

GLOSSOGRAPHY  
— OF —  
ASHLAR

2024 EDITION



SYSTEM  
NEUTRAL

# RAGING SWAN PRESS

## OUR QUEST

**WE BELIEVE** games set in a richly detailed, immersive world are better than games that are not. **WE PUBLISH** richly detailed, easy-to-use material designed to help you, the busy GM, prepare quicker and prepare better. **WE HELP** you have more fun with your friends.

## VOCAB FOR YOUR GAME

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- |  |  |
|--|--|
| <b>01 Mithering:</b> making an unnecessary fuss or bother            | <b>11 Bier:</b> a frame on which a corpse or coffin lies before burial |
| <b>02 Renitent:</b> resisting pressure                               | <b>12 Debauch:</b> to corrupt or pervert; sully                        |
| <b>03 Noctilucent:</b> night shining                                 | <b>13 Harbinger:</b> a herald  |
| <b>04 Gossamer:</b> filmy cobweb; extremely delicate gauze or silk   | <b>14 Infrangible:</b> something that is unbreakable                   |
| <b>05 Pact:</b> a formal agreement                                   | <b>15 Neap:</b> lowest tide midway between spring tides                |
| <b>06 Rigmarole:</b> a lengthy process; confused or meaningless talk | <b>16 Taint:</b> trace of something bad, offensive, or harmful         |
| <b>07 Spawn:</b> the offspring of a person or thing                  | <b>17 Unhallowed:</b> impious; unholy; wicked or sinful                |
| <b>08 Laggard:</b> A person or thing that lags; a lingerer           | <b>18 Zeal:</b> fervour for a person, cause, or object                 |
| <b>09 Idolater:</b> A worshipper of idols                            | <b>19 Wangle:</b> achieve or obtain by scheming or underhand means     |
| <b>10 Foozle:</b> to bungle; to play clumsily                        | <b>20 Legerdemain:</b> sleight of hand                                 |
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## LEGENDARY TREASURES FOR YOUR GAME

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|--|---|
| <b>01 Treasure-Tomb of the Pirate King:</b> the hidden treasure of the legendary pirate-king Vilimzair Aralivar is said to be the world's greatest (and most illusive) treasure hoard    | <b>07 Drowned Treasures of Nimbret:</b> a mythical trading city whose galleys explored the world; great wealth was lost when the city sank, and sages yet argue about its actual location |
| <b>02 Vanished Treasure Fleet of Talazar:</b> these four ships held the vast hoard of the slain wyrm Vuthankaer; they were lost in a storm along with their master, the archmage Talazar | <b>08 Sarcophagus of the Deathless King:</b> terrified of death, an ancient king wrought a sarcophagus of surpassing power; those who dwell within are said to live forever               |
| <b>03 Sword of the Wyrms Lord:</b> forged of glimmering star metal by the elves millennia ago, this two-handed greatsword gives its wielder the power to command dragons                 | <b>09 Malachite Deathmask:</b> forged of soul-sucking metal and studded with flawless enchanted malachites, this heavy, devil-haunted mask sucks the soul from those donning it           |
| <b>04 Lost Poems of the Elven Queen:</b> said to encapsulate the greatest writings of the elves, these poems hold the power to shape reality   | <b>10 Seal of the Iriqu:</b> hidden in the ethereal plane, this powerful ward protects the world from nameless, primal horrors intent on its subjugation; also known as the Great Seal    |
| <b>05 Library of the Squamous Sorcerer:</b> of ancient pre-human origin and sought by archmages, liches and even greater powers intent on understanding certain elder mysteries          | <b>11 Sceptre of the Lost Isles:</b> wrought of an unknown metal and studded with diamonds, rubies and sapphires, this sceptre was part of the Lords of Varakar's regalia                 |
| <b>06 Yellow Star of Dereth:</b> a curse hangs over this fist-sized yellow diamond; the gem is said to be able to grant wishes, but all who own it die horribly                          | <b>12 The Amorphous Sisters:</b> set of three shape-changing statues carved by unknown hands from a singular, otherworldly stone; the statues are sentient and can answer any question    |
- 

## TELL US ABOUT YOUR GAME

**WE LOVE** hearing about your games and how you use our books to have more fun with your friends. **WE WANT** to hear from you at [whatho@ragingswan.com](mailto:whatho@ragingswan.com).

RAGING SWAN PRESS

[ragingswanpress.com](http://ragingswanpress.com)

# GLOSSOGRAPHY OF ASHLAR

2024 EDITION



*The Duchy of Ashlar is small and constrained. Always, the forces of evil and shadow press inwards upon its borders, seeking to slay its defenders, enslave its populace and steal its treasures. If it were not for a stout, brave few, death and darkness would have long ago overwhelmed the realm.*

*Darkness and horror lurk both within and without the Duchy of Ashlar. While tribes of rapacious humanoids and terrible monsters lurk in the surrounding wilderlands, the shadow of an ancient, terrible evil looms over the duchy and its folk.*

*The Duchy of Ashlar is a mini-campaign setting designed for low- to mid-level characters intent on wilderness exploration and dungeon-delving. While designed as a standalone setting, the duchy can be easily inserted into a larger campaign world or used in conjunction with Raging Swan Press's other mini-campaign settings.*



## CREDITS

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William McAusland and Matt Morrow. Some artwork copyright William McAusland, used with permission.

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### **Special Thanks**

Thank you to everyone who has supported Raging Swan Press on Patreon—you have made this project possible.

Additionally, thank you to Tim Ayres, Eloise Bent, Ethan Bradshaw, Alexander Broadhurst, Christopher Broadhurst, William Burbeck, Matthew Coombes, Luke Cooper, Eric Dodd, Alec Harvey, Steve Hood, Michael Johnson, Andy Lewis, Gavin Newell, Calise North, Pete Sims, Archie Vourdas, Martin Webb, Johnny Wilson, Michael Wrenn and Neil Wright, who have adventured in Ashlar with me since 2018.

### **Genobar Cesanzoden**

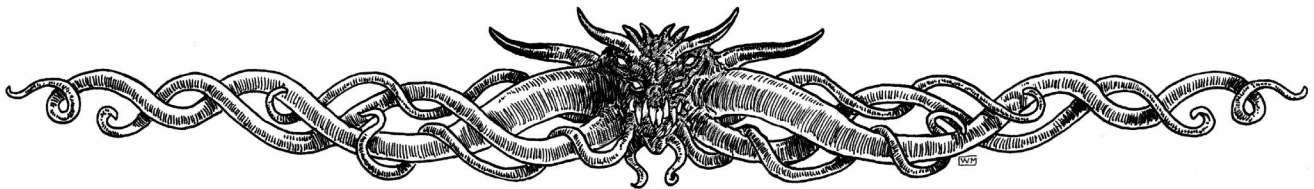
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## FOREWORD

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Welcome to the *Glossography of Ashlar*. I'm not sure this is technically a glossography—for it to be a proper glossography, I should have compiled some glossaries, but I haven't. That said, if it's good enough for my beloved World of Greyhawk, it's good enough for me!

I first revealed the Duchy of Ashlar back in 2017 with the *Gloomhold Campaign Guide*. Since then, Raging Swan Press has slowly added to the setting with numerous Village Backdrops, Dungeon Backdrops, several Town Backdrops, a City Backdrop and a slew of adventures. It turns out we've published a lot of Ashlar material.


This book compiles the various locations detailed in all those releases (but if I have missed something, please let me know). I hope you find it useful as an overview of the Duchy and its locales of note. There's loads here for you and your players to explore—just

check out the map on page 7 to see how much detail we've added to Ashlar! I've been running campaigns Ashlar since 2018—seven to date—and I've barely scratched the surface of what this tiny realm has to offer.

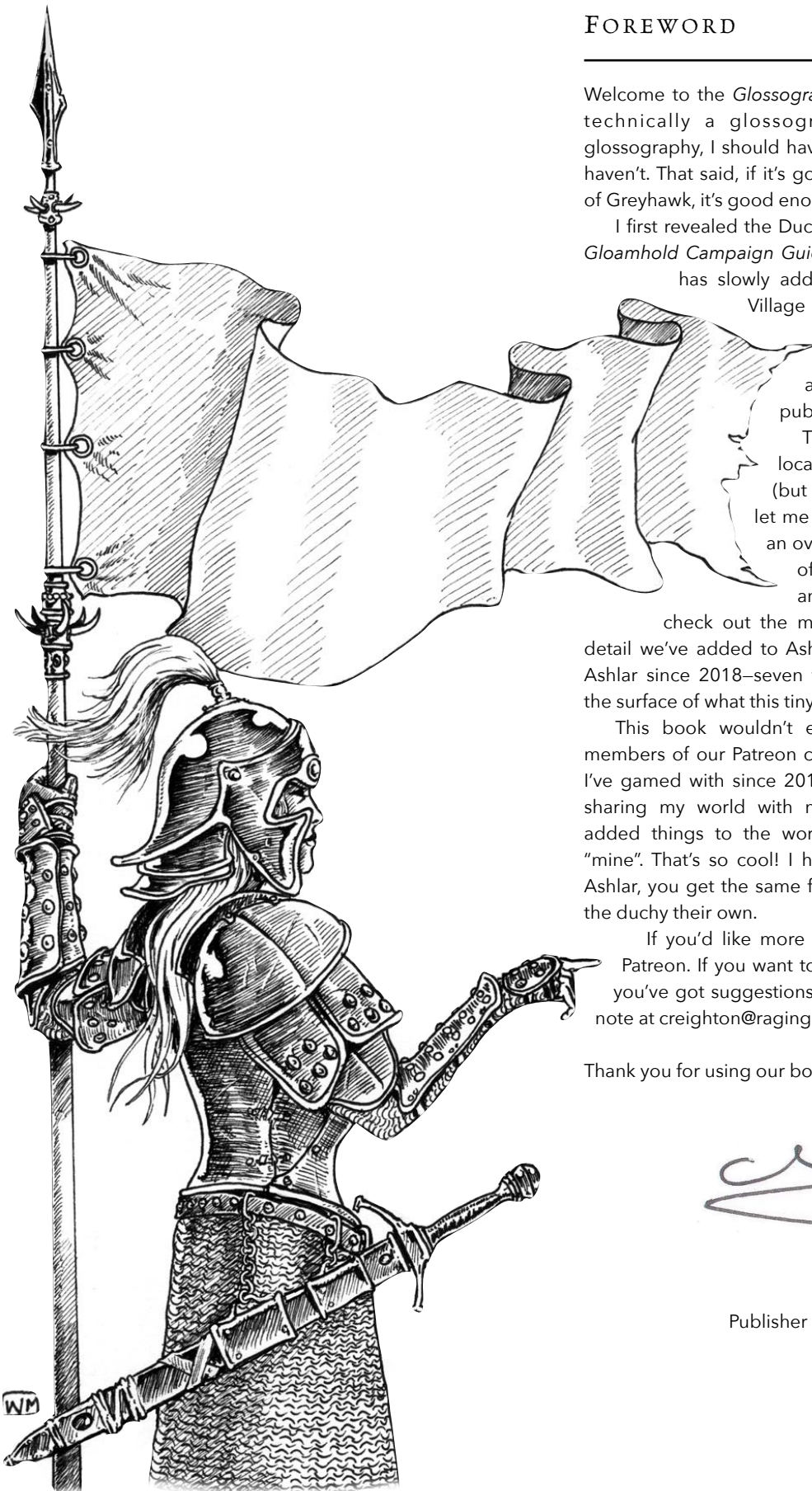
This book wouldn't exist without the support of the members of our Patreon campaign or pretty much everyone I've gamed with since 2018. I've gotten a huge buzz out of sharing my world with my friends—several of them have added things to the world to make it "ours", not merely "mine". That's so cool! I hope that if you run adventures in Ashlar, you get the same feeling and that your group makes the duchy their own.

If you'd like more books like this, please join us on Patreon. If you want to tell me about your adventures or you've got suggestions to make Ashlar better, drop me a note at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).

Thank you for using our books at your table,



Creighton Broadhurst,  
Publisher Of Useful Items, Raging Swan Press  
August 2024, Torquay



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## HOW TO USE THE GLOSSOGRAPHY

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The *Glossography of Ashlar* is designed for easy use. You can use it at the table to answer basic questions about Ashlar's notable features, settlements and points of interest or you can provide parts of it to your players to simulate their characters' local knowledge.

**Cross-Referencing:** Names presented in Small Caps point to another entry in the Glossary. Thus, WOODRIDGE directs the reader to consult the Woodridge entry. Some locales and points of interest have yet to be detailed in an official product.

## REFERENCED PUBLICATIONS

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Entries containing (Cf. "XX") direct you to another Raging Swan Press publication that presents more information on the relevant subject and notes the various editions of that publication available.

The Glossography references the following publications:

### ADVENTURES

- *Dread Shrine of the Supreme Warlord* (5e, OSR, P1)
- *Fane of the Undying Sleeper* (P1)
- *Forbidden Isle of the Nightstalkers* (5e, OSR, P1)
- *Sepulchre of the Wolf King* (5e, OSR, P1)
- *Shadowed Keep on the Borderlands* (5e, OSR, P1)
- *Shunned Valley of the Three Tombs* (5e, P1)
- *The Sunken Pyramid* (P1)

### SOURCEBOOKS

- *Citadel on the Wilderlands* (5e)
- *Deities & Demons* (5e, OSR, P1, P2, SN)

- *Gloomhold Campaign Guide* (SN)
- *Languard Locations: Beyond the Walls* (5e, P1, SN)
- *One-Pager: Barrowhurst* (SN)
- *One-Pager: Bywater* (SN)
- *Places of Power: Fraywrack* (5e, P1, SN)
- *Town Backdrop: Dulwich* (5e, P1, SN)
- *Town Backdrop: Dunstone* (5e, P1, SN)
- *Village Backdrop: Don Galir* (5e, P1, P2, SN)
- *Village Backdrop: Greystone* (5e, P1, SN)
- *Villages of Ashlar* (5e, P1, SN)

### DUNGEON BACKDROPS

- *Cursed Refuge of the Valley of Tears* (5e, OSR, P1, P2, SN)
- *Decaying Citadel of the Fated Warlock* (5e, OSR, P1, P2, SN)
- *Delthur's Folly* (5e, P1, SN)
- *Deszraul's Hold* (5e, P1, SN)
- *Pit of Unquiet Souls* (5e, OSR, P1)
- *Ruin of Bleak Hill* (5e, OSR, P1)
- *Starfall Chantry* (5e, P1, SN)
- *The Death King's Forlorn Isle* (5e, P1, P2, SN)
- *The House of Yspher* 5e, (5e, P1, SN)
- *The Splintered Crypt* (5e, P1, SN)

### LANGUARD

- *City Backdrop: Languard* (5e, P1, SN)
- *Languard Locations: Fishshambles* (5e, P1, SN)
- *Languard Locations: High City* (5e, P1, SN)
- *Languard Locations: Low City* (5e, P1, SN)
- *Languard Locations: The Shambles* (5e, P1, SN)
- *Languard Locations: The Wrecks* (5e, P1, SN)

### MONSTROUS DELVES

- *Lizardfolk of the Coiled Serpent* (SN)
- *Orcs of the Severed Hand* (SN)
- 
- **5e:** The book is compatible with the fifth edition of the world's most popular roleplaying game.
- **OSR:** The book is compatible with most Old School Renaissance rulesets.
- **P1:** The book is compatible with Pathfinder First Edition.
- **P2:** The book is compatible with Pathfinder Second Edition.
- **SN:** The book is essentially system-neutral. If no OSR edition of the book exists, use this edition for your OSR games.

**Special Note:** The above is not an exhaustive list of all the Raging Swan Press releases set in Ashlar.

## ENTRIES BY TYPE

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Use these lists to quickly browse the entries in the *Glossography of Ashlar* by type.

### ADVENTURE SITES

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- **Armytr's Vault** (adventure site)
- **Bittermire Keep** (adventure site)
- **Cursed Refuge** (adventure site)
- **Dank Hall of the One-Eyed Oracles** (adventure site)
- **Decaying Citadel** (adventure site)
- **Delthur's Folly** (adventure site)
- **Deszraul's Hold** (adventure site)
- **Devil's Cove** (adventure site)
- **Drowned Fane** (adventure site)
- **Elle's Mere** (adventure site)
- **Forbidden Isle** (adventure site, island)
- **Forlorn Isle** (adventure site, island)
- **Gloamhold** (adventure site)
- **Greystone** (adventure site)
- **House of Yspher** (adventure site)
- **Nameless Monastery** (adventure site)
- **Pit of Unquiet Souls** (adventure site)
- **Redfern Barrows** (adventure site)
- **Ruin of Bleak Hill** (adventure site)
- **Sepulchre of the Wolf King** (adventure site)
- **Shard** (adventure site)
- **Shattered Horns** (adventure site)
- **Shoalstone** (adventure site)
- **Shunned Valley of the Three Tombs** (adventure site)
- **Slaughter Meadow** (adventure site)
- **Splintered Crypt** (adventure site)
- **Starfall Chantry** (adventure site)
- **Sunken Pyramid** (adventure site)
- **Valentin's Folly** (adventure site)
- **Valley of Bones** (adventure site)
- **Vongyth** (adventure site)

### FORTIFICATIONS

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- **Black Tower** (fortification and wizards' tower)
- **Tor Abbey** (fortified abbey)
- **Tower of Kivutar** (wizard's tower)

### NOTABLE RIVERS AND LAKES

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- **Black Mire** (lake)
- **Blackwash River** (river)
- **Fenwater** (lake)
- **Kymi's Run** (river)
- **Lake Tanu** (lake)

- **River Ost** (river)
- **Riversmeet** (river)
- **Selka River** (river)
- **Tanglebriar River** (river)
- **Tanu River** (river)

### NOTABLE ROADS & TRAILS

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- **Great South Road** (major road)
- **Old Road** (major trail)
- **Ridgeway** (major trail)

### GEOGRAPHICAL FEATURES

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- **Barrow Island** (island)
- **Bitter Sea** (sea)
- **Briarwood** (forest)
- **Carmine Hills** (hill range)
- **Dying Hills** (hill range)
- **Eddystone** (island)
- **Forest of Gray Spires** (forest)
- **Gaxx** (island)
- **Hardbay** (bay)
- **Harpy's Point** (headland)
- **Isle of Woe** (island)
- **Mottled Spire** (hill range)
- **Ochels** (hill range)
- **Rath** (island)
- **Salt Mire** (swamp)
- **Southern Woods** (forest)

### SETTLEMENTS

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- **Ashford** (village)
- **Barrowhurst** (hamlet)
- **Bywater** (hamlet)
- **Coldwater** (village)
- **Demon's Bowl** (village)
- **Dulwich** (town)
- **Dunstone** (town)
- **Goldentree** (gnomish hamlet)
- **Hard Bay** (village)
- **Kingsfell** (village)
- **Languard** (capital city)
- **Longbridge** (village)
- **Pebble Mill** (hamlet)
- **Slaughterford** (hamlet)
- **Thornhill** (village)
- **Underdell** (halfling village)
- **Wellswood & Don Galir** (village and dwarven hold)
- **White Moon Cove** (village)
- **Windy Hill** (hamlet)
- **Woodridge** (village)

## DUCHY OF ASHLAR AT A GLANCE

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**Ruler:** Duke Armas Nenonen

**Government:** Feudal fief

**Capital:** Languard

**Population:** 63,200

**Alignments:** N, NG, LN

**Important Religions:** Abarin (N greater god of industry and artifice), Conn (LN greater god of community, family and rulership), Darlen (LG greater god of law, order, justice and the sun), Serat (CN greater goddess of the sea, storms and voyages)

**Important Organisations:** Order of the Watch Eternal (knightly order), Sagacious Masters of the Eldritch Nexus (wizard's guild), Shadow Masks (thieves' guild), Worshipful Company of Freetraders (merchant's guild)

**Languages:** Common, Elven, Halfling

**Towns & Cities:** Languard (pop. 7,923), Dulwich (pop. 4,734), Dunstone (pop. 3,574)

**Villages:** Ashford (pop. 75), Coldwater (pop. 176), Hard Bay (pop. 138), Kingsfell (pop. 174), Longbridge (pop. 193), Slaughterford (pop. 168), Underdell (pop. 152), Thornhill (pop. 157), Wellswood (pop. 192), White Moon Cove (pop. 328), Woodridge (pop. 138)

**Fortifications:** Black Tower, Languard, Tor Abbey

**Resources:** Fishing, timber, shipbuilding

**Coinage:** Platinum orb, gold crown, electrum noble, silver penny, copper bit

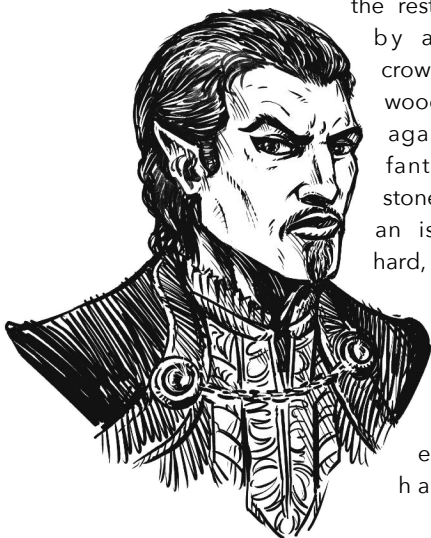
**Adventure Sites of Interest:** Cavern of Forbidden Dreams, Gloamhold, the Mottled Spire, the Sunken Pyramid, Tower of Woe, Valentin's Folly



Dismissively called "Fenland" by outsiders for the broad swath of fetid, tidal saltmarsh almost cutting the duchy in twain, Ashlar sprawls along the appropriately named Hard Bay. Effectively isolated from

the rest of the continent by a high plateau crowned by dark, silent woods clustering hard against a legion of fantastically shaped stone spires, Ashlar is an isolated realm of hard, resilient folk.

For centuries, the folk of Ashlar have dwelt in the shadow of ancient evils. Although it has stood for



Crown Prince Ilasual Nenonen, the Bloodstained Prince

generations, the Duchy is not the first kingdom to claim the lands sprawling north of the Forest of Gray Spires. From his seat in Languard, the half-elven Duke Armas Nenonen ever watches over his realm. Brooding upon the ancient shadows seemingly clustering ever closer about his land, he looks to the grim, towering bulk of the Mottled Spire as the source of the evil besetting his people. Within this towering, wave-lashed shard of limestone lies the labyrinthine passageways and chambers of Gloamhold's outer reaches and, beyond them, the benighted precincts and canals of the legend-shrouded Twilight City.

## TRADE & INDUSTRY

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Most Ashlarians dwell in or near a village and engage in traditional industries such as farming, hunting, woodcutting and charcoal making. Ashlar's two towns, Dunstone and Dulwich, and the capital city, Languard, are the centres of more "civilised" industries. These three settlements, and particularly Languard, account for the bulk of Ashlar's wealth and prosperity.

**Rural Life:** Most Ashlarians live in or within a few hour's walk of a village. Their lives are tied to the land and the seasons or, in the case of White Moon Cove and the other coastal settlements, the sea. Each village is administered by a lord who swears fealty to the Nenonen family.

**Urban Life:** Urban life in Ashlar revolves around trade and industry. While only Languard calls itself a city, both Dulwich and Dunstone are hives of commerce when compared to the nearby villages. Here, cluster an abundance of merchants and skilled craftsmen.

## LAW & ORDER

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Ashlar is a well-governed, ordered society. The Nenonens have ruled the land since Arndul planted his banner almost 600 years ago. The nobles of the land are mostly descended from his favoured companions and henchmen, and a powerful tradition of service yet runs through the nobility.

Individual lords oversee their own lands as they see fit as long as they refrain from oppressing their folk or waging open warfare against their rivals. A lord's power is measured by two things: the favour he holds with Armas Nenonen and their family's wealth. Thus, the lords who rule Dulwich and Dunstone are generally viewed as more powerful than their fellows. However, there are a few exceptions. The dismal village of Coldwater is virtually ungoverned as its lady—Elina Vuolle—hates the place. Conversely, the lady paladin Mira Lankinen of Kingsfell is particularly well-regarded by the Nenonens for her stalwart support and defence of the duchy.



## NOTABLE ORGANISATIONS

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Many organisations and groups can be found among Ashlar's populace. Four of the most powerful comprise:

- **Order of the Watch Eternal:** Devoted to Darlen, this order of holy warriors stands between Ashlar and the darkness pressing in on all sides. Its members are heroes and protectors of the common folk often seen riding the borders. A few of their number also delve into the sinister, benighted mysteries of Gloamhold—convinced that some ancient terror lurks deep within. The Order comprises paladins, lawful good fighters and priests of Darlen. It maintains two main fortifications—Tor Abbey in the west and the Watcher's Spire in Languard.
- **Sagacious Masters of the Eldritch Nexus:** The pre-eminent wizard's guild extant in Ashlar, the Sagacious Masters of the Eldritch Nexus have their seat in the Black Tower—a heavily fortified, vitrified tower-complex to the northeast of Languard. Common folk rarely visit the Black Tower. Perched on the coast, many strange rumours swirl about the wizards and their mysterious practices. Members of the Nexus also dwell in Dulwich, Dunstone and Languard, where they often serve as magical advisers and sages to all who can afford their services. Most wizards and their ilk belong to the guild or aspire to join, although a few neophyte spellcasters have found instruction with independent wizards.
- **Shadow Masks:** Ashlar's most successful (and feared) thieves' guild, the Shadow Masks, control Languard's underworld in a vice-like grip. Active in all types of nefarious doings (except assassination and slavery), the Shadow Masks are said to be wealthy beyond imagination. Their lord—the Shadow Supreme—never appears in public, and his or her identity is a matter of much debate.
- **Worshipful Company of Freetraders:** Historically, the duchy's nobles—led by the duke—and the priests have controlled and guided Ashlar, but this centuries-old order is being challenged by the rising merchant class. Several guilds have established themselves in Ashlar's towns, and the Worshipful Company is the most successful of these new organisations. Open to traders and merchants of any profession, its influence and power grow daily.

## HISTORY

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Ashlar has a long and storied history.

Founded by the half-elven adventurer Arndul Nenonen and his followers, what would become Ashlar was at first nothing more than a small coastal enclave on the spit of land upon which now stands the mighty city of Languard. Arndul was a skilled adventurer who had grown obsessed with Gloamhold and its many dark secrets. From his temporary base, he led expedition after expedition into its gloomy halls. However—eventually—he delved too deeply into its mysteries

and came to a certain terrible realisation that led him to abruptly cease his explorations.

Instead, he turned from exploration to conquest and moved to bring the lands that would become known as Ashlar under his banner. Arndul's might, influence and personal wealth were considerable, and he completed his conquest quickly—if not bloodlessly. His rule—and that of his descendants—has brought peace, stability and civilisation to the land.

For almost 600 years, the duchy has—if not prospered—endured. Hacked from the wilderness, Ashlar quickly expanded to its geographical maximum. Hemmed in by the ocean's trackless expanse to the north and the forbidding depths of the Forest of Gray Spires to the south, Ashlar is a well-established outpost on the edge of the civilised world.

## NOTABLE ASHLARIAN DATES

The Duchy of Ashlar uses the Nenonen Reckoning (NR) system. Nenonen Reckoning exactly mirrors the Common Reckoning (CR) dating system. Common Reckoning is a system of marking the years used by other kingdoms, independent fiefdoms and so on in this part of the world.

## ANCIENT HISTORY

**-800 NR (approx.):** The troglodyte kingdom centred on the Twilight City in Gloamhold's benighted depths—itsself a survivor of an even older, more ancient empire—falls after a long, slow decline punctuated by civil and religious wars. The survivors revert to a primitive, tribal state. Most venerate the ancient demonic power of Amon-Pyr, but a few particularly degenerate tribes turn to an even older, more debased power—Dagon, Shadow Under the Sea. (The tribes dwell amongst their race's faded glory to this very day, warring with their fellows and the other denizens of the Twilight City.)

**-600 NR (approx.):** A multitude of small human kingdoms jostle among themselves for power and fight encroaching tribes of humanoids in the land that would become the Duchy of Ashlar. One such kingdom is ruled by Raakus Muurhaja—the Death King—an evil man renowned for his cruelty and treachery. A loose coalition of minor lordings breaks his power, and he is entombed below his fortress, Helvetiin, which stands upon a lonely isle a few miles off the coast. The isle subsequently sinks below the waves. The legend of the Death King's Sinking Isle is born.

## EARLY ASHLARIAN HISTORY

**1 NR:** The half-elven adventurer Arndul Nenonen and his followers land at the site of present-day Languard. Initially obsessed with Gloamhold and its secrets, Arndul eventually turns from exploration to conquest. He founds the Duchy of Ashlar. Originally the duchy is centred on the nascent town (and then city) of Languard, but its borders slowly push outwards.

**19 NR:** Dwarves and marauding orcs fight a vicious battle on the banks of the River Ost at the site of present-day

Kingsfell. The orcs are defeated, but the dwarven king, Thegn Delthur Werlan, falls in battle.

**156 NR:** Dulwich begins its expansion from a village into a town. Unknown to most, Dulwich stands upon the buried bones of much earlier settlements. Fragments of the buried ruins and subterranean labyrinths are discovered as the settlement expands.

**196 NR:** Arndul Nenonen dies, and the crown passes to his eldest daughter, Aelliah Nenonen.

**207 NR:** Crown Prince Ilasual Nenonen (the so-called Bloodstained Prince)—rises to challenge Aelliah's rule. This is the beginning of the Time of the Two Crowns.

**207 NR:** On the night of the Blood Moon, the faint glimmer of Morden's Dagger appears in the night sky as it does every 370 years. Its arrival is met with superstitious dread by the commonfolk. Morden's Dagger—also called Thau's Ember by the dwarves and Nargen's Claw by the orcs—is a Vile Star, and every time it passes, fragments of the comet break off and shower the Mottled Spire. The Vile Star grows brighter as the year comes to an end.

**208 NR:** Crown Prince Ilasual Nenonen's forces are defeated after a short war at the Battle of Selka River near the village of Ashford. The pretender disappears during the fighting and is presumed slain.

#### MIDDLE ASHLARIAN HISTORY

**276 NR:** Hayavel Nenonen is crowned duke.

**351 NR:** By ducal decree, (lacklustre) attempts are made to push civilisation's borders across the Selka River and into the Mottled Spire's sharp-pointed hills. They ultimately fail, and the Duchy's northern border returns to the Selka's southern bank.

**357 NR:** Worshippers of the Shadow Under the Sea gain a foothold in Languard among the debased takolen. A wave of murders sweeps the city; rumours suggest several high-ranking citizens have fallen under the cult's influence. The Order of the Watch Eternal purges the city of evil—some would say too savagely.

**363 NR:** Duke Hayavel Nenonen dies, and Duchess Aelliah Nenonen II takes the throne.

**373 NR:** The dwarves of Clan Nurthen are all but annihilated by the green dragons Klauthosk and Yeiarkin, who claim their isolated hold—Vongyth—as their own.

**389 NR:** The Haunted Years. Languard's unquiet dead rise. The Knights of the Black Swan are founded. (Cf. *Dungeon Backdrop: Aninas Family Vault*.) The order is dedicated to Tuonetar, daughter and servant of Conn.

**391 NR:** The Haunted Years end when the Knights of the Black Swan, led by the hero Talis Ritari, seal a portal to the underworld hidden deep below Languard's streets. Their quest complete, the knighthood is honourably disbanded.

**413 NR:** The Crimson Swords slay the green dragons Klauthosk and Yeiarkin in Vongyth and recover their treasure, but one of the pair's brood—Dereghwyr—and some of their kobold minions survive.

**446 NR:** The plague reaches Ashlar on ships carrying trade goods from the west. Over the next few years, a third of the population dies.

#### RECENT ASHLARIAN HISTORY

**473 NR:** The elder vampire Kaarlo Tenhunen flees Languard but is destroyed in the swamp-village of Thornhill by the Fellowship of the Light.

**476 NR:** Settlers from Languard, led by the newly ennobled and fabulously wealthy Alanen family, found the village of Greystone on the Mottled Spire's southern coast.

**479 NR:** The Sharkrazor pirates found the village of Hard Bay.

**486 NR:** Duke Armas Nenonen takes the throne after his father, Arndul Nenonen II, abdicates and disappears.

**496 NR:** Greystone falls after a single terror-filled night. Only a few survivors reach the safety of Languard's walls. They speak of murder, madness and slaughter.

**535 NR:** Duke Armas Nenonen leads a punitive expedition against the Sharkrazor pirates. Their power is broken, and the village of Hard Bay is absorbed into the duchy.

**540 NR:** Rumours sweep the duchy that Duke Armas Nenonen has sired identical twin daughters with a commoner. The twins—if they exist—are never seen in public, and those spreading such seditious rumours are dealt with harshly.

**544 NR:** The borderland keep known variously as Valentin's Folly and the Shadowed Keep on the Borderlands falls to a joint horde of Blood Moon goblins and Severed Hand orcs. Its lord—Valentin Ironwolf—and his family are slain. The fortress falls into ruin.

**562 NR:** An earthquake strikes deep below the Mottled Spire in the vicinity of Gloamhold. Great chunks of the cliffs overlooking the mouth of the Murkwater fall into the sea, further damaging Rivengate. A small tidal wave strikes Languard, inundating low-lying parts of the Fishambles.

**568 NR:** The Severed Hand orcs emerge from the southern forests. They raid outlying farmsteads on the woodland's fringes before retreating into their forest home.

**572 NR:** Pirates from the Picaroon Peninsula attempt to sack White Moon Cove, but the villagers—warned by a passing trader—set fire ships at the mouth of the cove to drive off the raiders.

**573 NR:** The rivalry between the lords of Woodridge and Dulwich fizzles into life over the disputed village of Longbridge—and its tax revenues. Trade suffers as a result.

**575 NR:** Plague comes to the village of Ashford.

**576 NR:** The present day.

#### THE LINE OF NENONEN

**Duke Arndul Nenonen** (b. -40 NR, c. 1 NR, d. 196 NR)

**Duchess Aelliah Nenonen** (b. 85 NR, c. 196 NR, d. 276 NR)

**Duke Hayavel Nenonen** (b. 187 NR, c. 276 NR, d. 363 NR)

**Duchess Aelliah Nenonen II** (b. 283 NR, c. 363 NR, d. 384 NR)

**Duke Arndul Nenonen II** (b. 298 NR, c. 384 NR, d. ? NR)

**Duke Armas Nenonen** (b. 387 NR, c. 486 NR)

## THE GLOSSOGRAPHY

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**Armytr's Vault** (adventure site): A small tribe of orcs dwell in Armytr's Vault (Cf. *Orcs of the Severed Hand*<sup>SN</sup>). The orcs are but a shadow of their former greatness, having been laid low by the long-dead adventurer-lord Valentin Ironwolf and the perfidious goblins of the Blood Moon (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>). A century ago, the adventurer Armytr Byranthyra became convinced that a great doom was gathering about Ashlar. He spent his wealth constructing a hidden redoubt buried deep in the southern woods and has not been seen since.

**Ashford** (village): This once prosperous farming village is now a decaying shadow of its former self. A year ago, the plague came to Ashford, and it yet holds the village in its terrible grip (Cf. *Villages of Ashlar*<sup>5e, P1, SN</sup>).

**Barrowhurst** (hamlet): So named for a long hill said to be an evil giant's tomb looming over the hamlet, Barrowhurst (*One-Page: Barrowhurst*<sup>SN</sup>) is an isolated, backwater hamlet. The manor at Barrowhurst was originally a hunting lodge for the Vuolle family of nearby COLDWATER, but when Jaska Vuolle disappeared, the family stopped coming here, and the El'jonsn family—the manor's stewards—claimed it as their own.

**Barrow Island** (island): Treeless and desolate Barrow Isle lies a half-mile or so north of the infamous ISLE OF WOE. Time-worn barrows of unknown origin dot the be-cliffed island. Sometimes, adventurers land on the island with the declared intent of opening the barrows; not all return.

**Bitter Sea** (sea): The Bitter Sea is aptly named. A tempestuous and unpredictable, merciless place of roiling swells, sudden storms and numerous dangers, it has claimed many mariners' lives and wrecked countless ships.

**Bittermire Keep** (adventure site): Bittermire Keep stands atop a low, swampy hill a few miles north of DULWICH. Black and brown mould and lichen grow over the keep, giving it a distinctly mottled, diseased appearance. An extensive dungeon is said to lie below the keep—which seems to be simultaneously slowly collapsing in upon itself and sinking into the mire. The place has a hunched, lop-sided look.

**Black Tower** (fortification and wizards' tower): The pre-eminent wizard's guild extant in Ashlar, the Sagacious Masters of the Eldritch Nexus have their seat in the Black Tower—a huge and heavily fortified, vitrified tower-complex to the northeast of Languard. Thick walls of stone and earth ring the tower, and many chambers are buried deep in these walls; therein dwell the wizards' servants and apprentices. Commonfolk do not visit the tower and most actively avoid the place. The Black Tower holds the greatest library in all Ashlar—greater even than the store of learning held in LANGUARD'S Dreaming Spires.

**Black Mire** (lake): The FORBIDDEN ISLE OF THE NIGHTSTALKERS stands at roughly the centre of the Black Mire (Cf. *Forbidden Isle of the Nightstalkers*<sup>5e, OSR, P1</sup>)—the lake which births the BLACKWASH.

**Blackwash River** (river): With a surprisingly strong current, the Blackwash (Cf. *Forbidden Isle of the Nightstalkers*<sup>5e, OSR, P1</sup>) often brings forth strange things from the depths of the SALT MIRE. After heavy rains, the river water turns black for an unknown reason and coats the nearby reeds and trees in a thick, ebon slime.

**Briarwood** (forest): Persistent rumours place more than one overgrown, ancient ruin within the Briarwood (Cf. *Villages of Ashlar*<sup>5e, P1, SN</sup>). In the olden days, a small clan of elves dwelled in the tangled Briarwood. They struggled against terrible, evil creatures dwelling along the coast until their numbers dwindled, and the survivors fled to the south. The few druids and their fey allies dwelling in the Briarwood jealously defend the elven ruins. Fog often swallows the woodland, giving them an otherworldly, ill-aspect. Some folk say the trees come alive to kill those daring to trespass too deeply into the woods.

**Bryhar Islands** (island chain): These islands jut out into HARD BAY, northeast of the village of HARD BAY. These wild islands are home to a smattering of hardy sheep farmers and fisherfolk most of whom cling to the old ways and venerate Serat or the Mother in archaic, brutal ways.

**Bywater** (hamlet): The infrequently visited hamlet of Bywater (*One-Page: Bywater*<sup>SN</sup>) straddles the TANU RIVER. A small ford is the primary reason for the hamlet's existence. Lord Hilduin Lorsch of WOODRIDGE rules the place and collects taxes from those using the ford. Sometimes, interesting or odd things are washed down the river and get stuck at the ford. Such things are often for sale at the hamlet's only notable business—the Weary Traveller Inn.

**Carmine Hills** (hill range): Lying south and west of DUNSTONE, the Carmine Hills (Cf. *Starfall Chantry*<sup>5e, P1, SN</sup>) have a long and bloody history. The banded red rocks which lend the craggy hills their name are rich in iron and copper, marking the area as especially valuable. The orcs of the western hills view the Carmine Hills as their sacred hunting grounds and have long contested Dunstone's control of the region.

**Coldwater** (village): Widely thought of as a haven for smugglers and other miscreants, rumours swirl as thickly about Coldwater as the persistent sea fogs that sometimes blanket the place for days at a time. Many of the populace are deformed and ugly beyond belief. Coldwater is an isolated, dismal place, and even its ruler, Lady Elina Vuolle, hates the place. Rumour has it that the village and the Vuolle's title are for sale. (Cf. *Villages of Ashlar*<sup>5e, P1, SN</sup>). DEVIL'S COVE stands nearby.

**Cursed Refuge** (adventure site): Built by the dwarves of VONGYTH at the head of the Valley of Tears, the Cursed Refuge (Cf. *Cursed Refuge of the Valley of Tears*<sup>5e, OSR, P1, P2, SN</sup>) was originally called the Hall of Nuraduum. The way station fell a few years after the dwarves were driven forth from Vongyth. Some travellers who pass through its stone door do not emerge again, while others tell terrifying stories of the nameless horrors they encounter in the enduring dark of the old dwarven fastness.

**Dank Hall of the One-Eyed Oracles** (adventure site): Home to the Lizardfolk of the Coiled Serpent (Cf. *Lizardfolk of the Coiled Serpent*<sup>5e, SN</sup>), this small dungeon lies in the depths of the SALT MIRE. The lizardfolk worship Yig—the ancient devil god of serpents—and share their lair with a profusion of snakes and snakes. Two cyclops—refugees from the distant FOREST OF GRAY SPIRES—built this dank dungeon centuries before Arndul Nenonen waded ashore to claim the lands that would become Ashlar.

**Decaying Citadel** (adventure site): The decrepit and mouldering Decaying Citadel (Cf. *Decaying Citadel of the Fated Warlock*<sup>5e, OSR, P1, P2, SN</sup>) slowly sinks into the SALT MIRE. Centuries ago, the feared warlock Loviisa Tapavaino built herself this lonely fortress in which she performed all manner of hideous and blasphemous experiments, summonings and bindings. The lizardfolk of the surrounds rose up and fell upon the place and, in one terrible night of orgiastic, atavistic violence, stormed the citadel and slew Loviisa and her servants. The citadel has a fell and unwholesome reputation.

**Delthur's Folly** (adventure site): Hidden in the wild uplands of the MOTTLED SPIRE, Delthur's Folly (Cf. *Delthur's Folly*<sup>5e, P1, SN</sup>) is a lost mine said to be rich in silver and gold. Delthur Madann, a scion of fallen VONGYTH, discovered the rich deposits of gold and silver in the bowels of a huge sinkhole, but something sent the dwarf and his miners mad. A year after Delthur's party crossed the SELKA RIVER, only a single survivor returned to DUNSTONE. The survivor died shortly thereafter without divulging the mine's location.

**Demon's Bowl** (village): A hamlet of shacks and rude cabins straggles through this deep and steep-sided amphitheatre hidden deep in the southern forest. Named the Demon's Bowl (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>), numerous legends about demon worship and foul sacrifices hang about the place. The bowl's folk are foresters, hunters and—occasionally—thieves hiding from the justice of Wido Gall, lord of DULWICH; some of the inhabitants suffer from leprosy.

**Deszraul's Hold** (adventure site): This small dungeon has a sinister reputation—within lairs the medusa Deszraul and ample evidence of her powers stand about Deszraul's Hold (Cf. *Deszraul's Hold*<sup>5e, P1, SN</sup>). Some folk believe Deszraul yet lairs within, while others believe whoever or whatever claims the place uses medusa's reputation as a shield to ward off interlopers. The lair stands to the east of LANGUARD in the heavily forested foothills of the OCHELS.

**Devil's Cove** (adventure site): Although close to the dismal village of COLDWATER, this desolate, rocky cove is shunned by the fisherfolk. It is a barren place only accessible by sea or by skilled climbers. (Cf. *Villages of Ashlar*<sup>5e, P1, SN</sup> and *Fane of the Undying Sleeper*<sup>P1</sup>).



The elven priest Veronwe Feywarden

**Drowned Fane** (adventure site): Buried deep in the cliffs of DEVIL'S COVE, the Drowned Fane of the Undying Sleeper (Cf. *Fane of the Undying Sleeper*<sup>P1</sup>) stands atop a slimy, seaweed-mantled set of worn stone steps. Only accessible at certain low tides for but an hour or so, the steps lead upwards to a small chamber and a magically sealed stone door. Beyond lies an ancient, profane place dedicated to the worship of Dagon, Shadow in the Sea. The terrible emanations from something beyond the door are responsible for much of the deformity seen in COLDWATER'S populace. In recent years, one group of adventurers have passed through the door warding the place, but they left the area shortly thereafter and have never spoken of their experiences in the fane.

**Dulwich** (town): The town of Dulwich (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup> and *Town Backdrop: Dulwich*<sup>5e, P1, SN</sup>) stands atop the remnants of far older settlements now buried far below the ground. One of Ashlar's largest settlements, with a population of almost 5,000, Dulwich is a major hub for merchants and travellers in the duchy as it stands astride the GREAT SOUTH ROAD. Many of Dulwich's citizens are artisans, merchants or traders of some sort, with many more involved in the logging, pottery or wool trades. Guilds form the backbone of Dulwich, not just as a source of trade and income but also as a way of life. Wido Gall, a powerful wizard, rules Dulwich and covets the nearby village LONGBRIDGE.

**Dunstone** (town): Some call Dunstone (Cf. *Town Backdrop: Dunstone*<sup>5e, P1, SN</sup>) the Town on the Borderlands. Dunstone's walls sprawl lazily across a hilltop south of a bend in the SELKA RIVER at the end of the GREAT SOUTH ROAD. Beyond the river towers the forbidding bulk of the MOTTLED SPIRE. Lord Benjam Oksanen rules Dunstone fairly, though he is approaching the end of his years. His young grandson, Aavo, will soon inherit, Aavo's father having perished long ago in the wild lands of the MOTTLED SPIRE. Aavo is young and energetic and seeks to shake Dunstone from its torpor. Dunstone is a frontier town of almost 4,000 folk; its industry mostly relies on farming. A red dragon is said to lair below the NAMELESS MONASTERY; woe betide the folk of Dunstone if it should emerge.

**Dying Hills** (hill range): Generally considered to mark Ashlar's western bounds, the Dying Hills are a steep and rugged knife-edge of a hill range. Here, perches the formidable bulk of TOR ABBEY. The hills owe their colourful name to the first explorer to see them. The crusading paladin-bard Tuure Pakkanen was struck by how the sun sank behind them—and how it seemed to die as long shadows crept across the land. His colourful and evocative name has stuck, although wags often comment that "dying" is what explorers tend to do when they strike out beyond the range. To the west, beyond miles of trackless, monster-infested hills, lies the distant Skeleton Coast and Solonor Island (Cf. *Citadel on the Wilderlands*<sup>5e</sup>).

**Ebon Realm** (adventure site): Far below the sunlit lands of the surface world lie deep, illimitable caverns cloaked in perpetual darkness. Here, through the eternal night, creep loathsome, terrible things that have never gazed upon the sun. In even deeper cavern lie the tumbled cyclopean ruins of long forgotten elder civilisations raised up by the troglodytes and even viler, older races when humans still lived in caves and marvelled at the miracle of fire. But the Ebon Realm is not completely without civilisation. In huge caverns all but unknown to those who dwell above, the drow raise their dark, glittering cities and sacrifice screaming captives to venerate their depraved spider goddess. The joyless, doughty duergar mine the deep stone for its precious metals and waylay travellers while the secretive deep gnomes dwell in their hidden cities and strive against their duergar enemies. Innumerable tribes of troglodytes dwell among the ruins of their fallen subterranean kingdoms and war against one another for captives, food and the remnants of their once proud heritage. But even more terrible things lurk in the deep places of the earth. Only the bravest and most skilled adventurers dare to invade the Ebon Realm. Mercifully, connections to the Ebon Realm are rare in Ashlar: one is known to lie in GLOAMHOLD'S benighted, cursed depths, while ancient texts held in LANGUARD'S Dreaming Spires (Cf. *City Backdrop: Languard*<sup>5e, P1, SN</sup>) hint at an entrance far below modern-day DULWICH.

**Eddystone** (island): This low-lying chunk of wave-battered rock barely struggles above the BITTER SEA'S ever-roiling waters during good weather. During the frequent storms that batter Ashlar's northern coast, the rock is often completely submerged. Many ships have died on the Eddystone, and mariners avoid its general environs whenever possible.

**Elle's Mere** (adventure site): Crowded close by thick stands of trees clustering hard against its banks, Elle's Mere (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>) is a rarely visited, reputedly haunted place. Tavern tales, whispered rumours and local legends name the lake's shaded waters as home to ghosts, water spirits and worse. A ring of partially submerged stone monoliths surrounds a low, swampy tree-choked island rearing from the lake's centre.

**Fenwater** (lake): Stands in the depths of the SALT MIRE (Cf. *Forbidden Isle of the Nightstalkers*<sup>5e, OSR, P1</sup>), the Fenwater's (Cf. *Forbidden Isle of the Nightstalkers*<sup>5e, OSR, P1</sup>) waters are deep by sluggish. The village of THORNHILL stands on an island in the lake.

**Forbidden Isle** (adventure site, island): In 473 NR, the vampire Kaarlo Tenhunen turned several of the villagers of THORNHILL into his spawn. Once Kaarlo was slain, the villagers—unwilling to slay their kin as well—interred the spawn in the Forbidden Isle (Cf. *Forbidden Isle of the Nightstalkers*<sup>5e, OSR, P1</sup>) until a cure could be found for their vampirism; to date, no cure has been found.

**Forest of Gray Spires** (forest): The Forest of Gray Spires (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>) is a

torturous, labyrinthine place which remains almost completely unexplored. Here, densely packed trees cluster thickly against the flanks of innumerable tall and slender spires of grey rock eroded into weird and fantastical shapes. Rumours and legends about the Forest of Gray Spires are legion. Some tales tell of a race of semi-intelligent apes dwelling deep in its most inaccessible reaches atop spires they have carved to suit their atavistic tastes. Others speak of a fallen race of forsaken, demon-worshipping elves or even a lingering enclave of cyclops yet clinging to their ancient heritage amid the crumbling, mossy ruins of their former kingdom.

**Forlorn Isle** (adventure site, island):

One thousand years ago, the tyrant-king Raakus Muurhaja, an evil man renowned for his cruelty and treachery, ruled a small kingdom from his basaltic fortress of Helvetiin, which perched upon the Forlorn Isle (Cf. *The Death King's Forlorn Isle*<sup>5e, P1, P2, 5N</sup>). Three days after Raakus's death in hand-to-hand combat with a rival king the Forlorn Isle sunk beneath the waves of the BITTER SEA. Once a year, when the Blood Moon casts its baleful gaze upon the world, the Forlorn Isle rises from the deep before sinking back below the waves at dawn.

**Gaxx** (island): The Isle of Gaxx lies several hundred feet off the MOTTLED SPIRE'S west coast. Here dwelt the legendary artificer-wizard of old Gaxyg Yarg in his foreboding fortress. Some say powerful illusions cloak the island and Gaxyg dwells here still while others say the archmage died many years ago.

**Giant's Seat** (hill): One of the highest hills in the OCHELS, long ago, Giant's Seat (Cf. *Languard Locations: Beyond the Walls*<sup>5e, P1, 5N</sup>) was the home of an evil giant. Legend has it that the giant now slumbers eternally in a huge tomb-barrow above the backwater hamlet of BARROWHURST.



The gnomoish priest Genobar Cesanzoden

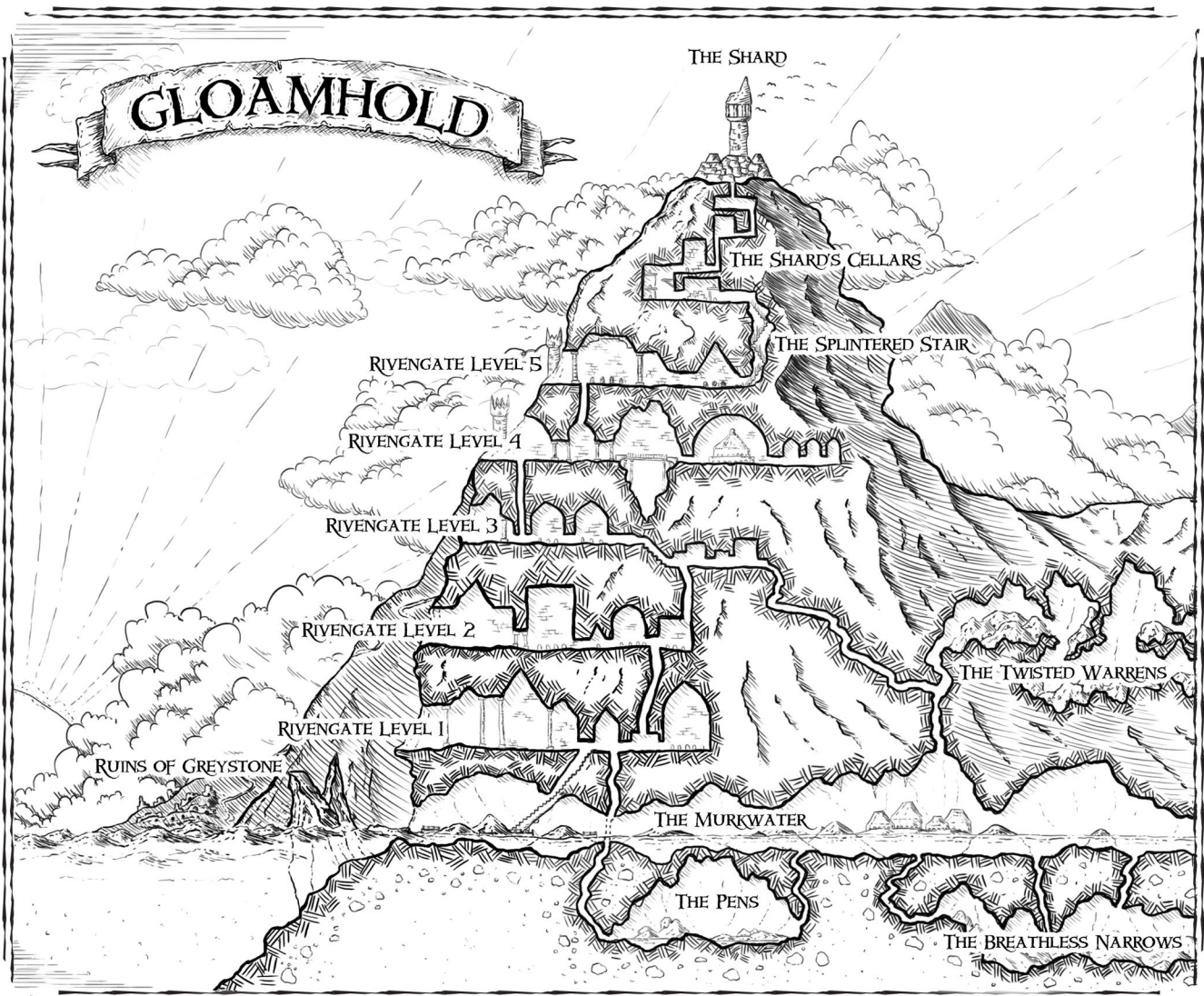
**Gloamhold** (adventure site): A vast dungeon complex of unknowable, but undoubtedly ancient, origin and unfathomable extent, dark rumours and terrible tales of adventure, death and betrayal hang over this forsaken site. Gloamhold (Cf. *Gloamhold Campaign Guide*<sup>SN</sup>) is a place of madness and death. Notable locales within this immense dungeon complex include:

- **Rivengate:** Of dark and forbidding aspect, the lower portions of once mighty Rivengate collapsed into the sea long ago. Built by unknown hands, remnants of the citadel yet cling to the cliffs. The Splintered Stair links Rivengate to the cellars buried below the SHARD.
- **The Murkwater:** Only skilled or lucky captains dare to sail into the gloom of Rivengate's gaping maw. Within flows the dark and treacherous Murkwater; the seething, foam-flecked waters below Rivengate are particularly hazardous because of the jagged rocks fallen from above.
- **The Twisted Warrens:** Honeycombing the rock above the Murkwater, the Twisted Warrens are a

confused and convoluted network of natural caverns and passageways inhabited by derro, troglodytes, dark creepers and worse.

- **The Breathless Narrows:** A network of flooded, fractured caverns radiate outwards from beneath the Murkwater. The water herein is only fractionally above freezing, and explorers need magic to survive for any length of time in this airless, lightless world.
- **The Twilight City:** Buried in an immense cavern, the Twilight City sprawls across a series of low islands struggling above the cold, dark waters of the Sunless Lake. An ancient place of stone ziggurats, fetid and twisted canals and cyclopean architecture, troglodytes fleeing the ruin of their ancient mighty empire built the city aeons ago. At the city's heart stands the titanic Whispering Fane built about the Daemonic Maw. A wide passageway—The Ebon Road—links Gloamhold to the EBON REALM.

**Goldentree** (gnomish hamlet): This secluded hamlet stands astride a spur of the RIVER OST at the base of twin

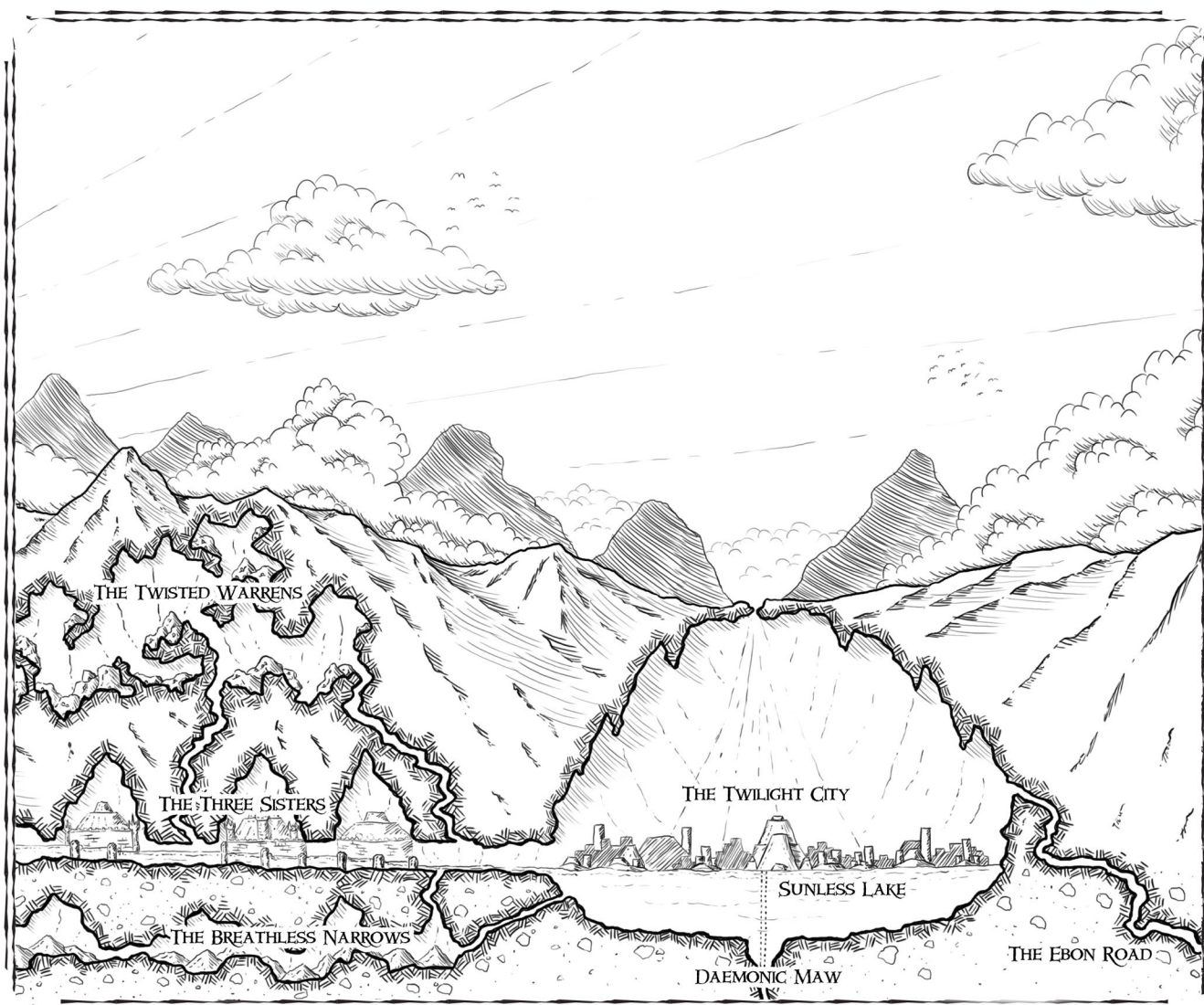


waterfalls that tumble into two pools at the head of a small, wooded valley. The gnomes pan for gold in the pools and craft beautiful jewellery from what they find. Goldentree's gnomes are secretive, private folk and use illusions to keep unwanted outsiders away. Ancient trees crowd thickly around Goldentree, but in the last few years, DULWICH's lumber guild has become increasingly active in the area—and this is a development that greatly concerns the peace-loving gnomes.

**Great South Road** (major road): The Great South Road links the city of LANGUARD to the towns of DULWICH and DUNSTONE. The road is a wide and rutted track that twists and forks through the landscape. The Great South Road is ever-shifting as local conditions change. In the autumn and winter months, it becomes a bog—glutinous mud and deep puddles can render stretches impassable to heavily laden wagons and the like. The lords of the villages and towns astride the Great South Road are, by Ashlarian law, responsible for keeping it safe from bandits, wandering monsters and the like.

**Greystone** (adventure site): A nameless aura of fear and decay smothers Greystone's (Cf. *Village Backdrop: Greystone*<sup>5e, P1, SN</sup>, and *Gloomhold Campaign Guide*<sup>SN</sup>) crumbling, wind-blasted ruins. Persistent rumours of the inbred, degenerate descendants of the original inhabitants lingering in the ruins, ghoulish hauntings and so on are commonly held as truth among Languard's populace. The SHARD looms over the ruin. Founded in 476 NR by the wealthy merchant family Alanen, elevated to the nobility by the Nenonens for this very purpose, the village lasted only two decades before the harsh weather, isolation and events of a certain terror-filled night doomed the village and its folk.

**Hard Bay** (village): Once a safe harbour for the Sharkrazor pirates, Hard Bay (Cf. *Villages of Ashlar*<sup>5e, P1, SN</sup>) is dreary and isolated. Rumours speak of strange fires set amid a circle of ancient, weathered stones atop a nearby shunned hill on nights of the new moon. The village is known for its plentiful fish and the unusual pearl and coral jewellery wrought by its folk. Three minor noble families administer the village.



**Hard Bay** (bay): A wide and deep bay renowned for stormy weather and savage tides, Hard Bay is aptly named. Its foam-flecked waters are deep and cold, teem with fish and are notoriously treacherous to sail. Many wrecks lie beneath its turbulent surface. Its bounds are a tangle of rivers, rocky headlands, vertiginous cliffs, wooded isles and isolated, stony beaches. Numerous small, rocky outcrops tower above the crashing waves. Most of these spray-drenched chunks of rock have macabre names such as Devil's Tooth, Widow's Grief and the Sorrow Stone. Most are unoccupied, but equally gruesome legends and tales hang over many such lonely outcrops.

**Harp's Point** (headland): An odd alliance of humans and harpies dwell in a sea cave buried in this rocky headland. The cave's inhabitants call the place Fraywrack (Cf. *Places of Power: Fraywrack*<sup>5e, P1, SN</sup>) and use the shattered hulk of the *Sea Sprite* as their home.

**Helvel** (hill): One of the highest hills in the OCHELS, Helvel (Cf. *Languard Locations: Beyond the Walls*<sup>5e, P1, SN</sup>) is a bleak, desperate place of bare rock and high winds. During the annual winter storms that lash Ashlar, lightning has been observed to strike the hill's summit more than it perhaps should. What draws the storms' fury to Helvel is a subject of wild, fanciful conjecture. Some say, Helvel is cursed.

**House of Yspher** (adventure site): This house has been abandoned for over a century after the owner of the house was implicated in the deaths of nine women. The House of Yspher (Cf. *The House of Yspher*<sup>5e, P1, P2, SN</sup>) sits perched upon a lonely hilltop near DUNSTONE and still attracts a trickle of adventurers following the inevitable rumours of treasures hidden somewhere in the dilapidated and mouldering building.

**Isle of Woe** (island): The Isle of Woe is a remnant of a larger island that sank beneath the waves in the distant past. It is aptly named. Few who have set foot on this rocky isle with the intent of exploring the crumbled, curiously proportioned ruins dotting the place have lived to tell the tale. The waters in the isle's vicinity are choked with reefs, dangerous shoals and other perils—the stretch of water between the isle and BARROW ISLAND to the north is particularly treacherous.

**Kingsfell** (village): Standing upon the GREAT SOUTH ROAD, Kingsfell (Cf. *Villages of Ashlar*<sup>5e, P1, SN</sup>) is a prosperous and peaceful place. The village stands upon the site of a long-forgotten battlefield. The paladin Mira Lankinen, scion of a noble line, watches over the village from her family's fortress, Vigil. Five intricately carved statues of dwarven warriors stand on a nearby hill; many fanciful stories swirl about the statues.

**Kymi's Run** (river): The Kymi's headwaters lie somewhere in the legend-soaked FOREST OF GRAY SPIRES. Kymi's Run tumbles down Thangar's Steps—a set of waterfalls whose spray drifts over and through VONGYTH'S graven valves of bronze-banded stone—before flowing sluggishly through the human village of LONGBRIDGE and under its bridge of olden dwarven artifice into the SALT MIRE.

**Lake Tanu** (lake): Lake Tanu is Ashlar's largest lake—being almost two miles long and one mile wide at its greatest extent. The lake's true depth is unknown, but its waters are placid and teem with fish. Something large is thought to dwell in the lake's depths.

**Languard** (capital city): Languard (Cf. *City Backdrop: Languard*<sup>5e, P1, SN</sup>) is a busy, noisy place of 8,000 souls. The administrative and mercantile heart of the Duchy of Ashlar, it is, however, also a place of fear and gradual decay. Sprawling over a series of rocky bluffs, and heavily fortified, the town defends HARD BAY'S narrow mouth and the settlements beyond. Many adventurers, sell-swords and mercenaries come to Languard. The closest settlement of note to GLOAMHOLD, and the duchy's largest port, here are found the greatest opportunities for fame, gold and advancement. Here also (for the unlucky or careless) are found the greatest opportunities for infamy, poverty and death. Although it is a city—and Ashlar's largest and richest settlement—living in Languard still feels like living on the frontier. Although the city has not been attacked or overtly threatened in living memory, its proximity to GLOAMHOLD'S doom-drenched halls throws a pall over its alleys and thoroughfares. The high proportion of adventurers, retired adventurers and other folk well used to magic and/or violence means the city is rarely truly peaceful. Languard has five distinct districts:

- **Fishshambles:** The Fishshambles (Cf. *Languard Locations: Fishshambles*<sup>5e, P1, SN</sup>) sprawls along the waterfront to the north of Cheap Street. Here, a tangled, reeking labyrinth of narrow, tenebrous alleys—punctuated by a few wider roads—runs down to the Svart and the network of rickety wharves and jetties jutting from its southern bank. A few folk maintain tottering decrepit warehouses, hard against the docks; most such locations are used for nefarious activities such as smuggling. At least two are under the Shadow Marks' control. Many of the folk and businesses in the Fishshambles make their living from the sea.
- **High City:** Set upon the Svart's northern bank, High City (Cf. *Languard Locations: High City*<sup>5e, P1, SN</sup>) rises above the stink and muck of the rest of Languard by dint of a series of bluffs rising from the river's waters. Here dwell the great and the good (or perhaps just the wealthy) of Languard. In High City, the streets are cleaner and broader, the houses are of stone and slate, and the folk are wealthier and healthier. The concentration of so much wealth and power should attract thieves and other ne'er-do-wells. However, given the large numbers of men-at-arms, bodyguards and other armed personages serving the folk dwelling here, it is a brave, stupid or superlatively skilled burglar who works in High City.
- **Low City:** The name given to the bulk of Languard sprawling to the south of the Svart, the Low City (Cf. *Languard Locations: Low City*<sup>5e, P1, SN</sup>) is home to most of the city's populace. It is named both for its position below

the High City and for the low-born status of most of the folk dwelling therein.

- **Shambles:** Lying exclusively to the south of the Svart, between Cheap Street and Low Gate, the Shambles (Cf. *Languard Locations: The Shambles*<sup>5e, P1, 5N</sup>) is a place of narrow, twisting alleyways, tottering tenement buildings and cloying desperation. Here dwell Languard's poor in cramped, unsanitary conditions. Most of the Shambles's dilapidated buildings are of shoddy wooden construction. Typically, three—or sometimes four—stories high, they cluster together; upper levels jut over the alleys, giving the whole district the aspect of a gigantic sunken maze. The streets are nothing but packed, worn earth that turns to slippery mud during heavy rainfall.
- **Wrecks:** Where the ramshackle and slimy, sagging wharves redolent with decay cluster thickly along the Svart's muddy, slick bank gather the ferociously independent and inbred takolen. A singular air of ruin and decay hangs heavily over the rotting wharves and the festering, stinking boats moored alongside or grounded in the shallow water thick with silt, seaweed and jetsam that comprise the Wrecks (Cf. *Languard Locations: The Wrecks*<sup>5e, P1, 5N</sup>). Lashed together, the boats form a jumbled mishmash of homes, warehouses, whorehouses, taverns and other less pleasant businesses. Even the agents of the Shadow Masks dare not work here, but some of the city's braver—or perhaps more debased—souls occasionally visit certain of these uniformly foul, unwelcoming businesses.

**Longbridge** (village): A hotbed of intrigue and deception, Longbridge (Cf. *Villages of Ashlar*<sup>5e, P1, 5N</sup>) is claimed by Wido Gall of DULWICH and Hilduin Lorsh of WOODRIDGE. A gigantic stone bridge of dwarven artifice dominates the village and spans KYMI'S RUN. An informal band of businesses have established themselves on the bridge. Informally led by Einhard Kochel, these free traders do not pay tax or offer fealty to either lord.

**Mottled Spire** (hill range): This huge chunk of granite glowers over HARD BAY's treacherous waters like an angry giant. Difficult to reach by land or sea, the Mottled Spire shelters GLOAMHOLD deep within its bowels. A wind-blasted, desolate place, it has stubbornly resisted the pernicious encroachment of human civilisation and remains untamed despite an attempt in 351 NR to push the duchy's border north across the SELKA RIVER. Their leavings of such attempted colonisations—abandoned mines, ruined fortified manor houses and the like—dot the southern hills. The savage orcs of the Mottled Spire believe their chieftains and great heroes trace their bloodlines back to Veznor's and Nargen's direct descendants—legendary heroes who sprang from the throes of the gods' atavistic and bestial lovemaking. Such orcs can transform themselves into savage beasts—bears, wolves and even eagles—and use their divine gifts to destroy their enemies.

**Nameless Monastery** (adventure site): A fearsome red dragon is said to dwell in the deep caves below this humanoid-infested monastery nestled amid the densely forested CARMINE HILLS.

**Ochels** (hill range): This range of rugged, steeply-sided but round-topped hills is heavily forested in low-lying areas. The Ochels (Cf. *Languard Locations: Beyond the Walls*<sup>5e, P1, 5N</sup>) are only sporadically inhabited, for the place's remoteness and rugged terrain make life hard. Several hills in the range—HELVEL, SNOWTOP and the GIANT'S SEAT—have colourful, some would say fanciful, legends attached. Crumbling, ancient tree-choked ruins lie hidden deep in some of the more inaccessible, wooded valleys. Rarely, travellers in the range's far eastern reaches discover tumbled piles of stones that could have once been buildings. Sometimes, such travellers discover weather-worn stones decorated with maddeningly illegible remnants of glyphs and sigils of unknown but ancient provenance. The RIDGEWAY runs through the Ochels.

**Old Road** (major trail): A narrow track—the OLD ROAD—pierces the SALT MIRE, following an ancient dilapidated causeway. Journeying through the mire is unpleasant, slow and dirty. Most travellers crossing the duchy take the GREAT SOUTH ROAD instead.

**Pebble Mill** (hamlet): Standing near the mouth of the TANU RIVER, Pebble Mill is a miracle of Abarinite engineering. The mill—powered by the Tanu's tidal bore—gives this small hamlet its name (and purpose) and is the inhabitant's main source of employment. A few folk also fish the surrounding waters while the children and old folk harvest smoothed stones from the Tanu's banks for sale to LANGUARD'S artisans. Particularly large smoothed stones end up at LANGUARD'S Great Forge (Cf. *City Backdrop: Languard*<sup>5e, P1, 5N</sup>), where they are sized and smoothed by Abarin's master weaponsmiths and stonemasons for use in the duke's cannons.

**Pit of Unquiet Souls** (adventure site): Saare's Pit has another, more lurid, name—and for good reason. The Pit of Unquiet Souls (Cf. *Pit of Unquiet Souls*<sup>5e, OSR, P1</sup>) squats at the centre of a nest of macabre tales of madness, horror and death. It is said, those who spend too much time in the abandoned mine often go mad or disappear, and old miners' tales tell of the pit's very rocks whispering horrible secrets to those toiling in its bowels. Some think glittering treasure yet lurks in the mine.

**Rath** (island): The island of Rath lies in the BITTER SEA at the mouth of HARD BAY just north of LANGUARD, and its bulk protects Ashlar's capital from the worst of the winter storms that batter the coast. A few hermits dedicated to Serat (CN greater goddess of the sea, storms and voyages) dwell on Rath's north coast, and because no predators live on the island, some peasants transport their sheep there at the start of spring so they can graze in relative safety.

**Redfern Barrows** (adventure site): Partially submerged barrow mounds, the Redfern Barrows (Cf. *Villages of Ashlar*<sup>5e, P1, 5N</sup>) are remnants of the fallen kingdom that once held the lands around THORNHILL. Occasionally, explorers dig here in search of ancient, glittering treasure. Most find nothing, but some disappear without a trace. The lizardfolk do not go here, and it is rumoured the fallen kingdom's undying kings yet sit upon their sunken thrones in the depths of the barrows.

**Ridgeway** (major trail): This broad, but little-used track meanders through the duchy's eastern hills. The Ridgeway (Cf. *Villages of Ashlar*<sup>5e, P1, 5N</sup>) connects WOODRIDGE and LONGBRIDGE to the town of DULWICH to the west and COLDWATER, the BLACK TOWER and LANGUARD to the north. North of WOODRIDGE, it wends its way beneath the tangled BRIARWOOD. North of the BRIARWOOD, another spur leads to the GREAT SOUTH ROAD and LANGUARD.

**River Ost** (river): The river's headwaters lie somewhere in the legend-soaked FOREST OF GRAY SPIRES. The Ost is Ashlar's longest river.

**Riversmeet** (river): At Riversmeet, the BLACKWASH RIVER flows into TANGLEBRIAR RIVER before continuing north to HARD BAY. Two large abandoned and part-collapsed houses yet overlook the rivers' confluence.

**Ruin of Bleak Hill** (adventure site): The wizard-sage Ilmatar Tiera dwelt in this well-known ruin—aptly called Bleak Hill Manor (Cf. *Ruin of Bleak Hill*<sup>5e, OSR, P1</sup>)—until her death in 211 NR when her home was destroyed in a ferocious magical assault. Ilmatar was fascinated—or perhaps obsessed—with the heavens and the movement of its various bodies. Her ruined home is a well-known landmark in the southern foothills of the MOTTLED SPIRE.

**Salt Mire** (swamp): A great swath of swampy marshland which nearly cuts the duchy of Ashlar in two, the Salt Mire (Cf. *Forbidden Isle of the Nightstalkers*<sup>5e, OSR, P1</sup>) was once of greater extent, but the work of settlers have pushed its southern boundary north. A narrow track—the OLD ROAD—pierces the marsh. Hundreds of creatures, from huge bull crocodiles living in the deeper pools to water-fowl, goblins, snakes and, of course, millions of flies, mosquitoes and other insects, dwell in the marsh. Journeying through the mire is unpleasant, slow and dirty. Tribes of primitive lizardfolk dwell in the Salt Mire; many are violently opposed to further human encroachment into their domain.

**Selka River** (river): The Selka River has long marked Ashlar's northern border. Beyond the river lies the wild uplands of the MOTTLED SPIRE and the tribes of savage humanoids, and even fouler monsters, that claim the place. The river's headwaters lie somewhere in the legend-soaked FOREST OF GRAY SPIRES.

**Sepulchre of the Wolf King** (adventure site): This ancient orc temple-tomb was sacred to the now long-extinct Blood Eye tribe. The tribe's greatest heroes, including Uzlan the Wolf King, lie within the Sepulchre of the Wolf King (Cf. *Sepulchre of the Wolf King*<sup>5e, OSR, P1</sup>). Much of the

sepulchre is dangerously unstable after a Vile Star fell to earth nearby. A pair of exceedingly large, powerful and ferocious ogres claim the sepulchre's upper level.

**Shard** (adventure site): Destroyed decades ago at the height of a vicious and prolonged storm of unnatural virility, the Shard (Cf. *Village Backdrop: Greystone*<sup>5e, P1, 5N</sup>, and *Gloamhold Campaign Guide*<sup>5N</sup>) juts from the MOTTLED SPIRE like a jagged, broken tooth. The tower is immense and was even bigger before the top levels collapsed. Extensive cellars lie below the tower; they are said to connect to RIVENGATE'S upper levels. Occasionally, faint lights are glimpsed in its vicinity. Persistent rumours speak of an otherworldly component to the Shard. Its other names include the Ghost Tower, the Tower Unseen, the Ephemeral Spire and the Citadel of the Wraith Kings. The last of these names perhaps hints at what lurks within...

**Shattered Horns** (adventure site): This ancient, sacred lizardfolk place lies amid a particularly inaccessible part of the SALT MIRE. The partially submerged bones of a dragon and a stone altar dominate this long, low island surrounded by black, twisted trees.

**Shoalstone** (adventure site): A steep-sided and lonely low-lying chunk of rock, the Shoalstone (Cf. *Gloamhold Campaign Guide*<sup>5N</sup>) hosts vast flocks of sea birds on its foam-flecked flanks. Buried deep in the Shoalstone, and only accessible via a precipitous, oft-flooded tunnel, the Cavern of Forbidden Dreams is a place of pilgrimage for those seeking forgotten elder knowledge. Disturbing carvings of foul creatures carrying out unspeakable rites and worshipping nameless elder things decorate many of the passageways and corridors. Strange things dwell in the darkness.

**Shunned Valley of the Three Tombs** (adventure site): Hidden deep in the forest, the Shunned Valley of the Three Tombs (Cf. *Shunned Valley of the Three Tombs*<sup>5e, P1</sup> and *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>) is a marshy, boggy valley. Woodsmen and hunters shun the place—kept away by rumours of a terrible beast lairing within and of a ghost haunting the valley's boggy mere. But, as well as great danger, treasures magical and mundane may yet lie unclaimed in the valley, for three unexplored tombs, built by ancient hands, stand amid the mud and reeds. A hidden tomb (Cf. *Dread Shrine of the Supreme Warlord*<sup>5e, OSR, P1</sup>) lies below one of the valley's three tombs.

**Slaughter Meadow** (adventure site): This meadow would be bucolic except for the vast quantity of bleached bones, rusting equipment and the like dotting the once peaceful place. Slaughter Meadow (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>) is aptly named. Here, the Valentin Ironwolf defeated the orcs of the Severed Hand and the Blood Moon goblins in battle.

**Slaughterford** (hamlet): Slaughterford has a foul reputation. Water spirits drowned a company of orcs at the ford as they crossed the SELKA RIVER decades ago. Since then, lights of unwholesome hue, indescribable noises and

other strange doings around the anniversaries of the orcs' destruction have motivated timid or superstitious travellers to seek safer, less haunted routes. Rumours also suggest most of Slaughterford's populace is in league with bandit gangs lurking in the southern woods, which gives most travellers another reason to avoid this place.

**Snowtop** (hill): One of the highest hills in the OCHELS, snow often lingers on Snowtop (Cf. *Languard Locations: Beyond the Walls*<sup>5e, P1, SN</sup>) in deep, north-facing valleys and sheltered hollows all year round.

**Southern Woods** (forest): This dense forest forms Ashlar's southern border, growing thick and wild before the imposing bulk of the nameless plateau on which stands the FOREST OF GRAY SPIRES. Swaths of the wood have colourful or meaningful local names such as Badgers' Wood, Treetop, Bluebell Wood, Fernwood, Erlwood the Wychwood and so on. Hunters and foragers explore the woodland's fringes while woodcutters from DULWICH make ever-deeper incursions into the forest in search of lumber. Many things—fair and foul—dwell in the Southern Woods, and opportunities for adventure therein are legion.

**Splintered Crypt** (adventure site): Famed for his unswerving devotion to his celestial lord, Darlen, and his magical sword, *Demon Bane*, Kal Voren was a paladin-hero of old. Laid to rest not in the scared sepulchre below Tor Abbey but among the hills of his youth Kal Voren's legend—and stories of his legendary blade—live on long after his hidden crypt was lost to time. A recent landslide has returned his resting place—the Splintered Crypt (Cf. *The Splintered Crypt*<sup>5e, P1, SN</sup>)—to the world.

**Starfall Chantry** (adventure site): Lurking twixt the crag-jagged hills south of Dunstone sit the ruined remains of an old dwarven fortress-temple. This is the so-called Starfall Chantry (Cf. *Starfall Chantry*<sup>5e, P1, SN</sup>) destroyed by fragments of Morden's Dagger—a Vile Star that passes the world every 370 years. A small contingent of dwarves from DON GALIR went missing near the ruin in 575 NR.

**Sunken Pyramid** (adventure site): Only a few miles out to sea from the village of WHITE MOON COVE, this mysterious underwater edifice lies hidden beneath the waves. The handful of sages and scholars with any knowledge of the Sunken Pyramid (Cf. *The Sunken Pyramid*<sup>P1</sup>) massive stone structure debate whether it is a natural rock formation, a natural site intentionally modified or something built long ago by human, or most likely inhuman, hands.

**Tanglebriar River** (river): This long, sluggish river winds its way out of the SALT MIRE before emptying into HARD BAY. Dense stands of trees, reeds and briars choke the river's banks through much of its course. In places, the river disappears completely beneath the vegetation's entangled and twisted canopy.

**Tanu River** (river): The Tanu River has its source south of WOODRIDGE. From there, it meanders northwards to HARD BAY. The Tanu is a wide river and there are few easy places to cross it; the hamlet of BYWATER straddles one such ford. The river flows through LAKE TANU.

**Thornhill** (village): Set in the depths of the noisome Salt Mire, the backwater village of Thornhill (Cf. *Villages of Ashlar*<sup>5e, P1, SN</sup> and *Forbidden Isle of the Nightstalkers*<sup>5e, OSR, P1</sup>) is a miserable place. It stands on a muddy island amid the FENWATER. The villagers are insular, superstitious and mostly miserable. Occasionally, lizardfolk visit the village.

**Tor Abbey** (fortified abbey): This fortified abbey wards the duchy's western border from its high perch in the Dying Hills. Here, the sun banners of the Order of the Watch Eternal flutter proudly from the abbey's proud ramparts. Dedicated to Darlen (Cf. *Deities & Demons*<sup>5e, OSR, P1, P2, SN</sup>), the order is steadfast in its defence of Ashlar and its commonfolk. Extensive catacombs below the abbey house the order's glorious dead.

**Tower of Kivutar** (wizard's tower): Herein dwells the wizard Kivutar Ilmarinen. This powerful, goodly wizard is a returned adventurer; she is now a recluse who sometimes wanders the surrounding forest looking for herbs, berries and the like. The Tower of Kivutar (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>) could be a safe haven for goodly aligned polite adventurers.

**Underdell** (halfling village): Halflings have dwelt in Underdell (Cf. *Villages of Ashlar*<sup>5e, P1, SN</sup>) for a century or more. For much of that time, Underdell has been a peaceful place. The outbreak of plague in nearby ASHFORD changed all that. Now, Vihtori Ikonen, a former thug for the Shadow Masks (the preeminent thieves' guild of LANGUARD), lords over the place.

**Valentin's Folly** (adventure site): Also known as Ironwolf Keep and the Shadowed Keep on the Borderlands (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>), this ruined keep was once home to the adventurer-lord Valentin Ironwolf and his family. The keep fell in 544 NR to an alliance of Blood Moon goblins and Severed Hand Orcs (Cf. *Orcs of the Severed Hand*<sup>5e, OSR, P1, P2, SN</sup>). Bandits, goblins and worse are now said to lair within.

**Valley of Bones** (adventure site): Once home to the Kobolds of the Ebon Scales, the Valley of Bones (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>) is a primal, feral place filled with dwarf oaks, their lichen-cloaked boughs and branches twisted into fantastical shapes and moss-wreathed boulders. Valentin Ironwolf annihilated the kobolds in a protracted campaign. A green dragon is believed to have once dwelled in the valley.

**Vongyth** (adventure site): Fallen Vongyth (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>, Village Backdrop: Don Galir<sup>5e, P1, P2, SN</sup> and Cf. *Gloomhold Campaign Guide*<sup>SN</sup>) was once home to the wealthy Nurthen clan of dwarves. The green dragons Klauthosk and Yeiarkin slaughtered the dwarves in 373 NR and dwelled in the hold with their kobold allies until the Crimson Sword adventuring party slew them in 413 NR and looted their hoard. Since then, a steady stream of adventurers have sought the place, but not all who pass Vongyth's graven valves of bronze-banded stone return; something still lurks in the endless dark of the Nurthen's once-home.

**Wellswood & Don Galir** (village and dwarven hold): Famed for the warm welcome travellers find in its taprooms and businesses, Wellswood (Cf. *Villages of Ashlar*<sup>5e, P1, 5N</sup>) is also famed for the dwarven hold—Don Galir (Cf. *Village Backdrop: Don Galir*<sup>5e, P1, P2, 5N</sup>)—beneath it. Home to a small clan of dwarves—the Erdikr and a few refugees from the fallen VONGYTH (Cf. *Shadowed Keep on the Borderlands*<sup>5e, OSR, P1</sup>)—Don Galir stands upon the shore of Lake Thragen. Lord Issakainen, Wellswood’s lord, grows greedy, and taxes have been rising steadily of late. Merchants grumble at the increased costs, while recently, some villagers have begun to wonder exactly what the Erdikr are up to in their ebon hold.

**White Moon Cove** (village): The respectable fishing village of White Moon Cove (Cf. *Villages of Ashlar*<sup>5e, P1, 5N</sup> and *The Sunken Pyramid*<sup>P1</sup>) stands in a sheltered cove which acts as an excellent, natural harbour. The inhabitants of this tightly-knit community are sober, hardworking and amiable fishermen, traders and other sturdy folk making their living from the sea. Rumours about White Moon Cove include accusations of smuggling among its folk, wild conjecture about the village’s supposedly haunted lighthouse and outlandish stories about the mysterious underwater edifice known as the Sunken Pyramid, which lies hidden far beneath the waves a few miles out to sea.

**Windy Hill** (hamlet): Three windmills stand atop this high hill, around which straggles a small community of sheep farmers, hunters and the like. The constant creaking of the three windmills’ sails is a perpetual backdrop to life here; visitors can find the sound maddening while the locals have grown accustomed to it. A traveller’s inn—the Merry Coachman—stands about a mile west of the hamlet and services both visitors to Windy Hill and travellers using the GREAT SOUTH ROAD.

**Woodridge** (village): Ruled over for centuries by the scheming and ambitious Lorsch family, Woodridge (Cf. *Villages of Ashlar*<sup>5e, P1, 5N</sup>) is a backwater village standing astride the RIDGEWAY. This borderland village is a poor but seemingly peaceful place. Black-hearted folk lurk among the populace, however, and dark forces gather, which would see Woodridge’s lord, Hilduin Lorsch, converted to their faith or dead.



The dwarven warrior Thangrimm, scion of fallen Vongyth, and his dog, Butters



## MAKE ASHLAR YOUR OWN

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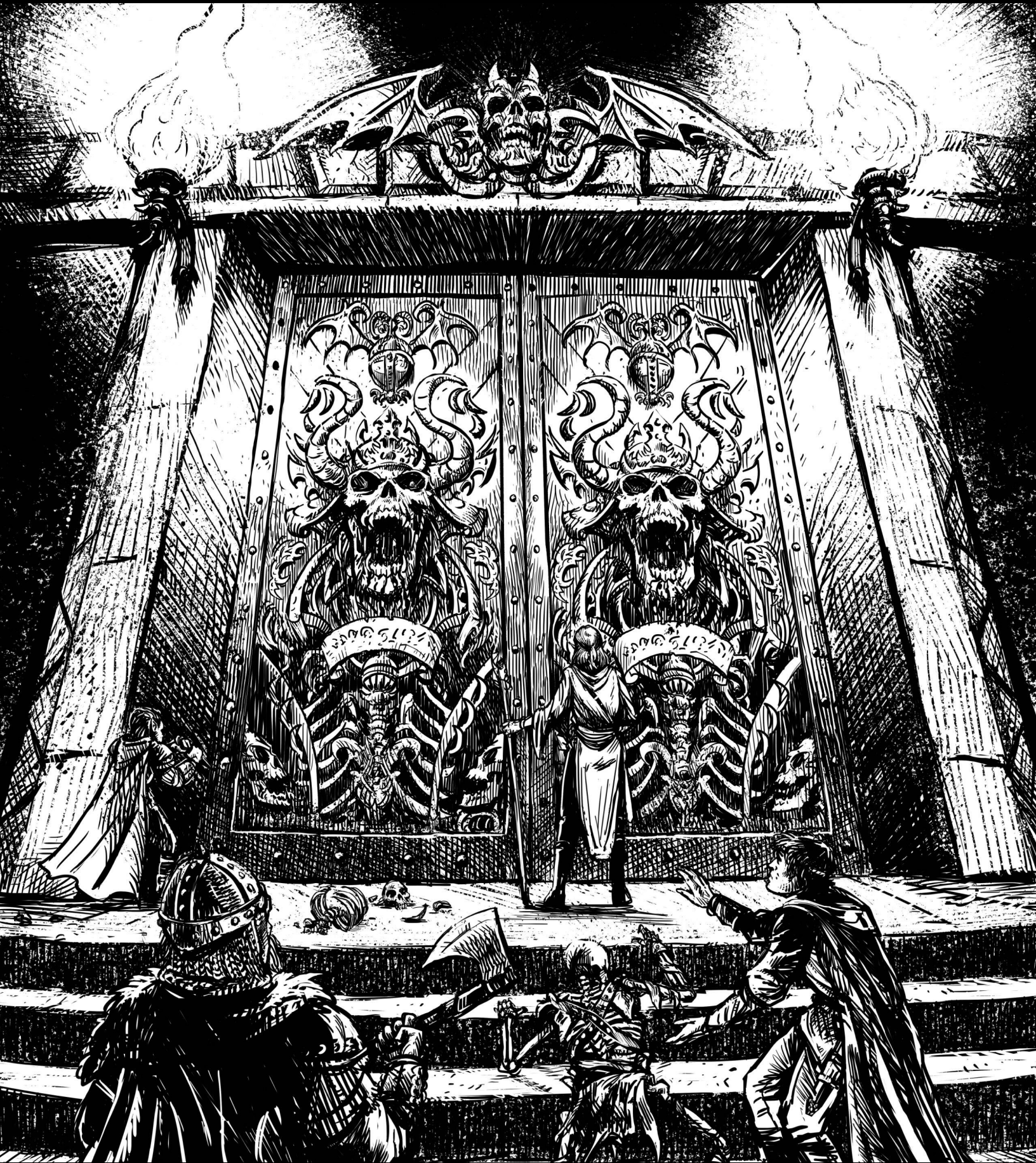
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