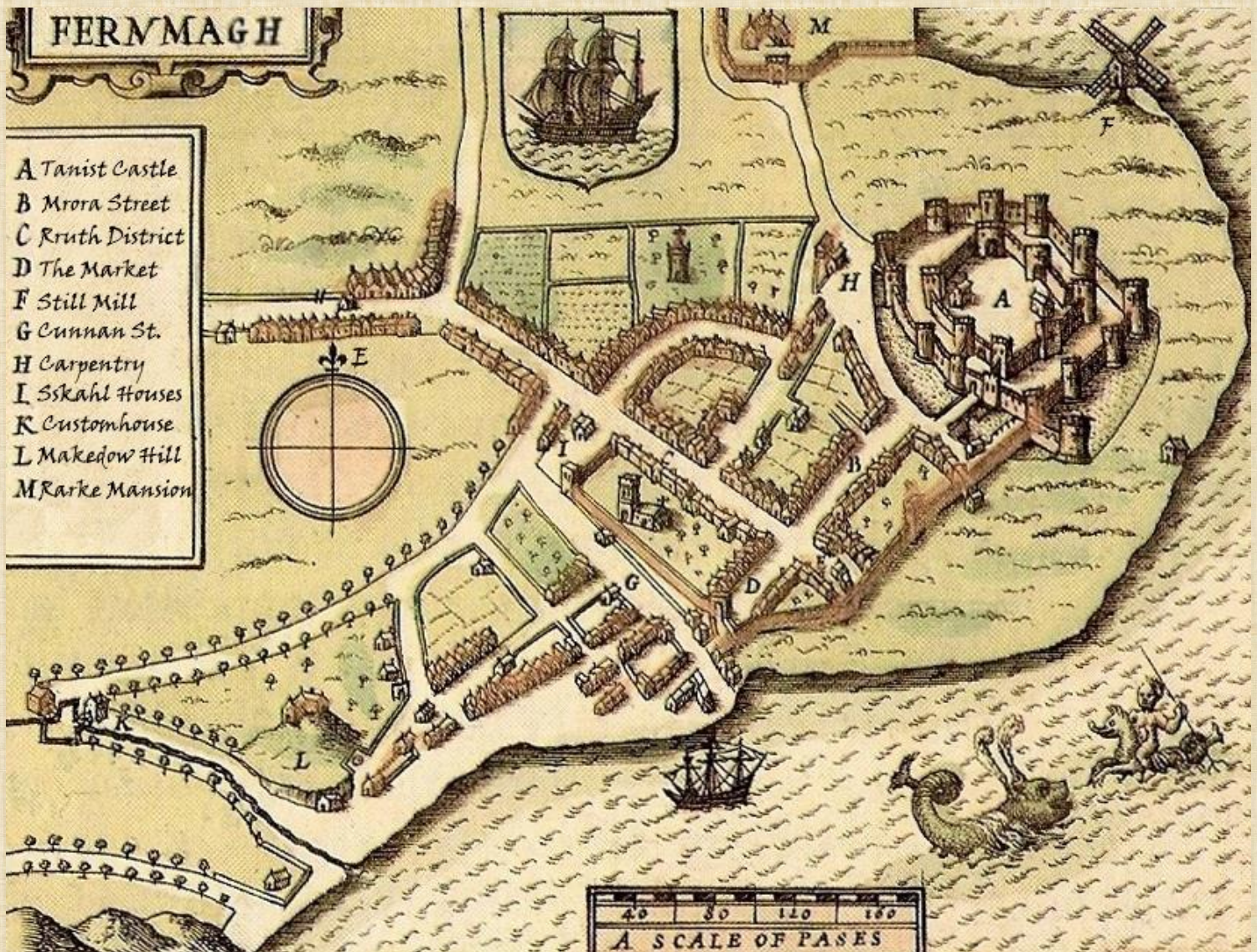
Organizations: house Asuras maintains an enclave in Cunnan street (see G in the map below) and has about complete monopoly in seafaring commerce. The most widespread cults are the Denev one (among the farmers) and Enkili's, mostly appreciated by merchants and sailors. Anyway, any major deity has at least one shrine in the city, and the Church of Hedrada is present with a small temple.

Atmosphere: a damp, seafaring city in the north. Most citizens live in small, crowded wooden houses rising on streets cluttered with mud, crates and sacks full of wheat. The smell of smoked and fried fish is ubiquitous, as it is the one of whisky fermentation. Although the city is industrious, it is also cloaked by an unnatural phenomenon capable of absorbing sounds and spreading an unsettling aura of silence.



Emperor Klum men-at-arms stationed in Fernmagh

¹ Mostly Albadian and Ledean, both of pure and mixed heritage.



A. Tanist Castle: Fernmagh does not have a single, identified building which can be called 'a castle'. The seat of the tanist is instead more akin to a very large fortified square, protected by two high stone walls and a lot of defense towers: seven internal ones and fourteen outside. Samniekka lives in the easternmost internal tower, one of the largest, and her rumored personal guard is stationed in the underground level of the same building. The artificial rampart on the base of the castle provides it with a privileged, elevated position: from there, the trebuchets installed on every tower roof can reach with their projectiles any point in the city area.

Secret: a small cadre of commissioned officers among the 1,000 soldiers sent by the Emperor to defend the city are not so loyal to the crown. Instead, they are actively working in secret to transform Fernmagh in a free city-state. The first tool they are employing to accomplish their long-term plan is a fake thieves guild built only to create turmoil in the streets and perform false-flag operations on behalf of the police. The tanist suspects something about 'her' soldiers, but she mistakenly underestimates their skills and commitment in pursuing their goal.

B. Mrora Street: the main street of the city is slightly more colored and noisy than the rest of Fernmagh. Among small bazaars and wandering sellers of trinkets and oddities, tired travelers can find the Spinning Lady, the largest city inn. Named after the dancing shows and ballets on stage every evening, the locale is run by a strange, brawny, androgynous innkeeper nicknamed 'Device'. Smoked fish and fried chips are available at every hour of the day and the night, served with the 'greeny', a strong drink obtained mixing beer, whisky and cod liver oil.

Secret: sometimes, when the pumpkins' harvest and the related Carnival approach, an elf merchant coming from afar can be encountered in Mrora Street. He sells costumes and masks of very high quality at very discounted prices, made of exotic fabrics and woods. Normally people are satisfied with his services, but seldom whispered

rumors about customers disappearing while wearing the elf's products can be heard in the inns of the street. One bard has even composed a ballad about an ebony mask capable of capturing the soul of the wearer.

C. Rruth District: a mass of small hovels made of poor wood, Rruth District is the slitherin ghetto in Fernmagh. Ratfolk live a meager life, but because of their large families and love for skill and luck games (and cheap alcohol, of course) they are happier than the average citizen. Their dirty reputation is mainly related to the fact that a lot of evidences and hints show direct slitherin involvement in the criminal activities of the thieves guild. Anyway, a lot of them work as longshoremen or laborers in the rice fields just out of the city.

Secret: the largest part of the rumors about slitherin thieves are false, expressly built by the traitor soldiers (see A above) as a part of their conspiracy. Some of the smartest among the ratfolk started to suspect about those black operations, but they are too afraid to damage their community with an open-field confrontation with the army. For this reason, the slitherin are searching for some brave 'agents' able to actively contrast the actions of the men-at-arms and sabotage their plans.

D. The Market: a not-so-large square surrounded by the city's oldest buildings, The Market is used by Fernmagh inhabitants in their everyday life, and thus it is normally not so interesting for adventurers and mercenaries unless they have trade goods to sell (in particular, sugar and hop are highly appreciated). Aulek the Green (LE human male) is the richest merchant in the market, a fat man easily recognizable because of his brilliant emerald cap. Sometimes he hires small parties of skillful individuals for escorting the goods he sells or buys from other Darakeene cities, but his contracts are normally full of cavils and penalties.

Secret: being the heart of the old city, the Market square hides the entrance of a deep dungeon under an old, forgotten manhole. This underground place can be reached through a very long spiral staircase, and it contains the nest of an ancient, huge, oozy creature. Its name is lost in the folds of time, and no one knows why it is currently trapped in this large glass bubble resembling a round vial. Something is certain, however; its touch is highly mutagenic, and it would be able to create a lot of new horrors in case someone would set it free.

F. Still Mill: this place is very old, and it was one of the main mills in Fernmagh up to a couple of centuries ago. Nowadays it is completely abandoned, and the reason is a peculiar one. Most probably because of the otherworldly exile imposed to Lethene, the Dame of Storms, the wind never blows in this area, and also weather-controlling spells fail here. So, it is impossible to use this mill to produce wheat, and most Fernmagh people avoid this place as much as possible, both for fear of collapses and superstition.

Secret: Dagzor, a lonely sutek from the Ukrudan desert, took an extenuating pilgrimage to Fernmagh because he firmly believes that the Sword of Flames, a powerful artifact tied to Thulkas, lies somewhere near the city. The monster wants the weapon for himself in order to re-unite all the scattered sutek clans under his own banner, and he is ready to do anything necessary in order to find and conquer the item. First of all, he needs information, allies and slaves, and from his new lair in the Still Mill is ready to wreak havoc on the nearby town.



the Still Mill

G. Cunnan Street: House Asuras strongly keeps a low profile when operating in Fernmagh, but every citizen knows the truth: the city port, the ships and Cunnan street itself are exclusive property of the mercantile House. This area has very few houses, and it consists mainly of large warehouses and facilities used for building and repairing ships, or as workshops for any kind of finely-decorated wooden or metal luxury goods. One of the most renowned city taverns, The Drunk Boulder, operates in this street, and its owner is Kelern (N human male), the brother of Aulek the Green (see D above).

Secret: House Asuras bought Kelern fealty a lot of time ago, and they want to use his influence on his brother in order to acquire shares in the Market shops and various trades. The mid-term goal of the House is becoming monopolist in the rich commerce of Fernmagh and, if possible, replacing Samniekka Naval with someone 'nearer' to Asuras family. Agents of the House are already working in Emperor Klum's court to achieve this goal, profiting of the sovereign age and political turmoil related to separatists groups in the south.

H. Carpentry: a peculiar building near the castle, this workshop is an open place in which every Fernmagh recognized citizen can find tools and provisions useful for carving wood or performing small domestic works. The equipment formally belongs to the tanist and can be freely borrowed by anyone, but the penalties for improper use, damaging or theft are very severe. The carpentry is managed by Lysssynya DeVril, a muscled woman (N human) skilled in woodcarving and whitewashing. Her seven daughters and sons can be found playing with crude wooden toys near the building almost at every hour of the day.

Secret: one of the carpentry tools, a small, faulty hammer, is cursed. Normally the curse does not spread easily, because the hammer is too small for most jobs and not easily wieldable. Anyway, a person so unlucky to pick the

tool is destined to fall into a slumber from which it is very difficult to wake up. Phylacteric Vault members would be very interested in obtaining the hammer in order to be able to study it and determine its origin and the nature of its properties, but Lyssynya knows something about the item and does not want to allow it to leave the carpentry.

I. Sskahl Houses: this area of the city is almost completely inhabited by asaatthi. The buildings were made from large dark stones coming from ruins located some miles east of Fernmagh, and the serpentfolk are now famed as skillful stonemasons among their artisans peers. The Houses are named after the Sskahl clan, the largest and most powerful asaatthi family in the area, led by Yovia the Wizard (LN asaatthi female).

Asaatthi are normally shy and secretive in everyday life, and therefore not completely trusted by the humans dominating Fernmagh.

Secret: The serpentfolk are reserved not by choice, but for necessity. During the excavations performed to obtain the stones needed to build their homes, in fact, they discovered a large blood-red serpentine egg emanating a dark magic aura. The egg is currently hidden in Yovia's laboratory, and the wizard is trying to understand its secrets. The probability of having the egg tied to the current status of Mormo the serpent titan is very high, and Yovia is terribly worried about that.

K. Customhouse: every person, piece of gold or trade good arriving by land travel shall pass here before entering the city (a lot of stuff is smuggled by other means, obviously, but the vast majority of legal trade is subject to taxation and verification in this office). Customs duties are not very high, but they are applied to all goods, also the ones coming from other Darakeene cities, in order to discourage import and bolster export. The customhouse is managed by a small squad of soldiers cyclically sent by the tanist, and the composition of the squad changes regularly to prevent corruption.

L. Makedow Hill: the highest place in city area (higher also than the castle rampart), this hill hosts an abandoned, crumbling temple. The peculiar thing is that no one in Fernmagh remembers to what deity the temple was dedicated, also if the oldest asaatthi of the Sskahl family (older than 180 years) confirm that the building was already there also before the Victory of the Gods. Because of this lack of clear information, most inhabitants avoid the hill as much as possible, apart from the summer months in which the brambles around the temple are full of big, delicious blackberries.

Secret: mistakenly interpreted as a temple, this structure is instead the most external part of a large Slarecian underground complex which occupies the entire hill, spanning several levels. The horrors inhabiting the place are unspeakable, but strangely silent and quiet, almost never interfering with Fernmagh everyday life. They are surely waiting for some kind of event (an astronomic alignment, maybe, or the fulfilling of a prophecy) in order to unleash their dark power on the entire northern Ghelspad.

M. Rarke Mansion: sir Ulrikh Rarke, a minor Darakeene noble, lives in this modest mansion just outside the city. Arrived in Fernmagh just before the appointment of the current tanist, his relationship with the city ruler is cordial, although their meetings are very rare and mostly focused on the production of rice by the fields owned by Rarke family. A shy bachelor, handsome sir Ulrikh is the target of interests of a lot of ambitious bourgeois women coming from the rich Darakeene families living in Fernmagh area.

Secret: Ulrikh Rarke (NE human male) is a mad scientist morbidly fascinated by the titans' capability of creating new life forms. For this reason, he equipped the basement of his mansion with a horrible laboratory, a ghastly place in which he performs disgusting and painful experiments on kidnapped subjects belonging to the poorest Fernmagh families. He is particularly interested in mixing the traits of all the races present in the city area (humans, asaatthi and slitherin) in a unique, completely new sort of creature.

Fernmagh area – random encounters

Roll on the following table when the PCs travel in the grassland area surrounding Fernmagh. According to the official 5E rules, check for random encounters every 4 hours: the encounter occurs if you get a result of 18 or more on a d20 roll.

Note: **bolded monsters** stat blocks can be found in *5th Edition Scarred Lands Player's Guide*. Underlined ones are instead included in the 5.1 SRD.

d12+d8	Encounter
2	A Hunter's Hound tracking the party's spellcasters.
3	An opaque bank of salty fog suddenly appears.
4	A Charfiend starting a fire to a haystack located near a farm full of children.
5	The corpses of three Darakeene soldiers stabbed by swords. If removed, they suddenly attack, behaving like <u>Flying Swords</u> .
6	A couple of Spider-Eye Goblins building a nest in the heart of a giant black tree.
7	A burned cart lying on a side, its content of small wine barrels scattered everywhere.
8	A partially torn tapestry with figures of dancing asaatthi and slitherin on it.
9	A small herd of goats. They are eating strange, purple grass.
10	Coffee-scented white flowers. If pressed, they produce a juice usable as ink for <i>magic tattoos</i> .
11	Large puddles of stinking, salty, brown water.
12	Five Murder Sprites threatening a couple of young lovers.
13	A large bush bearing pallid, orange fruits. Their taste is awful, but they are very effective as baits for titanspawn.
14	A squad of three humorous and cunning Shadow Ravens dedicated to banditry.
15	A far, unsettling chorus of treble voices.
16	Two <u>Shadows</u> lurking near the ruined walls of an isolated, forsaken tower.
17	A small statue built using round, colored stones. It disturbingly resembles one of the PCs.
18	A Flesh Corruptor busy in spoiling a grain field.
19	A set of clay figurines depicting the Divine Victors. They are on the ground, some of them cracked and broken.
20	An aubergine-colored Night-Touched Hound stalking for a distressed damsel. She is Tyra, Samniekka Naval's beloved partner.

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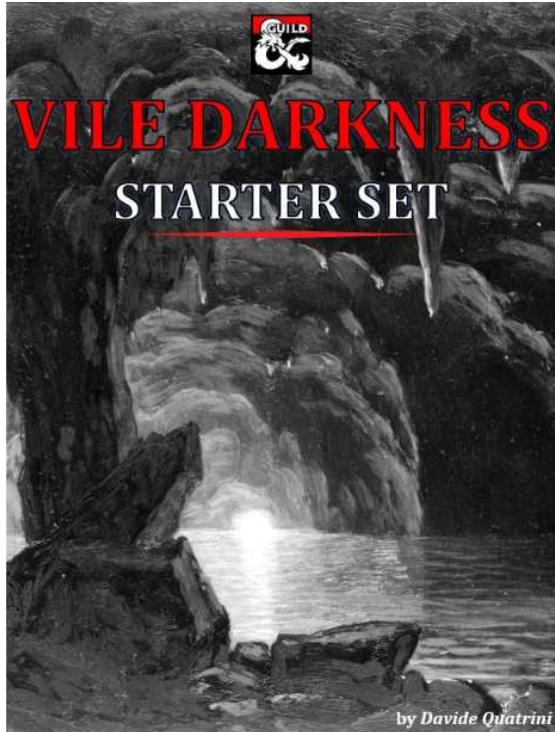
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