Citadel on the Wilderlands

OSR

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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

01	**Slough**: to cast off or become cast off; slowly crumble away	**11**	**Mycoid**: involving or resembling a fungus
02	**Leman**: paramour, lover	**12**	**Whiteliver**: a coward
03	**Ordure**: excrement; dung	**13**	**Bole**: tree trunk
04	**Dragoman**: a professional guide or interpreter	**14**	**Garb**: attire
05	**Kerfuffle**: disturbance or fuss	**15**	**Ennead**: a group of nine
06	**Mendicant**: beggar	**16**	**Numinous**: divine
07	**Nefandous**: unspeakable, unutterable, appalling	**17**	**Doughty**: hardy, resolute
08	**Dingle**: a shaded dell; a hollow between hills	**18**	**Magsman**: a swindler
09	**Eldritch**: Weird or hideous	**19**	**Mettle**: vigour and strength of spirit or character
10	**Whimling**: a weak, childish person	**20**	**Balderdash**: stupid or illogical talk

Alleyways, Paths & Lanes For Your Game

01	Crossways	**11**	Urchin Alley
02	Dagger Alley	**12**	Cheap Passage
03	Last Chance Lane	**13**	Shadowy Arcade
04	Smelly Alley	**14**	Elmhurst Lane
05	Rat Lane	**15**	Twisted Path
06	Cross Street	**16**	Hunchback Lane
07	Small Street	**17**	Sanu's Ginnel
08	Waterbeer Path	**18**	Murder Lane
09	Old Mill Lane	**19**	Water's Passage
10	Tamu's Lane	**20**	Damp Alley

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An isolated point of light amid the savage dark of the Wilderlands, Solonor Island—a haven and bulwark for humanity and its allies —is ever in need of heroes to push back the forces of evil seeking to overwhelm it. Scores of miles from the nearest friendly port, the Citadel on the Wilderlands and Solonor Island are a rare safe harbour on the storm-wracked, danger-haunted Skeleton Coast. Civilisation's light has never burned bright in this part of the world. Trackless forests, rugged hills, noisome mires and sodden moors run along the Skeleton Coast. Further inland, the mysterious, rumour-choked rock pillars of the Gray Spires thrust skywards as they have since time immemorial.

Opportunities for gold, glory, and death gather thick upon the Skeleton Coast.

Citadel on the Wilderlands is a flavour-rich mini-campaign setting designed for low-level characters intent on wilderness exploration and dungeon delving.

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"The general idea is to develop a dungeon of multiple levels, and the deeper adventurers go, the more difficult the challenges become—fiercer monsters, more deadly traps, more confusing mazes, and so forth. This same concept applies to areas outdoors as well, with more and terrible monsters occurring more frequently the further one goes away from civilisation."

—Gary Gygax

Stat Blocks in this Book

Citadel On The Wilderlands references the stat blocks listed below, all of which appear in the Appendices.

Stat Block	Appendix
Acolyte	E
Adherent of Serat	E
Apprentice Wizard	E
Baelvain Silverleaf	B
Commoner	E
Corporal-at-Arms	E
Cultist of Serat	E
Elli Kaukiainen	D
Heikki Kunigas	D
Jaakko Asikka	D
Kalervo Ehtaro	B
Klaus Hämäläinen	D
Maalin Lempinen	C
Merchant	E
Morsum Torevin	B
Niilo Vaania	D
Pieti Ilmatoivia	D
Pirate	E
Pirate Captain	E
Pirate Spy	E
Priest	E
Ranger	E
Salme Kuura	D
Sergeant-at-Arms	E
Soldier	E
Taavi Auvo	B
Tahlys Vonothvar	C
Tahvana Kaukiainen	D
Tiina Antero	D
Tuure Tornia	D
Tuure Untamo	C
Valtari Vasara	D
Valto Pakkanen	C
Veteran Archer	E
Veteran Warrior	E
Vilutar Vasara	B
Wandering Bard	E
Warrior Priest	E

About this Book

Citadel on the Wilderlands is a flavour-rich mini-campaign setting designed for low-level characters intent on wilderness exploration and dungeon delving. Designed to be easy to prepare and easy to run, *Citadel on the Wilderlands* is perfect for GMs who don't have unending time to prep for the next session. The book comprises an overview of the citadel, the nearby settlements and Solonor Island itself.

Using this Book

This book is a sandbox-style mini-setting. The citadel's nominal setting is to the west of Ashlar between the duchy and the Picaroon Peninsula, but with a bit of work, you can easily place it in your own campaign. Ideally, all you need is a stretch of isolated coastline and a nearby swath of unexplored, monster-infested wilderness.

Using the fortress at Nemeton and its attendant settlements as a "home base", the characters should be able to have quite a few adventures before they have exhausted the possibilities of the surrounding wilderlands. Adventures could focus on exploring the wilderness, battling the humanoids dwelling in the Ebbur Cave and more. For a change of pace, the characters could sail to one of the many isles and islands dotting the Bitter Sea's near reaches or battle the pirates of the Picaroon Peninsula.

Opportunities for adventure and intrigue also abound on Solonor Island itself. In Bleakhaven, a secret cult of Serat placates their mistress with the ritual drownings of blasphemers while adventurers learning of citadel Nemeton's deep cellars and a certain fear-shrouded door might wonder what lies within.

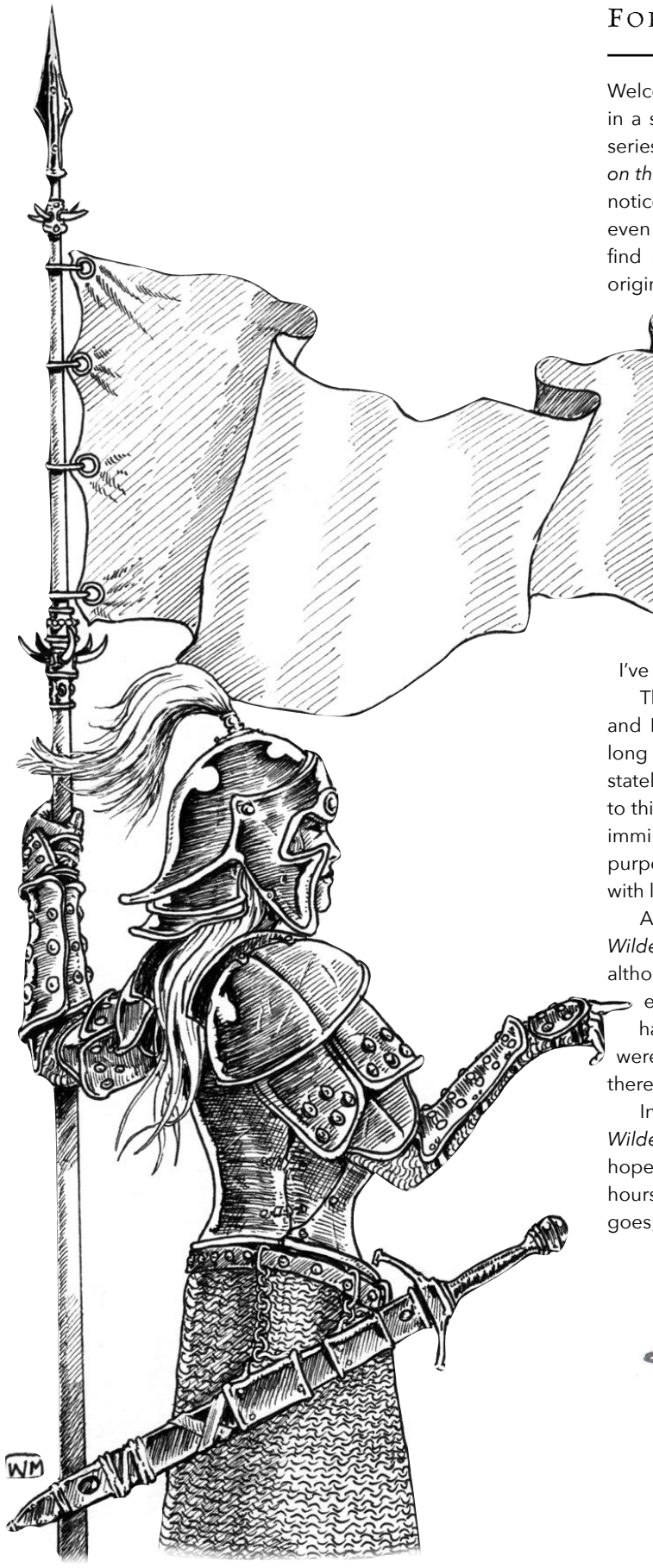
For more dramatic, high-stakes adventure, a pirate fleet could raid Nemeton, or the characters could discover a charismatic chieftain is forging an alliance among the tribes of the Ebbur Cave and its surrounds—an alliance that will soon drench Solonor Island and its folk in a red tide of blood and suffering.

Whatever adventures you choose, the characters' time on the Skeleton Coast is unlikely to be boring!

Notable Resources

This book has been designed to be as easy to use as possible. Setup and preparation should not be a chore. An extensive Glossary (Appendix A) presents an overview of every notable individual and location detailed in this book. Print this out and keep it to hand for easy reference.

Visit Raging Swan Press's website to download additional GM and player resources.



Foreword

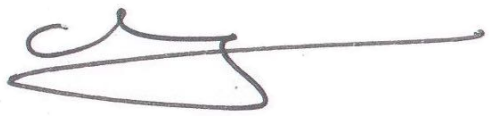
Welcome to *Citadel on the Wilderlands*. This book is the first in a series which serves as my love letter to my favourite B series adventures, *B2 Keep on the Borderlands* and *B5 Horror on the Hill*. If you are a gamer of a certain vintage, you'll likely notice many similarities with those two modules. You might even spot the odd Easter egg or two. Hopefully, you'll also find much that is new and exciting within these pages! (I originally envisioned the whole project as a single hefty tome, but such a book would be too large and unwieldy for easy use).

Citadel on the Wilderlands has been a long time coming. In October 2022, I set myself the challenge of writing 500 words every weekday for a year. Designing such a huge project was a tad intimidating and something I could only contemplate by breaking it down into small chunks. (As it turned out, the project expanded as I made slow progress –I probably should have had a better plan–and so I've been forced to break my design into three tomes.

The good news is that I thoroughly enjoyed the project–and I hope to do something similar again in the future! A long deadline coupled with slow, steady–perhaps even stately–progress gave me room to breathe. It gave me room to think, read and research. Without the panic induced by an imminent deadline, I could slow down and design with purpose. If you haven't guessed by now, I have fallen in love with long deadlines for projects like this.

As I write this, I do not know how *Citadel on the Wilderlands* will be received. I do know, however, that although some parts of the design have been challenging, I enjoyed the process immensely. Of course, there were hard days when I couldn't get into the groove, but these were not a common occurrence. In large projects like this, there is always something different to do.

In any event, I hope you enjoy the *Citadel on the Wilderlands* as much, or more, than I enjoyed designing it. I hope the setting gives you and your friends many happy hours of fun and good times. Let me know how your game goes; drop me a line at creighton@ragingswan.com.



Creighton Broadhurst,
Publisher Of Useful Items, Raging Swan Press

The Skeleton Coast

The Skeleton Coast at a Glance

The endless waves of the Bitter Sea mercilessly batter the bleak, wreck-strewn Skeleton Coast, as they have done for years beyond number. Behind the shingle beaches, isolated coves and vertiginous cliffs, trackless forests, rugged hills and sodden moors extend deep into the wilderlands. Further inland, the mysterious, rumour-haunted weird rock pillars of the Forest of Gray Spires thrust skywards as they have since time immemorial.

Far to the north lies storied Ashlar—the seat of the Nenonens and a glimmering enclave of civilisation amongst the merciless depths of the howling wilderness. To the south, marauding pirates sail from the shattered town of Deksport on the Picaroon Peninsula to prey on the merchantmen hugging the Skeleton Coast or to head west on voyages of exploration and discovery.

While civilisation's light has never burned bright on the Skeleton Coast, it has ever-smouldered—refusing to be extinguished. Scores of miles from the nearest friendly port, beset by foul weather, rapacious humanoids, and the hardships of life on the frontier, the so-called Citadel on the Wilderlands perched upon Solonor Isle is a rare safe harbour on the otherwise inhospitable, storm-wracked, pirate-haunted Skeleton Coast. Its people are hardy and independent. Some are descended from families who have dwelt here for generations. Others have come to the frontier to hide or because they like frontier living.

A few visitors see opportunity in adversity and come to the Skeleton Coast in search of gold and glory. Some adventurers striking out into the wilderlands fall prey to foul humanoids or wandering predators. Others simply disappear, never to be seen or heard from again. A few reach (and return to tell the tale) such legendary sites as the crumbling ruin of the Monastery of Ineffable Evil or the illimitable depths of the Ebbur Cave. Both sites draw adventurous souls to the area like a lodestone attracts metal or a flame entices moths to their doom.

Solonor Island

Linked to the mainland by St. Cuthbert's Crossing, a causeway of slick stone, this tidal island is humanity's largest enclave on the Skeleton Coast. Roughly four miles long and a mile and a half across at its widest point, almost 1,200 souls call Solonor Island home.

The Citadel at Nemeton overlooks the village of Nemeton; both stand at the south-eastern end of the island at the head of St. Cuthbert's Crossing. Here, a gated wall protects the island from the horrors of the wilderlands.

A few miles to the north, the town of Bleakhaven takes advantage of the island's only deepwater port suitable for ocean-going vessels. Here are concentrated much of Solonor's wealth and notable amenities and services.

The Wilderlands

The lands surrounding Solonor Island are aptly named. Dangers uncountable lurk in the wilderlands. The folk of Solonor Island are always in need of brave and exceptional folk to push back the forces of darkness and chaos that ever press in upon its borders.

Bitter Sea at a Glance

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.

Fenmire at a Glance

This wide expanse of low-lying marsh straggles along the coast to the north of the Ruins of Nylemouth. Fed by runoff from the eastern hills and the Nyle's periodic flooding, the Fenmire is a dismal place. Herein dwell lizardfolk and all manner of foul, predatory creatures.

Swerkwood at a Glance

The Swerkwood grows voraciously throughout the Scarred Hill's legion of narrow gorges and shaded valleys. A tangle of stunted and gnarled wind-blasted trees dripping with mosses and lichens, the Swerkwood is a wet, gloomy place. Its inner depths are all but impenetrable. It is easy to get hopelessly lost in the Swerkwood.

Scarred Hills at a Glance

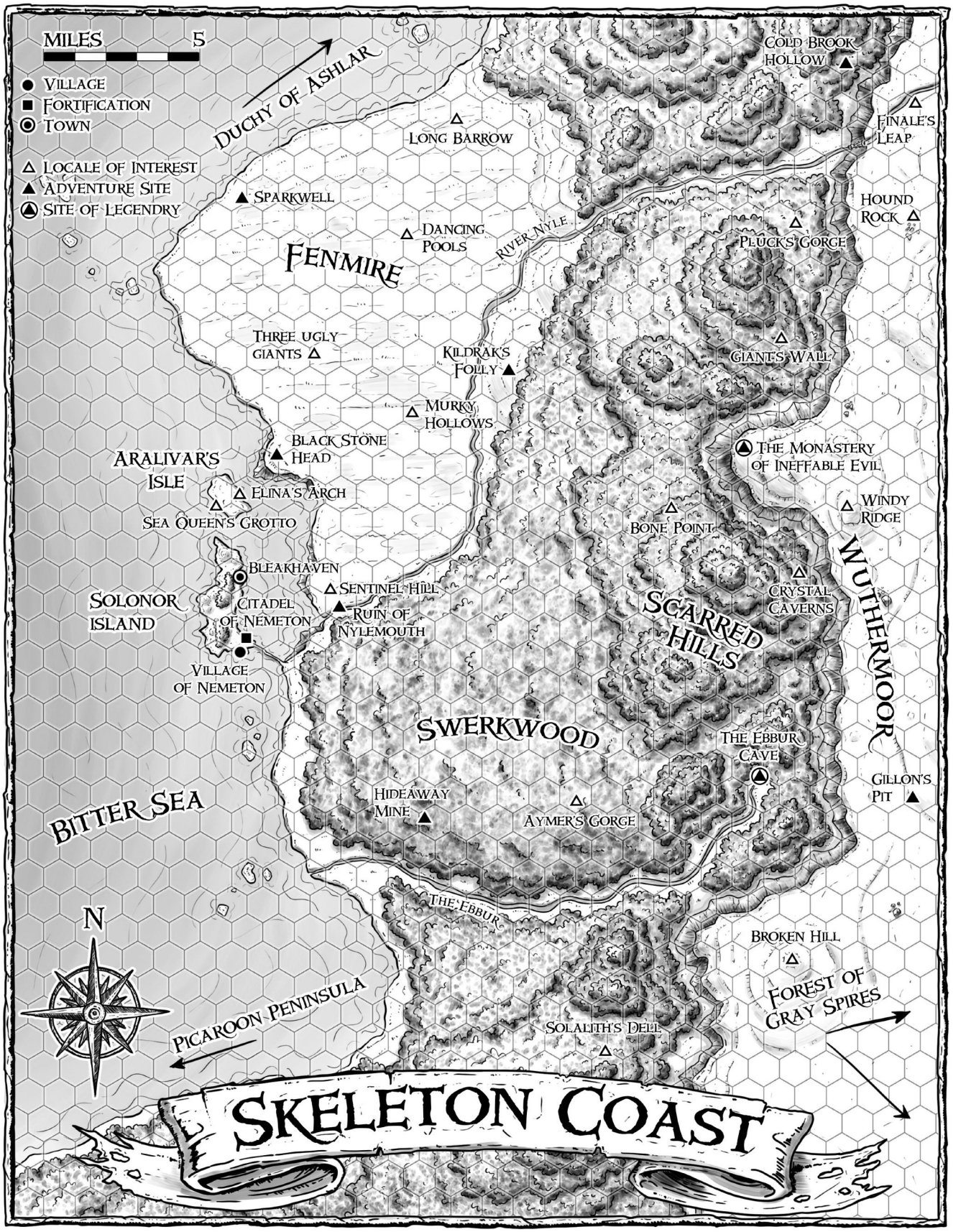
Cut through by narrow gorges and sheltered, tree-choked valleys, the Scarred Hills rise up from the Skeleton Coast toward the Wuthermoor to the east. The hills are steep and jagged, and the terrain is hard. When one climbs out of the valleys and gorges cutting through the wind-blasted hills, vegetation beyond small shrubs, coarse grass and wildflowers becomes rare.

Wuthermoor at a Glance

Beyond the Scarred Hills lies the wind-blasted Wuthermoor—a flat plateau of grass-covered moorland pockmarked by small craggy outcrops of rock. Humanity has not made a concerted effort to colonise the place for centuries. Thin soil, savage winds and the depredations of the humanoids dwelling in the locality—to say nothing of the isolation—make this a terribly hard place to live.

Forest of Gray Spires at a Glance

Beyond the Wuthermoor stands the legend-wreathed Forest of Gray Spires. Here, tall, slender spires of grey rock tower above the densely packed trees clustering thickly about their flanks. Eroded into weird and fantastical shapes by the frequent fierce rains lashing the plateau, these jagged splinters of limestone rear from the forest like the towers of some legendary lost fortress.



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What Has Gone Before

A significant religious site or fortification has stood on the site of the Citadel on the Wilderlands for centuries uncounted. Successive waves of migrants, raiders and settlers have claimed, held and lost Solonor Island. All have left their mark on the place. The history of Nemeton and its surrounds is longer, deeper and more terrible than even the wisest sages can know.

Ancient History

- **-434 CR**[1]: The Fane of Nekron, dedicated to Orcus, the Charnel One (NE lesser demon god of hate, malice and revenge), stands on the site that would come to be called the Citadel of Nemeton. The monastery is itself built over an even older subterranean site of hideously prehuman origin known only to the wisest and most learned of sages. Even they, however, cannot guess what slumbering, alien horrors lurk in the lightless depths below Nemeton.
- **-381 CR**: The Year Without Summer visits much suffering upon the world. Low temperatures, heavy rain and gloomy skies result in failed crops and famine throughout the Known World. Several doomsday cults predicting the End of All find fertile ground among the resultant misery but most quickly collapse when the world does not end.
- **-263 CR**: A small clan of dwarves begin to carve out the Crystal Caverns in the Scarred Hills. The work takes 20 years. The dwarves dwell there for a time before befalling some unknown fate.
- **-184 CR**: On the Night of Star Fall a Vile Star flashes across the night sky and explodes before its largest fragment crashes into the Bitter Sea. Hours later, a tsunami devastates the ancient island-kingdom of Varakar. Its shattered remnants become known as the Isles of Sorrow. Smaller fragments of the Vile Star rain down over what would become the Duchy of Ashlar, the Skeleton Coast and other diverse locales.
- **-98 CR**[1]: The last known sighting of Asheldon the Archwyrm, also called He Who Endures, the Everwyrm and the Undying One, the mightiest and most learned of the draconic sorcerers of old.

[1] Approximate date.

Middle History

- **1 CR**: The half-elven adventurer Arndul Nenonen founds the Duchy of Ashlar when he lands at the site of modern-day Languard and claims it as his dominion.
- **76 CR**: After a long blood-soaked hegemony over the surrounding lands, most of the clergy of the Fane of Nekron and their servants are slain by pirates drawn to the monastery by rumours of boundless treasures hidden in its deep crypts. The few survivors of the monastery's fall flee inland to their final redoubt—the Monastery of Ineffable Evil.
- **157 CR**: The legendary warrior Kalron ascends to hero-deity status and becomes the hero-god of battle, martial skill and heroic struggle.
- **172 CR**: For a century, various groups had fought for control of the Fane of Nekron. The site falls into wrack and ruin and is finally abandoned after some kind of "hideous doom" befalls the orcs holding the site.
- **206 CY**: The Monastery of Ineffable Evil falls into ruin as the Charnel One's priesthood dwindles. That which lurks beneath the ruins slowly succumbs to a deathless slumber and is forgotten. Various humanoid tribes fight and pick over the ruin and its dungeons over the coming decades and centuries.
- **207 CR**: The Time of Two Crowns in the Duchy of Ashlar begins when Crown Prince Ilasual Nenonen—the so-called Bloodstained Prince—tries to wrest the throne from his older sister, Aelliah Nenonen.
- **207 CR**: 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 Thaun's Ember by the dwarves and Nargen's Claw by the orcs—is a Vile Star. It grows brighter as the year comes to an end.
- **208 CR**: The Time of Two Crowns ends when Aelliah Nenonen utterly defeats her brother's forces at the Battle of Selka River. Ilasual Nenonen is presumed slain, but his body is never found, giving rise to all manner of wild rumours and stories regarding his fate.
- **276 CR**: Fleeing persecution in his distant homeland, the nobleman Valto Lempinen settles at Nemeton. He sets about rebuilding the site using the monastery's ruin as a base for his fortress. His descendants expand and modify the citadel to better suit their own needs.
- **294 CR**: The security provided by the Citadel of Nemeton (as it began to be called) lures more settlers to the region. The villages of Nemeton and Nylemouth are founded. Woodsmen and hunters make tentative inroads into the wilderlands while miners begin to explore the Scarred Hills for wealth.
- **302 CR**: Plague emerges in a distant land and, carried by ship and caravan, touches much of the world over the next 20 years. An uncountable number of people die agonising deaths.
- **347 CR**: Gillon's Pit is discovered by the explorer Gillon Ilonoen. Who dug the mine, why, and their eventual fate remains unknown.
- **352 CR**: The legendary bard and pirate captain Vilimzair Aralivar is reputed to have visited the island that would come to bear his name and to hide a great treasure somewhere thereon.

- **414 CR**: Sakara the Lizardking holds dominion over the lizardfolk of the Fenmire and forges a kingdom. For a while, the tribes cooperate.
- **424 CR**: Sakara the Lizardking dies, and his fledgling swamp-kingdom disintegrates.
- **429 CR**: News of the Ebbur Cave's existence first reaches civilisation when adventurers return to Nemeton with tales of the ferocious humanoids dwelling therein. Other adventurers may have previously discovered the caves, but none are known to have survived the lurking dangers within. Subsequently, the place attracts a steady stream of adventurous types intent on eradicating evil's taint from the caves.
- **476 CR**: Deksport is a prosperous, if isolated, trading town Adventurers based in the town make repeated forays into the heavily wooded interior.
- **491 CR**: The orc and goblin tribes dwelling near Deksport descended upon the town and, in a week-long orgy of fire and blood, put its inhabitants to the sword and raise much of the town to the ground. The surviving orcs and goblins move into the town's ruins and sporadically fight amongst themselves. Tahlys Vonothvar, who could become known as the Magician at Nemeton, arrives at the citadel and takes up residence.
- **506 CR**: A terrible flood destroys the village of Nylemouth. Some of the survivors found the town of Bleakhaven on Solonor Island. Others, giving up on frontier life, flee to the Duchy of Ashlar or other lands.
- **508 CR**: Hideaway Mine is abandoned after repeated humanoid attacks make the work untenable.
- **513 CR**: The pirate Anarven Redsail seeks sanctuary in Deksport's harbour to elude a vengeful flotilla of Ashlarian warships. The canny pirate makes a pact with the orcs and goblins living in the ruined town. Other pirates begin using Deksport as a sanctuary, and soon orcs and goblins number among their crews. Piracy becomes an increasing problem in the environs.

Family Lempinen

Family Lempinen have ruled Solonor Isle since 276. The Lempinen line runs thusly:

276 - 298 CR: Valto Lempinen I
298 - 332 CR: Valto Lempinen II
332 - 341 CR: Antero Lempinen I
341 - 385 CR: Esteri Lempinen I
385 - 437 CR: Valto Lempinen III
437 - 484 CR: Antero Lempinen II
484 - 512 CR: Esteri Lempinen II
512 - 549 CR: Antero Lempinen III
549- 559 CR: Valto Lempinen IV
559 - present: Maalin Lempinen

- **521 CR**: Led by the charismatic orc warlord Krom Larg, an alliance of humanoid tribes attempts to sack Nemeton. They are comprehensively defeated, and the survivors retreat into the wilderlands. Krom does not survive the resultant infighting among the tribes.
- **522 CR**: Followers of Abarin in the Great Forge—the centre of the Creator's worship in Ashlar—learn of firepower and begin building their first cannon.
- **528 CR**: The mad dwarf Kildrak builds his home on the edge of the fetid Fenmire.
- **535 CR**: Workers deepening Coffinswell discover a sunken crypt holding several sarcophagi of curious shape and design. Terrified, the superstitious labourers retreat and seal up the crypt's entrance. Few subsequently drink from the well's waters.

Recent History

- **556 CR**: Pirates from Deksport raid Solonor Island during the summer. They are repelled but capture two merchant ships anchored outside the harbour.
- **558 CR**: War breaks out between several of the savage humanoid tribes dwelling in the Wilderlands.
- **558 CR**: Valto Lempinen IV attempts to extend his family's claim over the near reaches of the Skeleton Coast. His doomed attempt ends in bloody failure.
- **559 CR**: Valto Lempinen IV dies, some say in suspicious circumstances, and Maalin Lempinen becomes Seneschal of the Skeleton Coast.
- **560 CR**: Maalin Lempinen, Seneschal of the Skeleton Coast, is widely thought to have dallied with a nameless adventurer. She is not seen in public for almost a year, and many believe she births a bastard toward the end of the year. The child—if indeed it exists—is never acknowledged or seen in public.
- **565 CR**: The savage tribes of the interior launch sporadic raids against the humans of Solonor Island, and several humanoid tribes briefly occupy the ruins of Nylemouth before their alliance falls apart.
- **567 CR**: The hobgoblins of the Skull Breaker tribe, led by their king, Grod the Indestructible, claim the dungeons below the Monastery of Ineffable Evil. They set about turning it into a fortified camp from which to launch their conquest of the surrounding tribes.
- **576 CR**: The current year.

Common Reckoning (CR)

Years are noted in the Common Reckoning (CR). Common Reckoning is a system of marking the years used by the kingdoms, independent fiefdoms and so on in this part of the world (although several kingdoms also use their own dating schemes). Common Reckoning years exactly mirror Ashlar's Nenonen Reckoning (NR) dating system.

Weather on the Skeleton Coast

Use these tables to determine the weather on the Skeleton Coast. These tables are not designed to be hyper-realistic; rather, they provide the tools for you to describe the weather in generalities.

To determine the weather on any given day:

- **Temperature**: Roll d20 on the relevant season table.
- **Weather**: Roll d20 on the relevant temperature column of the appropriate season table.
- **Precipitation Duration**: If precipitation is indicated, determine its duration on the Weather Duration table.
- **Wind Direction**: Roll d20 on the Wind Direction table, but note that the wind's direction may only be relevant if the characters are on the coast or aboard a ship.
- **Wind Speed**: Roll d20 on the Wind Speed table.

Winter

Winters are cold and harsh; snowfall and storms are common. During hard winters, trade and commerce on the coast shudder to a grinding halt as peasants huddle in their homes and great drifts of snow driven by the savage west wind blanket the coast. In particularly brutal winters, the coast is cut off by gale-force winds and high seas, making ocean-going travel impossible for all but the bravest (or desperate) pirates and merchants.

D20	Cold (1-13)	Cool (14-20)
1	Heavy fog	Heavy fog
2	Heavy fog	Light fog
3-5	Light fog	Clear sky
6-7	Clear sky	Light cloud
8	Light cloud	Light cloud
9	Light cloud	Light cloud, drizzle
10	Light cloud	Light cloud, rain
11	Overcast	Light cloud, rain
12	Overcast	Overcast
13	Overcast	Overcast, drizzle
14	Overcast, sleet storm	Overcast, rain
15	Overcast, hail storm	Overcast, rain
16	Light cloud, light snow	Overcast, sleet storm
17	Light cloud, light snow	Overcast, hail storm
18	Overcast, light snow	Overcast, light snow
19	Overcast, heavy snow	Overcast, light snow
20	Overcast, heavy snow	Overcast, heavy snow

Spring

With spring comes a general thaw, and although sea fog often blankets coastal regions, the winds are less harsh, and temperatures are generally warmer. During the spring, the winds shift to the south (where they generally stay through to the autumn) and lessen in force. Rain is common, and many trails degenerate into morasses of mud.

D20	Cold (1-8)	Cool (9-20)
1	Heavy fog	Heavy fog
2	Heavy fog	Light fog
3-5	Light fog	Light fog
6-8	Clear sky	Clear sky
9-10	Light cloud	Light cloud
11	Light cloud, drizzle	Light cloud
12	Light cloud, drizzle	Light cloud, drizzle
13	Light cloud, rain	Light cloud, drizzle
14	Overcast	Light cloud, rain
15-17	Overcast	Overcast
18	Overcast, hail	Overcast, drizzle
19	Overcast, sleet	Overcast, drizzle
20	Overcast, light snow	Overcast, rain

Summer

In the summer, the clouds clear, the winds quieten, and the climate becomes markedly more pleasant. The frequency and strength of rain also drop off, although, during particularly hot periods, thunderstorms often blow in from the west. Much commerce (and raiding) is carried out during these months.

D20	Warm (1-13)	Cool (14-20)
1-3	Light fog	Light fog
4-8	Clear sky	Clear sky
9-11	Clear sky	Light cloud
12-13	Light cloud	Light cloud
14-15	Light cloud, drizzle	Light cloud, drizzle
16	Light cloud, rain	Light cloud, rain
17	Overcast	Light cloud, rain
18	Overcast, rain	Overcast
19	Overcast, rain	Overcast, rain
20	Thunderstorm	Overcast, rain

Autumn

As the temperature cools, the winds begin to gust with greater power, although severe winds are still rare. Autumn brings rain and fog.

D20	Cold (1-9)	Cool (10-20)
1	Heavy fog	Heavy fog
2-3	Heavy fog	Light fog
4	Light fog	Light fog
5-6	Light fog	Clear sky
7	Clear sky	Clear sky
8-9	Clear sky	Light cloud
10	Light cloud	Light cloud
11-12	Light cloud	Light cloud, drizzle
13-14	Overcast	Light cloud, rain
15	Overcast	Overcast
16	Overcast, drizzle	Overcast
17-18	Overcast, rain	Overcast, drizzle
19	Overcast, sleet storm	Overcast, rain
20	Overcast, light snow	Overcast, rain

Weather Duration

Precipitation falls on the Skeleton Coast throughout the year, though it is less common during the warmer summer months. Rain and the like are most common overnight and in the early morning when the winds blow onshore.

Weather	Duration[1]
Drizzle	1d10 hours
Hail storm	1d4 hours
Heavy fog	2d4 hours, then 1d4 hours of light fog
Heavy rain	1d12 hours
Heavy snow	4d6 hours
Light fog	2d4 hours
Light rain	1d12 hours
Light snow	2d6 hours
Sleet storm	1d6 hours
Thunderstorm	1d4 hours

1: If the maximum value of the die or dice is rolled, roll again and add the two results together to determine how long the precipitation lasts. If the maximum result is again rolled, do not roll a third time.

Wind Direction

The Forest of Gray Spires protects the Skeleton Coast from easterly winds; most wind comes from the west and south.

D20	Spring	Summer	Autumn	Winter
1-3	S	S	S	S
4	S	S	S	SW
5	SE	S	SE	SW
6	SE	S	SW	SW
7	SE	S	SW	SW
8	SW	S	SW	SE
9	SW	SE	SW	E
10	SW	SW	SW	W
11	W	SW	W	W
12	W	SW	W	W
13	W	SW	W	W
14	W	W	W	NW
15	E	W	E	NW
16	NW	W	NE	NW
17	NW	E	NW	NW
18	NW	NW	NW	NW
19	NW	NW	NW	NW
20	NE	NE	NE	NE

Wind Speed

In the winter months, the wind batters the Skeleton Coast, making sea travel perilous at best.

D20	Spring/ Autumn	Summer	Winter
1-3	Light	Light	Light
4-5	Light	Light	Moderate
6	Moderate	Light	Moderate
7	Moderate	Moderate	Moderate
8-9	Moderate	Moderate	Strong
10	Moderate	Moderate	Strong
11	Moderate	Moderate	Strong
12	Strong	Moderate	Strong
13-16	Strong	Moderate	Severe
17-18	Severe	Moderate	Severe
19	Severe	Severe	Windstorm
20	Windstorm	Severe	Windstorm

Time on the Skeleton Coast

The weather and the passing seasons rule life on the Skeleton Coast. While many of the settlers' tasks are carried out day in and day out—baking bread, feeding livestock, repairing clothes and so on—some major tasks are carried out only at certain times of the year.

Early Spring: Villagers plough their gardens and prepare for the first sowing; lambing begins.

Late Spring: Crops are sown, and the long process of weeding begins. Much beer is brewed ready for harvest time.

Early Summer: Sheep are sheared, wool is spun, and cows, gorged on grass, produce prodigious amounts of milk that is made into butter and cheese.

Late Summer: The wheat harvest is the culmination of the year's farming. Orchard fruits, wild soft fruits, nuts, mushrooms and wild berries are gathered and stored away or made into jams or pickles. Hay is made and stored.

Autumn: Root vegetables are harvested and stored. Winter wheat is planted, and some trees are felled for firewood or as raw material for repairs of fences and outbuildings. In late autumn, the barley is ready to be malted, and wool and flax are spun.

Winter: Hedges, fences and outbuildings are maintained or rebuilt, livestock are slaughtered, and beef and mutton hung. Bacon, ham and fish are salt-pickled in brine, sweet-pickled or dry-salted.

The Calendar

The year is divided into thirteen 28-day months. A new moon heralds the start of every month.

Month	Season	Festivals/ Events
Nifredith	Winter	
Nithui	Winter	
Hithring	Spring	Still Water (Serat)
Lauganor	Spring	
Arduchir	Spring	
Laerdonna	Summer	
Galaer	Summer	Summer Solstice,
Norith	Summer	Summer's End
Anoriul	Autumn	
Isablin	Autumn	
Narberon	Autumn	
Helagos	Winter	Winter Solstice
Gritheron	Winter	

The Week

Each month has four weeks. Each week has seven days.

Day	Activity
Moonday	Work
Starday	Work
Seaday	Work
Earthday	Work
Sunday	Work
Godsday	Worship[1]
Freeday	Leisure/Rest[2]

1. Most church services are held on this day; however, Serat's worshippers commune with their mistress on Seaday while the Mother's followers worship on Moonday or Sunday.
2. In theory, this is a day of rest; however, leisure time (or the lack of it) is dictated by necessity and responsibility.

Phases of the Moon

The moon moves predictably through the sky and acts as a crude but accurate calendar. Some peasants call the full moon a "Wolf Moon" because of its effect on lycanthropes.

Date	Moon Phase
1st	New Moon
2nd	Waxing Crescent
7th	First Quarter
8th	Waxing Gibbous
14th	Full Moon[1]
15th	Waning Gibbous
21st	Third Quarter
22nd	Waning Crescent

1. Super Moons occur on the Summer and Winter Solstices; high and low tides and lycanthrope activity peaks then.

- **Summer Solstice**: 14th Galaer
- **Blood Moon, the**: 14th Narberon
- **Winter Solstice**: 14th Gritheron

1: Nifredith

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

2: Nithui

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

3: Hithring (Spring)

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

4: Lauganor

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

5: Arduchir

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

6: Laerdonna (Summer)

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

7: Galaer

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

8: Norith

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

9: Anoriul (Autumn)

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

10: Isablin

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

11: Narberon

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

12: Helagos (Winter)

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

13: Gritheron

M	S	S	E	S	G	F
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Days of the Week

Moonday, Starday, Seaday, Earthday, Sunday, Godsday (worship), Freeday (rest)

Phases of the Moon

1st: New Moon; **2nd**: Waxing Crescent; **7th**: First Quarter; **8th**: Waxing Gibbous; **14th**: Full Moon (or the Wolf Moon); **15th**: Waning Gibbous; **21st**: Third Quarter; **22nd**: Waning Crescent; **28th** Dark of the Moon

Summer Solstice: 14th Galaer; **Blood Moon, the**: 14th Narberon; **Winter Solstice**: 14th Gritheron

Solonor Island

Solonor Island at a Glance

Ruler: Maalin Lempinen, Seneschal of the Skeleton Coast
Government: Feudal overlord
Population: 1,200 (approximately; visiting merchants and their servants along with itinerant adventurers, mercenaries and sellswords can swell this number)
Alignments: LN, N, NG
Languages: Common
Resources & Industry: Fishing (Bleakhaven, Nemeton), shipbuilding (Bleakhaven)

Scores of miles from the nearest friendly port, beset by foul weather, rapacious humanoids, and the many hardships of life on the frontier, Solonor Island is a rare safe harbour on the otherwise inhospitable, storm-wracked, pirate-haunted Skeleton Coast.

Civilisation's light has never burned bright on the Skeleton Coast—here are found trackless forests, rugged hills and sodden moors. Further inland, the mysterious, rumour-choked rock pillars of the Gray Spires thrust skywards as they have since time immemorial.

Every attempt to settle the mainland has ended with disaster and death, for the weather is harsh, the pirates merciless, and the numberless humanoids of the Wilderlands fecund. For all that, though, some folk choose to live on the Skeleton Coast. Such folk may have nowhere else to go, they may be hiding from something or someone, or they might simply like frontier living. Others see opportunity in adversity and come to the Skeleton Coast in search of gold and glory. A few come for dark power or to explore the mysteries of the Elder Times for odd (and sometimes unwholesome) ruins and strange features stud the coast's forests, swamps and hills.

Linked to the mainland by St. Cuthbert's Crossing, this tidal island is humanity's largest enclave on the Skeleton Coast. Roughly four miles long and a mile and a half across at its widest point, around 1,200 souls call Solonor home. Much of its coastline comprises high cliffs pockmarked by sheltered, inaccessible coves.

Two settlements, the village of Nemeton and the small town of Bleakhaven, along with various scattered homesteads, dot the island. Nemeton and Bleakhaven stand at the only two points on the island suitable as a harbour; of the two, only Bleakhaven's harbour is suitable for ocean-going ships.

The Citadel at Nemeton clings to the southern tip of the island; from here, family Lempinen rules as it has done for three centuries.

The Village of Nemeton

The village of Nemeton lies at the southern tip of Solonor Island; it is the settlement closest to the mainland—adventurers, thus, often stay here before their trips into the wilderlands of the mainland.

In many people's minds, the village and citadel of Nemeton are one and the same. The ancient citadel at Nemeton stands atop Eagle Rock while the village straggles about and along its base. Set along but one street, imaginatively called the Street, the village survives only because of the high gated wall warding the head of St Cuthbert's Crossing.

The folk of Nemeton are hardy frontier folk. Always, the forces of darkness and chaos press in on this narrow and constricted enclave of civilisation. The occasional raids of the humanoids dwelling in the Wilderlands keep the defenders alert, but no serious attempt to breach Water Gate has been launched in decades. In contrast, the pirates of the Picaroon Peninsula avoid Nemeton. The citadel boasts a formidable array of catapults and ballistae, rendering a waterborne assault far too costly for the pirates to seriously contemplate.

The Citadel at Nemeton

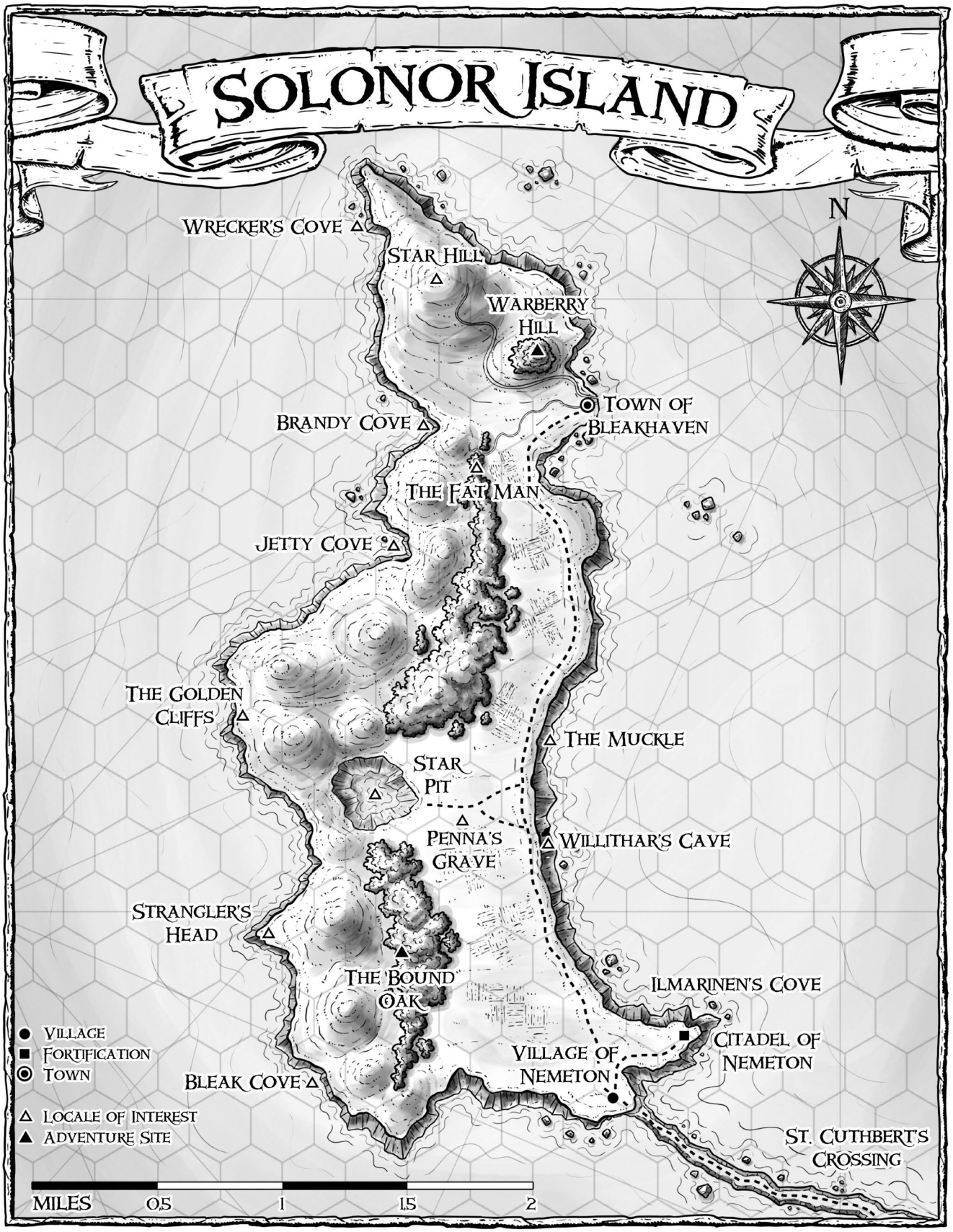
The Citadel at Nemeton crowns the weathered, spray-slick bulk of Eagle Rock. Many centuries have flowed over and around the fortress's venerable walls. Its doughty garrison is ever-vigilant for threats emerging from the mainland's howling wilderlands. The citadel is a mighty fortress—deemed by many to be all but impregnable built as it is to make the best use of its considerable natural defences. However, its garrison is not numerous, and thus, its lords—since Nylemouth's destruction—have contented themselves with hegemony over Solonor and have not strayed too deeply into the mainland.

Visitors are not admitted to the citadel without good cause. While inside the castle's walls, visitors are escorted by at least one guard. The castellan, Valto Pakkanen, does not trust newcomers easily.

The citadel's sigil is a black swan on a white background. The Lempinen family device is a black swan clutching an orb and sceptre on a white background.

The Town of Bleakhaven

Founded after the inundation and utter ruination of Nylemouth 80 years ago, Bleakhaven is the largest settlement on the Skeleton Coast. Here dwell most of Solonor's populace in relative peace. The town benefits from a deepwater anchorage, and merchant ships are a common sight in the harbour. Adventurers also often visit Bleakhaven—drawn to the frontier by the opportunities for glory, gold and advancement lurking therein.



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Nemeton's Environs

For adventurous visitors to Nemeton, much of interest lies in and around the surrounding wilderlands.

Solonor Island

Linked to the mainland by St. Cuthbert's Crossing, this tidal island is humanity's largest enclave on the Skeleton Coast. Roughly four miles long and a mile and a half across at its widest point, about 1,200 souls call Solonor Island home. Much of its coastline comprises high cliffs pockmarked by sheltered, inaccessible coves. Two settlements, the village of Nemeton and the small town of Bleakhaven, along with various scattered homesteads, dot the island. Nemeton and Bleakhaven stand at the only two points on the island suitable as a harbour.

What the Characters Know: Through personal knowledge, chatting with locals or research, the characters know something about Solonor Island:

- The Island of Solonor is humanity's largest enclave on the Skeleton Coast. It is a tidal island linked to the mainland by a narrow causeway. This formidable natural advantage has helped humanity keep the fecund humanoids of the wilderlands at bay.
- The village and citadel of Nemeton and the small town of Bleakhaven stand upon Solonor Island. Maalin Lempinen, Seneschal of the Skeleton Coast, rules Solonor Isle and claims the surrounding waters.
- Life on Solonor is hard. The island sees a steady trickle of brave adventurers come to make forays into the surrounding wilderlands.

Locales of Note & Interest

Several locales of note or interest to adventurers can be found on Solonor Island:

- **Bleak Cove**: Accessible by the stout ropes left by fishermen and egg hunters, this hidden cove has a low-tide foreshore replete with deep rock pools. Samphire grows rampant on the cove's cliffs, and many seabirds nest here. At high tide, the cove's beach almost disappears beneath the waves.
- **Jetty Cove**: A stone jetty juts out into this sheltered cove's waters. A substantial rambling stone building stands at the end of the jetty and is home to an extended family of slightly inbred fisherfolk. The family do not tolerate guests, and wild rumours accuse them of smuggling, wrecking and worse.
- **Penna's Grave**: This well-known but rarely visited landmark stands in a hollow by the trail. Freshly cut flowers often appear on the low burial mound, no matter the weather. Folklore tells of a silent, grey-hooded figure seen kneeling at the grave. Recently, an apple tree has sprouted from the mound.
- **Star Hill**: This conical hill offers incredible views of the surroundings and the night sky. Astronomers, wizards and others obsessed with the stars come here on cloudless nights to gaze up at the sky and make their calculations or plot their schemes. Sometimes fires blaze atop Star Hill; when they do, the common folk stay away.
- **Strangler's Head**: Named for the grisly murder of a customs agent years ago, this spit of land commands sweeping views.
- **The Bound Oak**: Blackened and hollow, the trunk-shard of this massive and ancient oak serves as a waymarker, natural boundary post and meeting place. Local myths place a magic portal to the faerie realm in the tree's hollowed trunk.
- **The Fat Man**: This massive yew's bulging trunk is hollow and often serves as a refuge for travellers sheltering from storms, hiding from pursuers and the like. Local lore ages the tree as 1,000 years old.
- **The Golden Cliffs**: Majestic west-facing cliffs tower over this narrow shingle beach. Several half-buried stone huts of ancient artifice perch atop the cliffs and afford incredible views of the setting sun. A narrow sunken track, much overgrown in the summer, leads to the huts, which are near-invisible from the land.
- **The Muckle**: This blowhole pierces a great slab of rock dominating a wide shingle beach. At high tide, the Muckle blows every time a wave of sufficient force reaches the beach. The origin of the blowhole's name is lost to time.
- **Willithar's Cave**: Low tide reveals a wide swath of rippled sand and allows access to a part-flooded sea cave buried at the base of the vertiginous cliffs. A chasm in the rocks above the cave lets light penetrate the cavern when the sun reaches its zenith; mackerel swarm nearby in large numbers.
- **Wreckers' Cove**: This narrow islet stands at the confluence of several powerful ocean currents. Consequently, the chill waters of this narrow cove are often thick with flotsam, jetsam and wreckage. Beachcombers scavenge here for valuable items amongst the sea's leavings. Sometimes, bloated corpses wash ashore amid the wreckage.

Starpit

Solonor's only lake, the Starpit lies roughly between Nemeton and Bleakhaven. Fanciful legends tell of how a god-hurled Vile Star formed the lake centuries ago. The part-sunken Starpit Lane leads to the Starpit.

What the Characters Know: Through personal knowledge, chatting with locals or reading books, the characters know something about the Starpit:

- Local legend has it that the Starpit was formed when a Vile Star smashed into Solonor Island centuries ago.

- The Starpit is shallow at its edges, but the centre of the lake is about 40 feet deep (according to old accounts of water-breathing adventurers exploring its depth).
- The rock surrounding Starpit Lake is fragmented; when the lake's water level is particularly low, some normally submerged caves are revealed.

Brandy Cove

So named for the contraband allegedly brought ashore here, this isolated cove is only accessible by skilled climbers of stout hearts or by those who know of the secret path leading up from the sea. This path is steep and difficult; sometimes, perceptive or persistent explorers find ropes running down the path; this is a sure sign that folk have been using it of late.

What the Characters Know: Through personal knowledge, chatting with locals or reading books, the characters know something about Brandy Cove:

- Brandy Cove is widely known to have once been the haunt of smugglers and other nefarious types.
- The location of the once-secret path leading up from the cove is now well known. It is unlikely that smugglers use the cove now.
- A smuggler's ship sunk in Brandy Cove decades ago. Fragments of the wreck and its cargo sometimes get washed up in Brandy Cove.

Aralivar's Isle

Named for the legendary bard and pirate captain, Vilimzair Aralivar, this chunk of wave-lashed stone lies to the north of Solonor Island. Its sea-girdled bulk protects the harbour at Bleakhaven from the worst of the storms howling in from the Bitter Sea.

Persistent local legends tell how the legendary pirate captain came to Aralivar to hide some of his boundless treasures from his perfidious crew, who had grown jealous of his seemingly unending popularity, success and glory. Despite no treasure being found on the island, the rumours persist, and every now and then, adventurers and treasure seekers land on Aralivar to continue the search.

What the Characters Know: Through personal knowledge, chatting with locals or research, the characters know something about Aralivar's Isle:

- Aralivar's Isle is named for the legendary bard and pirate captain, Vilimzair Aralivar. Old mariner's tales tell how the mythical pirate hid a great treasure on the isle—a treasure that has yet to be found.
- Aralivar's Isle is a wave-lashed hunk of stone; no one now lives on the isle, although an elderly druid-hermit once dwelled thereon.
- Ships making for Bleakhaven's sheltered harbour are sometimes driven onto Aralivar during storms; many wrecks—perhaps with their cargo—litter the seabed around the island.

Features of Note

Several locales of note or interest to adventurers can be found on Aralivar's Isle:

- **Elina's Arch**: A dramatic triangular rock arch overlooks this wind-swept beach dotted with deep rock pools; many large crabs dwell within the pools, and locals come here to catch them. An elderly druid was reputed to live in a cave under the rock arch, but she has not been seen in many years.
- **Sea Queen's Grotto**: A large tidal sea cave pierces the cliffs at the base of this inaccessible stretch of tidal shingle beach. Inside the grotto, a large stone throne—or at least a chunk of rock that looks suspiciously like a throne—rises from the middle of the grotto's pool. Fisherfolk sometimes throw offerings into the sea from atop the cliffs to placate the fey sea queen said to dwell therein. A crude pile of stones atop the cliffs marks the spot directly above the grotto's entrance.

The Skeleton Coast

Inhospitable, storm-wracked and pirate-haunted, the Skeleton Coast is a hard place to thrive (or even survive). The Skeleton Coast runs from the Duchy of Ashlar in the northeast to the Picaroon Peninsula in the south. Few safe harbours exist on the Skeleton Coast. For many folk, the Skeleton Coast is the raw edge of the world. Westward lies nothing but the Bitter Sea's endless, terror-filled waters.

Thick fog and rough seas, along with unpredictable currents and frequent storms, make the Skeleton Coast a difficult and dangerous place to sail. The bones of numerous ships wrecked on the coast's jagged shores bear mute testimony to the area's inherent dangers.

Most of the coastline comprises jagged hills cut through by lost valleys and steep-sided, near-inaccessible gorges filled with dense forests of gnarled and stunted trees. Beyond, lies the dreary curve of a sodden, barren and wind-blasted moor and the mystery-shrouded depths of the Forest of Gray Spires replete with its innumerable, unknown perils.

Patrolling Warriors

As the characters explore Solonor Island, they may encounter patrols of warriors hailing from the various garrisons on the island. Such groups patrol the island to ensure the roads are safe and the island's various bays and coves are free of smuggler—or pirate—activity.

A patrol normally comprises four warriors led by a veteran warrior. Such groups are polite and friendly to heavily armed groups of adventurers. Their mission is to observe and report; they do not attempt to resolve major problems without summoning support. To this end, each patrol leader carries a horn they can use to summon aid.

In low-lying parts of the coast, noisome mires crawl forth from the dank hills. Places of sucking, reeking bog fed by the incessant rain falling over the uplands, these places are horrible and lonely. Humanity rarely dares to explore these forbidding, depressing mires. Tales of treacherous bogs deep enough to drown a horse, tribes of atavistic lizardfolk and other, more fantastical, dangers conspire to keep humanity at bay.

What the Characters Know: Through personal knowledge, chatting with locals or research, the characters know something about the Skeleton Coast:

- Inhospitable, storm-wracked and pirate-haunted, the Skeleton Coast is a difficult place to survive or thrive. Few safe harbours exist on the Skeleton Coast.
- Vicious humanoids and powerful monsters inhabit the range of jagged hills interspersed with swaths of low-lying bog that comprise the Skeleton Coast. Further inland lies a sodden, wind-blasted moor and beyond that looms the mystery-wreathed Forest of Grey Spires.
- Old legends tell of ancient pre-human civilisations that claimed the Skeleton Coast as their own. The remains of their civilisations dot the area. The best—and most avoided—example of this is the curiously shaped Black Monolith standing atop Black Stone Head.

Black Stone Head

Jutting out in the Bitter Sea, this narrow, craggy promontory is a bleak, wuthered place of hard rock. A brooding shard of black stone and curious design—the Black Monolith—stands atop the head's highest point as it has done—legends say—since time immemorial.

What the Characters Know: Through personal knowledge, chatting with locals or reading books, the characters know something about Black Stone Head:

- The tales of the earliest explorers of the Skeleton Coast mention the Black Monolith.
- Mariner's tales describe the monolith and Black Stone Head as bitter, wind-blasted places. Those staying overnight in the monolith's vicinity report experiencing strange dreams and visions.
- Some folk think Black Stone Head is not a natural part of the landscape and that, instead, it was wrought by unthinkably powerful magic thousands of years ago.

Ruins of Nylemouth

Destroyed in a terrible flood 70 years ago, this village was once a thriving place. Its folks worked the surrounding land and fished the nearby waters. The villagers were a hardy people and, aided by the garrison at Nemeton, withstood the incessant raiding of the evil, rapacious humanoids dwelling below the Swerkwood's numberless boughs.

The villagers' bravery counted for nothing, however, when after four days of heavy rain, the Nyle burst its banks and flooded Nylemouth. Raging torrents of floodwater swept through the village, destroying everything in their path. Most of the village was destroyed and the harbour was hopelessly choked with debris; few people actually died in the disaster, but the majority lost everything. Most of the survivors moved away, but a few hardy, stubborn souls started again and founded the town of Bleakhaven.

Nylemouth's decaying and shunned ruins fill a sheltered valley cut by the Nyle where the river narrows and quickens. The ruins straddle both banks of the river and straggle out and around its silted harbour. Mist and fog—rising from the waters that spelt the village's doom—often cloak the ruins. Sometimes faint lights are seen moving amongst the ruins, and such sights are particularly prevalent on nights when thick fog blankets the village. Solonor's peasants name them the Drowned Ones and ascribe them to the souls of those killed when the village was destroyed 70 years ago.

Few of Solonor's folk ever visit these ruins; most families have an ancestor killed during the disaster, and disturbing the ruins is seen as tantamount to disturbing the graves of those lost during the flood.

Sometimes, scouts and raiders from the tribes lurking in the wilderlands creep down from their benighted lairs to lurk in the ruins and cast covetous gazes over Nemeton. Groups of scouts from different tribes sometimes fight among themselves, and the sounds of their struggles echo across the water to further amplify the rumours and legends hanging over the ruin.

What the Characters Know: Through personal knowledge, chatting with locals or research, the characters know something about the ruins of Nylemouth:

- The village of Nylemouth was destroyed in a terrible flood 70 years ago. The survivors founded the Bleakhaven on Solonor Island.
- Few now visit the remains of Nylemouth. Many of the folk dwelling in Nemeton and Bleakhaven had relatives who died in the flood. Disturbing the ruins is seen as disturbing their graves.
- Sometimes, faint lights are seen moving amongst the ruins. Locals call these the Drowned Ones.

Locales of Note & Interest: Some parts of ruined Nylemouth may be of particular interest to the characters:

- **Nylemouth Harbour**: Nylemouth's harbour is slowly filling with silt carried down from the Fenmire by the Nyre and washed in from the Bitter Sea during the frequent storms that batter the coast.
- **Tamu's Bridge**: This stone bridge is of strong construction. It survived the flood of 70 years relatively intact—several villagers sheltered on it before being rescued—but since then, the Nyle has slowly eaten away at its footings. It now has a distinctly lopsided look.
- **Bone Beach**: Eroded cliffs overlook this sandy beach. A chapel once stood on the cliffs, but it collapsed onto the beach long ago. Now, the chapel's graveyard is also

falling prey to the sea, and perceptive visitors can spot bones sticking out of the cliffs or (occasionally) littering the beach. Unsurprisingly, legends of ghosts, hauntings and sinister doings hover thickly about Bone Beach.

- **Dead Man's Ditch**: Named for a bloody border skirmish, this muddy, tree-fringed ditch floods after bad weather.
- **Long Pool**: Swaths of rushes surround this trail-skirted lake. During the spring, the frenzied croaking of mating frogs fills the air. After heavy rain, the trail degenerates into a boggy morass.

Sentinel Hill And Tumblestone Quarry

Overlooking Nylemouth's drowned ruin, this deeply gouged hill provided much of the stone for the fortress at Nemeton and many of the other prominent buildings in the locality.

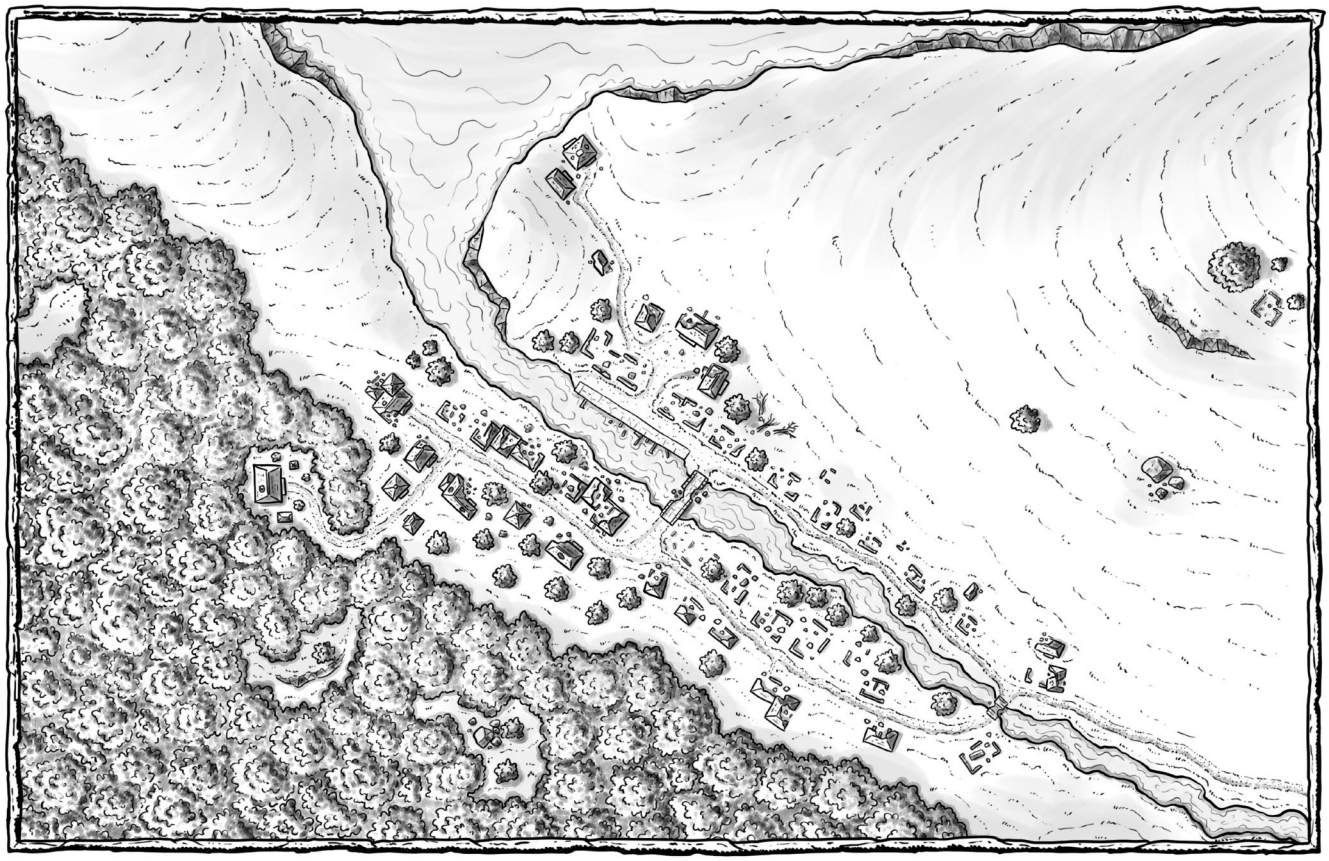
Tumblestone Quarry: Named for the profusion of part-cut stones left lying about, Tumblestone Quarry cuts deep into Sentinel Hill. Tumblestone Quarry has been sporadically worked for centuries. Even now, when stone is required for some building project or another, heavily guarded labourers cut stone here.

Overlooked by a crumbling watchtower, the quarry is a popular sheltered camping spot for those daring a night in the wilderness. A deep pool fills much of the quarry, and a path winds up from its chilled waters to the ruined tower. In times of trouble, the garrison at Nemeton maintains a watch from here as Sentinel Hill commands sweeping views inland.

Other Locales of Note & Interest

Several locales of note or interest to adventurers can be found on the Skeleton Coast:

- **Beacon Hill**: A tumbled tower tops this blustery headland. The tower's ground floor remains intact, and sometimes travellers shelter here. Three cairns—said to be the resting place of drowned mariners—wreathed in wildflowers lie further back from the cliff.
- **Lonely Island Beach**: This uninhabited rocky island lies a few hundred meters offshore from a narrow, sheltered beach. During storms, huge waves break over the island, sweeping it clear of all vegetation and structures. A tower once perched atop the island; nothing but tumbled stone blocks and a partially sand-filled, flooded cellar remains.
- **The Drunk Man**: This towering sea stack stands as high as the nearby cliffs. Linked to the mainland by a narrow shelf of rock that disappears at high tide, the 200-foot-high Drunk Man has a curious, lopsided look—the result of endless waves battering the stack. High up, several narrow caves—the burial niches of an old, forgotten people—pierce the stack; reaching them requires magic or impressive climbing skills.
- **The Three Sisters**: Three jagged sea stacks tower above the surf of this wild, rugged beach. Several powerful riptides lurk offshore, making waterborne investigations of the Three Sisters difficult and dangerous.



Folk of Solonor Isle

Solonor Isle and its settlements are overwhelmingly human; demi-humans and the like are uncommon sights, and most such folk are either adventurers or retired adventurers. The wilderlands call to such folk.

Humans

Solonor Isle is a human enclave; the vast majority of its population is human. Most such folk have no pretension toward adventure or glory; they are merely trying to survive. Many make their living in some way from the sea, be it as fisherfolk, fishmongers, rope or net makers or merchants selling the daily catch. Others work their small farms or serve the Lempinens in some other way.

Appearance: Although many of Solonor's human populace spend their time outside, few exhibit more than a slight tan—the general climate not being particularly conducive to such. Hair tends to be dark brown or black, although blond or red hair runs in some families, many of whom claim to trace their ancestry back to the region's original inhabitants. Eye colour is normally grey or blue. Folk on Solonor Isle tend to be lean—there are few luxuries to be had on the island for normal folk, and most must work hard to survive or, if they are lucky, thrive.

Nomenclature: *female*: Alina, Elimia, Kara, Mirja, Satu, Virpi; *male*: Armas, Elmeri, Oskari, Sauli, Urmas, Vilho; *family name*: Ahokas, Eskola, Leino, Ojanen, Rintala, Tuomi.

Dwarves

Dwarves are not native to Solonor; those dwelling on the isle are normally adventurers, retired adventurers or artisans with skills much in demand on the frontier. Dwarves are a sturdy, doughty bunch and are well suited to the travails of frontier life. Dwarven warriors are much in demand at the citadel for their ability to see at night; such dwarves often find themselves posted to Water Gate (location N2) at night to keep watch for raiding humanoids.

Appearance: Short and stocky, some dwarves seem to be almost as wide as they are tall. Most dwarves have black hair and beards; blond hair is a rarity among them. Older dwarves' hair is shot through with grey and white. Dwarves' eyes are almost uniformly black. Only dwarves who spend a lot of time on the surface have tanned skin. Dwarven clothes are universally serviceable, and normally made of leather or studded leather.

Nomenclature: *female*: Armora, Boldis, Elren, Mabryn, Ovdris, Valisi; *male*: Anthic, Belial, Elgal, Nalias, Ovlon, Torroc; *clan name*: Araral, Boferg, Darzak, Hargyth, Urzak, Yurnoe.

Elves

Elves are not native to Solonor, although ages ago, elves once dwelled under the strange and twisted boughs of the Forest of Gray Spires. Like the dwarves on Solonor, elves on the island are normally adventurers, retired adventurers or artisans with skills much in demand on the frontier. Others have come here to expand their knowledge on some esoteric or historical matter.

Appearance: Of slim build, pale complexion and pointed ears, elves tend to have black hair and green eyes, although some variations exist. They tend to favour clothes of muted blue, green or violet and often wear a cowled greenish-grey cloak. They tend to reach about five and a half feet in height.

Nomenclature: *female*: Aelliah, Caerllirran, Duluali, Rideth, Tahlys, Willithar; *male*: Arndul, Azakial, Dulannis, Kanbrar, Nuythel, Solaith, Zainnis; *family name*: Azarian, Evdrearn, Fisfelond, Myloneir, Sehiatyn, Wilmatyn.

Gnomes

Gnomes are not native to Solonor Isle—the climate and the surrounds being generally undesirable to them. Such visitors to the island are almost uniformly adventurers, although occasionally, a gnomish merchant or artificer visits the region. Of all the races generally considered allied with humanity, gnomes are probably the rarest on Solonor Island.

Appearance: Gnomes are short—in the region of three feet tall—and slender. They generally sport white or off-white hair and blue eyes. Their skin is greyish-brown. They wear clothes of earthy tones or leather and greatly value jewellery.

Nomenclature: *female*: Baranna, Enneal, Lenael, Rasal, Uranal, Vanalenae; *male*: Baradel, Erfael, Leneras, Rasedal, Segevan, Urdevan; *clan name*: Andig, Nackle, Pinale, Segor, Turen, Wallig.

Halflings

Life on Solonor is hard, and few halflings find the place an attractive or desirable home. Halflings encountered on Solonor may be adventurers, merchants, or thieves fleeing a misunderstanding in a more civilised land, such as the Duchy of Ashlar or the Lonely Coast.

Appearance: About the size of human children, halflings look like miniature humans in many ways. They have slightly pointed ears and often have brown or light brown hair. Of ruddy complexion, halflings normally have brown or dark grey eyes. Their clothes are serviceable and of grey, brown or green. Adventuring halflings can be quite slim; the majority of the race, however, tend to be tubby or portly.

Nomenclature: *female*: Cheneea, Cora, Isseekina, Marra, Roylla, Verna; *male*: Arvolen, Caleeped, Grenobren, Jamir, Penelor, Yonochen; *surname*: Brookside, Highhill, Quickfingers, Shortstep, Trollteaser, Warmheart.

Half-Elves

Half-elves visit Solonor Island for similar reasons to their elven brethren. Few are native to the region, but sometimes the wilderland calls to such folk, stuck as they are between two worlds. The frontier can be a place to hide from the dualities of their own nature or a place to escape from the prejudices of more civilised lands.

Appearance: Half-elves take after both their parents; their hair colour is more variable than the elves and they can be as stocky and muscular as a human. Some grow beards—something impossible for a pure-bred elf.

Nomenclature: Half-elves can have names that hail from their human or elven sides; some have a mix of both, while others have a full human name and an elf name, which they use interchangeably.

Half-Orcs

The mongrel spawn of humans and orcs, half-orcs are relatively common on Solonor. Orcs dwell in the interior, and it is inevitable that half-orcs would number among Solonor's populace. Other half-orcs, uninterested in a pirate's life, hail from the Picaroon Peninsula to the south.

Half-orcs are not viewed with particular hostility by the rest of the populace, except for such individuals hailing from the Picaroon Peninsula. Such half-orcs are often regarded with suspicion; they may be, after all, spies for the pirates sent to ferret out weak points in the island's defences.

Appearance: Half-orcs can take after either or both of their parents. Normally stockier and more muscular than humans but not as hulking as a true-blood orc, these mongrels tend toward the grey skin of their orc parents. They often have black or dark brown hair. Adventuring half-orcs tend to belong to that fortunate category of half-orcs that can pass themselves off as human.

Nomenclature: A half-orc's name tends to indicate in which society the individual was raised; thus, half-orcs with human names are normally more civilised than their orc-raised brethren. Orc-raised half-orcs rarely have a family name, instead preferring epithets such as "the Mighty", Widowmaker", and so on.

Other Races

Solonor Island lies on the very cusp of the wilderlands. Although it is predominantly a human enclave, sometimes individuals of rarer racial stock visit the area. Half-dragons, plane-touched folk, as well as rarer strains of more common races, and other exotic individuals, have all explored the islands and its environs. Such folk are notable rarities.

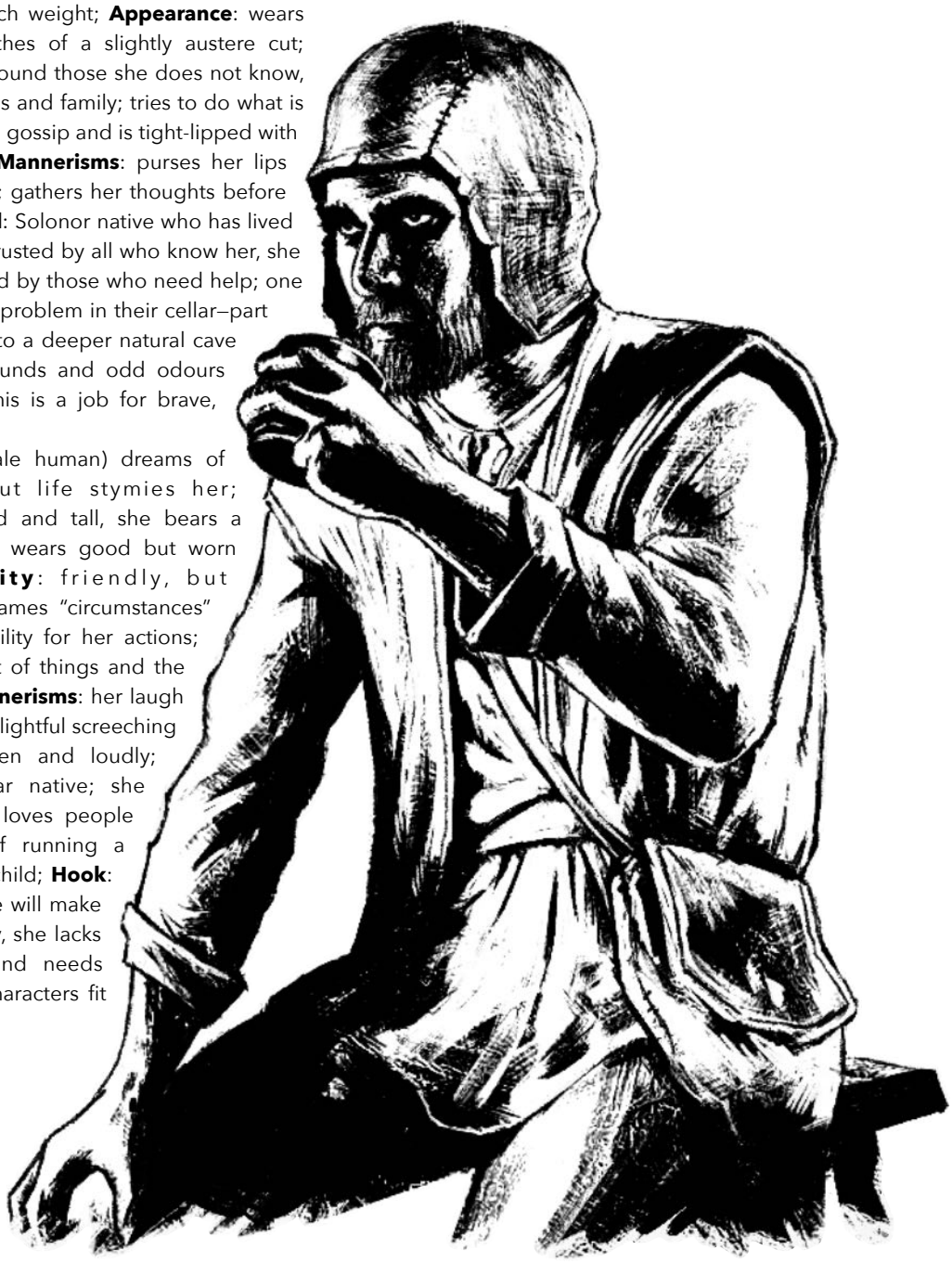
Peasants, Commoners and Others

The vast majority of people on Solonor Isle are hardy but otherwise unremarkable commoners, artisans and fisherfolk who spend their time trying to better their lot on the very edge of civilisation. Few, if any, of them dream of gold, glory and power; they are too busy merely surviving.

Use the NPC bios below to portray typical members of the population. Modify any details as you see fit to better suit your campaign and the current situation. Such NPCs could feature but once in your game, while others could become reoccurring folk.

1. **Veini Otra** (N middle-aged male human) retired fisherman who now makes rope for a living; **Appearance**: big man with a paunch; bald; walks with a rolling limp; **Personality**: loud and friendly demeanour masks the quiet desperation of a father and husband on the breadline; **Mannerisms**: claps those he meets on the back; **Background**: broke his leg when a fishing boat rolled over on him; **Hook**: knows many people on the docks and can make introductions for a small fee.
2. **Kreeta Miela** (LN middle-aged female human [Cha 13]) works in a downmarket tavern; **Appearance**: short with curly brown hair and sparkling brown eyes; **Personality**: friendly, cheerful, enjoys dancing; indefatigable; **Mannerisms**: laughs (loudly) a lot and calls everyone, "My Love"; **Background**: has worked in a local tavern for two decades and is well used to dealing with drunk and/or obnoxious customers; many regulars hold a candle for her; **Hook**: accosted by an amorous drunk who thinks he loves her.
3. **Tahvo Rautia** (CN middle-aged male human) wanders about looking for opportunities no matter where they might hide; **Appearance**: red-haired, has a tufted goatee and unfocused eyes; dressed well; **Personality**: happy, but easily distracted and obsessed with worldly pleasures; **Mannerisms**: puffs on a pipe and seems distracted and lost in his own world; **Background**: a merchant of some means but lacks the focus to accumulate serious wealth; **Hook**: paying no attention to his surroundings he blunders into the midst of the party.
4. **Salu Toivas** (CN male human) looks everywhere for opportunity–the easier the opportunity, the better; **Appearance**: tall, skinny man with short black hair who leans heavily on a walking stick and carries an empty backpack; **Personality**: gloomy; expects bad luck, likes getting things for free; **Mannerisms**: face perpetually set in a glum expression; **Background**: once a professional gambler, he gave up just before his luck ran out; now he makes a living on the edge of society–taking things no one else wants and selling them; **Hook**: has a reputation as a bit of a scavenger; tries to get something–even something broken or useless–for free from the party.
5. **Rekiina Susi** (CG female human [Int 7]) knows lots of people, but they are all always busy and never have time to stop and chat; **Appearance**: overweight, wears baggy clothes and has lank brown hair; **Personality**: friendly, trusting and likes horses and dogs; she has a wide range of (ill-informed) views on many things **Mannerisms**: grins gormlessly; **Background**: lives quietly on the edge of town with her dogs; some people call her the "Dog Woman"; **Hook**: sometimes lonely and comes into town to meet people; many folk find her simplistic conversation annoying and avoid her; several raucous dogs accompany her.
6. **Marjaana Tuomikki** (LG old female human [Int 15, Wis 14]) knows much herb lore and works as an apothecary, surgeon and wise woman; she knows much about many things and willingly shares her knowledge; **Appearance**: old and wizened, she leans heavily on a thick walking stick but is spry for her advanced years; **Personality**: kind, caring and attentive; feels the need to do good and to help her fellows whenever she can; **Mannerisms**: has a kind smile but a sharp, penetrating gaze for those displeasing her–this is normally now reserved for loud, impetuous children; **Background**: has lived here her whole life and is deeply embedded in the local community; she is much beloved by her fellows and knows almost everyone; **Hook**: doesn't normally accept money for her services; instead she barters for the things or services she needs.
7. **Einar Keto** (N middle-aged male human [Int 13, Cha 13]) hates life as a fisherman and dreams of retiring and working on land; ideally, he'd like to own several fishing boats and live off the proceeds of other people's work; **Appearance**: scraggly, with unkempt brown hair and a dusting of stubble; **Personality**: lazy and in search of a new (easy) challenge; enjoys the finer things in life when he can get them–and wants more of them; rarely accepts the blame for anything and often portrays himself as the victim; **Mannerisms**: rarely makes eye contact; happy to change any opinion for gain; **Background**: third generation fisherman; **Hook**: approaches the characters with an offer; if they buy him a couple of fishing boats, he'll find crew and then pay the characters a percentage of the proceeds.
8. **Panu Outila** (N middle-aged male human) works around the island as an odd job man and is skilled in a wide range of trades–carpentry, stonemasonry and the like; **Appearance**: stocky, pot-bellied and part-bald; wears serviceable leathers and is perpetually be-stubbled; often red-eyed; **Personality**: quiet and sometimes moody; has an eye for detail and likes a drink; **Mannerisms**: quiet; **Background**: an orphan, he does not know anything about his parents; **Hook**: has worked on many of the notable buildings on the island at one time or another and is well known if not well-liked; if the characters seek knowledge of a certain building, he is the man to ask.

9. **Elina Itkonen** (LG young female human [Dex 14, Wis 14]) wants to be an adventurer so she can earn lots of gold to look after her parents and protect Solonor from all the monsters lurking on the mainland; **Appearance**: in her mid-teens, skinny; wears oft-patched clothes and is often dirty; short brown hair, deep brown eyes; **Personality**: friendly and chatty; dedicated to protecting her parents and community; impatient; **Mannerisms**: constantly plays with her (ragged) fringe; **Background**: her family is often in debt; **Hook**: hangs around the party while they are in town, watching them; pops up in the most unlikely situations; eventually asks to join them.
10. **Pirjo Rintala** (LN middle-aged female human) loves her friends and neighbours; is a stalwart of the community; whose voice carries much weight; **Appearance**: wears good quality, plain clothes of a slightly austere cut; **Personality**: reserved around those she does not know, but warm with her friends and family; tries to do what is best and right; refuses to gossip and is tight-lipped with other peoples secrets; **Mannerisms**: purses her lips when listening to others; gathers her thoughts before she speaks; **Background**: Solonor native who has lived here all her life; **Hook**: trusted by all who know her, she is sometimes approached by those who need help; one of her neighbours has a problem in their cellar—part of the floor collapsed into a deeper natural cave and sometimes faint sounds and odd odours emerge from therein; this is a job for brave, trustworthy adventurers.
11. **Tuula Varala** (CG female human) dreams of owning a tavern, but life stymies her; **Appearance**: full-figured and tall, she bears a shock of rare red hair; wears good but worn clothes; **Personality**: friendly, but scatterbrained; often blames "circumstances" before taking responsibility for her actions; loves being at the heart of things and the centre of attention; **Mannerisms**: her laugh is best described as a delightful screeching cackle; she laughs often and loudly; **Background**: a Solonar native; she loves the sea, but she loves people more; has dreamed of running a tavern since she was a child; **Hook**: born to run a tavern, she will make an excellent ostler; sadly, she lacks the necessary funds and needs wealthy investors—the characters fit the bill.
12. **Virpi Pasanen** (NE female human [Int 12, Dex, 15, Cha 14]) chaffs against the constraints of living on the wilderlands and dreams of earning her fortune and then leaving for a more comfortable home; she lusts after the riches of the merchants visiting Solonor Isle; **Appearance**: attractive with short brown hair, a winning smile and mirth-filled eyes; **Personality**: appears kind and thoughtful but is really only interested in her own comfort; charming; loves wine, eating out and the finer things in life; **Mannerisms**: smiles often and broadly; **Background**: hails from an impoverished family; **Hook**: normally she preys on visiting merchants, hunting for someone to fleece but if an adventurer seems taken by her charms she tries something new.



Adventurers on Solonor Island

A steady trickle of adventurers come to Solonor Island to seek glory and gold. Solonor is their safe haven—their base of operations. From here, they can foray into the wilderlands and return to rest, recuperate and reflect. The majority of adventurers on Solonor Island are visitors, although a few particularly brave or driven souls from among the populace take up the mantle of an adventurer.

Barbarians

Barbarians are not native to Solonor Island, but this place—ever hemmed in by violent enemies—is the perfect place for a barbarian to adventure, fight and slay. There is never a shortage of foes in the wilderlands, and, within reason, Solonor Island is a place of lax laws compared to more civilised lands. As long as a visiting barbarian can refrain from going berserk on Solonor itself, they are welcome on the isle.

Bards

As in more civilised places, bards are welcomed throughout Solonor Island. Famed for their great store of stories and ability to distract folk from the harsh realities of their daily lives, bards can live cheaply on Solonor. Such well-travelled folk are also in demand for their knowledge of current events. A visiting bard can expect to be repeatedly asked by merchants and officials for news of import from the greater world. Some bards may even be summoned to the Citadel at Nemeton to share their news.

Clerics

The folk of Solonor Island have much need of clerics. Whether offering spiritual guidance, blessings, protection from the lurking horrors of the wilderlands or magical healing, priests are at the centre of Nemeton and Bleakhaven. In the main, such folk worship Serat, Conn, Darlen or Conn. Kalron also has a following among the folk of Nemeton (location N6), and most visitors to Solonor make an offering at the Wishing Tree (location N10) before heading into the wilderlands. Generally, there are few non-human clerics or priests on Solonor.

Druids

Few druids dwell on Solonor itself. Given its size, the island is densely populated—although the populace is mostly confined to the sheltered eastern part of the island. Most of the land on the island is put to some sort of farming or mercantile use. A few druids dwell in the wilderlands itself in hidden groves far from the industry and commerce of Solonor Island.

Fighters

Mercenaries, sellswords and freebooters are drawn to Solonor Island like flies to offal. In humanity's most precarious enclave on the Skeleton Coast, the services of those skilled at arms are much in demand. Fighters can serve as bodyguards, bolster the garrison at the citadel or serve as mercenary guards for merchants transporting goods to and from the island.

Monks

Monks are extremely rare on Solonor Island. Most such individuals worship Darlen or Conn and come to bolster the local churches. Followers of Darlen—driven by their desire to keep the ever-present, lurking darkness at bay—are the most likely to join adventuring parties exploring the wilderlands.

Paladins

Paladins are a rare breed on Solonor Island. Such holy warriors almost exclusively worship Darlen and honour their patron by serving as protectors of the common folk. Solonor's common folk welcome and respect paladins—they are among the most welcome adventurers in most places—as long as they respect other folk's religious beliefs. Paladins that unendingly preach to or belittle the common folk are tolerated but not loved.

Rangers

Although Solonor island is civilised, wilderness and danger lie without. Such wild lands offer many opportunities and attractions for rangers. Those skilled at hunting, tracking and surviving in the wilds are at a great advantage on the Skeleton Coast. The inclusion of a ranger in an adventuring party provides a great advantage to its members. Some rangers wander the wilderlands in search of the feral, savage humanoids of the interior.

Thieves & Assassins

Perched on the very edge of civilisation, Solonor Island is a place replete with opportunities for smugglers, thieves and others willing to bend, break or ignore the law. In addition, every adventuring party needs a member skilled at finding and disarming traps, picking locks and scouting. The humanoids of the wilderlands are universally thought to have collected much treasure during their hegemony over the mainland. Some they have gained from pillaging ancient sites, while more has come from slain adventurers, shipwrecks and so on.

Assassins on Solonor are normally there for a specific job unless they are hiding from the authorities of a more civilised land such as the Duchy of Ashlar. Assassins-in-hiding would be well-advised to refrain from obviously plying their trade while on the isle. Solonor is a small place, and newly-arrived outsiders are often accused of crimes—particularly if the crime occurs shortly after their arrival.

Wizards

Dark rumours and legendry hangs thickly over Solonor Island. Its history is long, dark and storied. Ancient, crumbling books speak of the Monastery of Ineffable Evil and of the citadel at Nemeton's pre-human origin. The wilderlands may yet hold terrible secrets, and beyond them

rise the fantastical limestone pillars of the Gray Forest. A surprising number of wizards make their way to Solonor Island as a result.

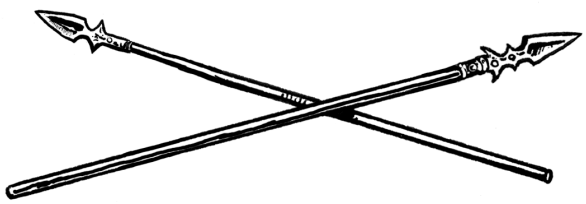
Even those locals exhibiting natural talent rarely have time to develop their skills. The rigours of living in such an isolated place do not allow much time for learning the esoteric mysteries of wizardry, so native wizards are rare.

NPC Adventurers

The characters are not the only adventurers on Solonor Island. The largest human enclave on the Skeleton Coast sees a steady stream of adventurers, freebooters and sellswords come in search of glory, fame and gold.

When the characters meet another adventurer—or another adventuring party—use this list to generate the basic details. The details below are primarily roleplaying tools; each entry presents basic statistical details for the adventurer. The noted class is only a guideline, and no levels are listed; however, it is assumed that these are low-level characters.

1. **Niko Albin** (NG male human fighter [Str 16, Dex 10, Con 13, In 10, Wis 11, Cha 13]) understands peasant folk and is a competent woodworker; **Appearance**: rough, unkempt and muscular; **Personality**: brave; optimist, friendly and cheerful; **Mannerisms**: always smiling; **Background**: hails from Ashlar; adventurers to gain enough gold to keep his parents comfortable in old age; **Notable Gear**: plate armour, longsword, spear
2. **Elina Jurva** (N female human fighter [Str 14, Dex 13, Con 15, Int 11, Wis 9, Cha 12]) follows the Old Ways and worships the Mother; **Appearance**: trim and short with heavy scarring on the left side of her neck; **Personality**: careless and rash but brave; loves horses; **Mannerisms**: has a facial tick when upset; **Background**: once a stablehand; **Notable Gear**: chain armour, short sword, longbow, riding horse
3. **Boram Highhill** (CN male halfling thief [Str 9, Dex 16, Con 12, Int 11, Wis 7, Cha 8]) craves opportunities for adventure and advancement; **Appearance**: short, trim and well dressed; short brown hair and dark brown eyes; **Personality**: wild, capricious and insanely brave; loves wine and fancies himself an aficionado; **Mannerisms**: when self-conscious, he plays with his hair; **Background**: hails from the village of Underdell in Ashlar; wants to see the world and earn enough to retire to a more than comfortable life; **Notable Gear**: 6 daggers, excellent set of thieves' tools
4. **Mauri Pentti** (LG male human cleric [Darlen] [Str 12, Dex 7, Con 11, Int 12, Wis 15, Cha 13]) associates only with those broadly sharing his own ethics; he could serve as a group's moral compass; **Appearance**: bald and thickset with a slight stoop; **Personality**: modest, perceptive, scrupulously honest, and virtuous; loves fishing; **Mannerisms**: fidgets with his holy symbol; **Background**: son of a minor, but wealthy, merchant; felt compelled from an early age to help those less fortunate than himself; **Notable Gear**: ornate silver holy symbol, 2 vials of holy water
5. **Eiraruil Shakirae** (CG female half-elf ranger [Str 14, Dex 16, Con 13, Int 9, Wis 12, Cha 10]) desires to take the fight to the foul humanoids of the wilderlands; **Appearance**: worn and rumpled; wears comfortable, outdoorsy clothes; **Personality**: sober, thoughtful and precise; **Mannerisms**: taciturn; speaks plainly; **Background**: will not speak of her history, parents or origins; **Notable Gear**: studded leather armour, *+1 longbow*, 2 handaxes, wilderness survival gear
6. **Gal Elduum** (LN male dwarf fighter [Str 15, Dex 10, Con 15, Int 7, Wis 12, Cha 9]) adventures to wipe a stain from his honour—he fled a battle against giant spiders and cannot return to his clanhold until he is a hero; **Appearance**: black hair, beard elaborately braided, often scowling; **Personality**: borderline alcoholic, exceptionally brave (but terrified of spiders), loyal but values his privacy; **Mannerisms**: strokes his beard when unsure and has an exceptionally firm handshake; **Background**: the son of a warrior, Gal hails from a proud family and an even prouder heritage; **Notable Gear**: plate armour, battleaxe, heavy crossbow
7. **Feranae Firisond** (CG female elf wizard [Str 9, Dex 14, Con 11, Int 17, Wis 13, Cha 13]) dreams of unlocking the secrets of the planes with her magic; she dreams of walking on other worlds; **Appearance**: ageless and slender, long black hair, well dressed; **Personality**: friendly, brave, easily bored and a bit of a dreamer; **Mannerisms**: laughs and makes inappropriate jokes when she is nervous; **Background**: the daughter of an noble, Feranae has never wanted for anything in life—except magical power; she has had the best tutors but now seeks out new experiences to increase her powers; **Notable Gear**: spellbook, *wand of magic missiles*, family signet ring
8. **"Lord" Ilja Meurakas** (LE male human fighter [Str 17, Dex 14, Con 15, Int 12, Wis 10, Cha 9]) craves power and respect and will kill to get them; **Appearance**: impeccably turned out he wears the finest clothes and only uses the finest weapons and armour; **Personality**: aggressive and violent—is vindictive toward foes—and covets wealth and power; **Mannerisms**: snorts with derision at others suggestions and demands peasants call him "lord"; **Background**: beaten as a child and swore never to be weak or vulnerable again; **Notable Gear**: plate armour, greatsword, *+1 spear*



9. **Esko Paasia** (NE male human thief [Str 10, Dex 18, Con 10, Int 13, Wis 10, Cha 13]) lies constantly and fluently and will sacrifice anyone and anything to get what he wants; **Appearance**: dishevelled and grubby with short brown hair and light blue eyes; **Personality**: deceitful in the extreme, cruel and obsequious; **Mannerisms**: licks his lips and incessantly plays with his dagger "*Gutripper*"; **Background**: born in the slums and alone from an early age he wholly lacks any kind of formal education; **Notable Gear**: *Gutripper* (*+1 dagger*), fine thieves' tools
10. **Gargath Torevin** (LG male dwarf fighter [Str 15, Dex 10, Con 17, Int 10, Wis 12, Cha 10]) knows that without cooperation, the dwarves, humans and other civilised races are doomed to eventually fall to the barbarism of the fecund humanoids; **Appearance**: short, stocky and heavily bearded; black hair, dark grey eyes; wears dull grey plate armour of dwarven artifice; **Personality**: proud, brave and noble; short-tempered; hates cats, loves singing, ale and exploration; **Mannerisms**: incessantly strokes and grooms his beard; **Background**: wanders the world fighting evil and serving as an example to his fellow dwarves; he is the second son of a dwarven thane but does not speak of his noble heritage **Notable Gear**: plate armour, warhammer
11. **Kaisa Paaso** (N female human druid [the Mother] [Str 12, Dex 12, Con 14, Int 11, Wis 15, Cha 16]) desires to plunge into the wilderlands to visit certain ancient locales sacred to her faith; most are thought lost to time and foul humanoids of the interior; **Appearance**: strong-jawed, with blazing brown eyes and short hair; she wears serviceable leather armour and radiates an air of capability; **Personality**: boundlessly enthusiastic about nature and its rich diversity; happiest outside in the open air no matter the weather; friendly, loyal and brave; **Mannerisms**: lectures anyone who'll listen about every aspect of nature; **Background**: a farmer's daughter, she hails from Ashlar's borderland and has come to Solonor on a quest to visit certain ancient sites; **Notable Gear**: silver sickle, old map of the wilderlands showing various religiously significant sites
12. **Elrak Farsten** (LG male dwarf cleric [Str 14, Dex 10, Con 16, Int 8, Wis 15, Cha 11]) serves the dwarven war god and exults in slaying his folk's traditional hated enemies; **Appearance**: stout and impeccably turned out, Elrak wears his black hair short but his beard long; **Personality**: brave and a risk taker he is fascinated by horses (but is a terrible rider); loves gambling; **Mannerisms**: deeply and loudly clears his throat before talking; **Background**: a gambler, Elrak has considerable debts at home because of a streak of bad luck; **Hook**: needs gold and gems to pay off his debts, which weigh heavily on his heart and honour; **Notable Gear**: gold holy symbol, plate armour, warhammer
13. **Jaska Laitnen** (NG male human fighter [Str 15, Dex 12, Con 15, Int 11, Wis 10, Cha 11]) leads the Wilderland Wanderers—or so he thinks; in truth, his opinions are easily swayed by his friends; **Appearance**: dresses practically and favours muted colours—browns, greens and grey; long black hair and dark brown eyes; **Personality**: friendly and brave, Jaska is a talkative fellow; he is dismissive of those pursuing sedentary lifestyles; enjoys drinking wine; **Mannerisms**: smiles broadly and often; **Background**: travelled extensively with his carter father in various merchant caravans and got the travelling bug; **Hook**: has extensive knowledge of the nearby kingdoms, their major towns and cities and track networks; **Notable Gear**: *+1 scale mail*, longsword, shield, hand-drawn maps of various nearby kingdoms
14. **Kaisa Varala** (NG female human wizard [Str 8, Dex 15, Con 10, Int 17, Wis 12, Cha 10]) believes magic can give her and her elderly parents a better life; after every adventure, she sends a stipend to her parents, so they don't have to work their fingers to the bone just to survive; **Appearance**: wears plain, simple clothes and eschews traditional wizardly dressings and trapping; short brown hair and light grey eyes; **Personality**: intelligent, imaginative and ambitious; still enjoys working with leather; thirsts for knowledge and collects books; **Mannerisms**: lacks confidence and only rarely makes eye contact with strangers; **Background**: with nimble fingers and a livelier mind Kaisa was always destined to outgrow her humble beginnings as a leatherworker in the family business; **Hook**: approaches a wizard or other learned member of the group to exchange knowledge and spells; **Notable Gear**: spellbook, *scroll of fireball and web*, cowled leather travelling cloak
15. **Tuula Ojanen** (LG female human cleric [Darlen] [Str 12, Dex 10, Con 14, Int 12, Wis 15, Cha 14]) serves Darlen with gladness in her heart and tirelessly works to keep the commonfolk safe; **Appearance**: wears a white surcoat emblazoned with a rising sun over her studded leather armour; has piercing blue eyes and blond hair; only 5-foot-tall; **Personality**: believes she owes a great debt to Darlen; friendly and cheerful she is an optimist; fascinated by legends and would have made a good bard if she had not entered the priesthood; **Mannerisms**: tilts her head to one side when listening or thinking; **Background**: an orphan left on the church steps, Tuula has known no life other than that in service of Darlen; **Hook**: spreads the word of Darlen at every opportunity and seeks donations from wealthy folk to improve the common good; **Notable Gear**: *+1 longsword*, white surcoat emblazoned with a sun motif
16. **Vesa Purho** (NG male human fighter [Str 13, Dex 16, Con 13, Int 10, Wis 10, Cha 9]) appears to be the quintessential wanderer—and he is; **Appearance**: perpetually dishevelled and unshaven; deep blue eyes and long brown hair; **Personality**: taciturn and ill at ease in towns and cities; loves nature and hates staying in one place too long; always looking for the next opportunity

for exploration; **Mannerisms**: tries (and fails) to untangle his hair with a bone comb at every opportunity; **Background**: grew up on the frontier and is a skilled trapper and furrier; **Hook**: seeks out other wanderers to learn about the surrounds, learn about the local fauna and flora and so on; **Notable Gear**: longbow, 20 arrows, fur hat, voluminous bear fur cloak

17. **Esko Jurva** (NG male human ranger [Str 15, Dex 14, Con 14, Int 10, Wis 13, Cha 12]) likes life on Solonor and is thinking of making it his home; **Appearance**: weather-worn, wears battered but serviceable clothes whose hems are mud-splattered; long dark brown hair and brown eyes; tanned; **Personality**: kind, brave and taciturn; secretly lonely and looking for friend who will accept his unvarnished self; **Mannerisms**: speaks abruptly and curtly; has no real knowledge of polite etiquette; **Background**: hails from the Lonely Coast and ended up on Solonor after the ship he was on was attacked by pirates; wants to explore the wilderlands; **Notable Gear**: fine longbow, waterproof cloak
18. **Helga Kullervo** (N female half-orc thief [Str 14, Dex 14, Con 13, Int 10, Wis 10, Cha 8]) uses her racial heritage—greater than normal strength and the ability to see in the dark to great effect; **Appearance**: grey skin, sloping forehead and broad-shouldered ; **Personality**: isn't (that) stupid and knows her racial heritage puts her at a disadvantage; acts friendly and "properly" in town; does not ply her trade on Solonor Isle; thrill-seeker; proud; **Mannerisms**: "casually" flexes her biceps when talking; **Background**: a native of Solonor Island; a child of violence and tragedy as are so many of her ilk; she is well known around the island and does not steal from fellow islanders—she has worked hard to gain acceptance here; **Notable Gear**: long coil of black silk rope, *potion of invisibility*
19. **Konrad Ikitiera** (N male human cleric [Kalron] [Str 17, Dex 12, Con 12, Int 10, Wis 14, Cha 12]) dreams of fame and glory and diligently practises with his weapons as a result; **Appearance**: strong and muscular; **Personality**: vain—in regard both his appearance and skill; capable of tremendous focus; enjoys climbing and fine wine as well as weapons training; **Mannerisms**: hums when thinking or exercising; often combs his hair self-consciously; **Background**: son of a famed Kalron follower, Konrad presents himself under a false name so that he might gain his own fame and glory; sadly, he is his father's spitting image and some older priests and warriors sometimes recognise him; **Notable Gear**: his father's *+1 battleaxe*, battered plate armour
20. **Rideth Vonothvar** (CG female elf fighter/wizard [Str 12, Dex 16, Con 11, Int 15, Wis 12, Cha 12]) lives to push back the tide of evil threatening to overwhelm the world; **Appearance**: tall, slender and ageless; possesses an otherworldly beauty; **Personality**: intelligent, brave and methodical; patient with the hustle and bustle of short-lived folk; **Mannerisms**: speaks slowly and clearly; never raises her voice in anger; **Background**: hails from a distant elven kingdom; on a century-long quest to battle evil in all its forms; **Notable Gear**: elven chain, *+1 shortsword*, *wand of magic missiles*

Adventuring Party Names

The characters may encounter other groups of adventurers on Solonor Island or in the wilderlands. Use this list to determine who they meet:

1. The Wilderland Wanderers
2. The Grey Cloaks
3. Followers of the Radiant Light
4. Fellowship of the Crystal
5. The Five
6. Crusaders Against Darkness
7. Goblin Killers
8. Sword, Spell and Spear
9. The Languard Legends
10. Rovers of the Wilderlands
11. Marl's Marauders
12. Freebooters of the Coast
13. Swords Against the Darkness
14. Order of the Renitent Heart
15. Company of the Azure Sentinels
16. Followers of the Black Blade
17. Order of the Sun
18. Wardens of the Borderlands
19. The Dirty Rats
20. The Fist

Deities & Demons

The folk of Solonor Island and the foul humanoids dwelling in the surrounding wilderlands worship an eclectic group of powers both malign and benign.

The humans of Solonor Isle primarily worship Serat (N greater goddess of the sea, storms and voyages), Conn (LN greater god of community, family and rulership) and Darlen (LG greater god of law, order, justice and the sun). A few folk cling to the old ways and worship the Mother (N greater goddess of the seasons, sun and moon). Warrior adventurers worship Kalron (N hero-god of battle, martial skill and heroic struggle) and come to Solonor to practise their martial skills while fighting the foul pirates and fouler humanoids besetting the isle.

Demi-humans venerate their own powers, while the foul humanoids of the wilderlands worship a mix of violent and bloodstained beings. Some particularly isolated or degenerate tribes worship even older, fouler things.

This section presents details of the major powers worshipped by the humans of Solonor Isle. A cleric must be proficient in their deity's favoured weapon; this means, in a few faiths, that clerics can use edged weapons.

Abarin

N greater god of industry and artifice

Epithets: The Creator, the Great Craftsman
Symbol: A convoluted mass of cogs and gears
Favoured Weapon: Warhammer
Raiment: Full-length leather apron
Worshippers: Blacksmiths, crafters, engineers and inventors

Teachings: The Great Creator created everything. To build and invent is to praise him. Strive to better what already exists.

Holy Text: The *Blessed Manual of Creation* is a series of dense tomes filled with Abarin's holy teachings and truths about the essential essences of the world. In it, Abarin reveals the proper methods of creating iron, steel and many other materials necessary for invention. The *Blessed Manual of Creation* is a series of books in flux—successive generations of worshippers add new discoveries to the faithful's teachings and writings.

Additional Notes: Abarin's faithful are artificers, inventors and the like. His temples contain complicated devices such as water clocks and primitive firearms. Mechanical or clockwork guardians often protect Abarin's temples.

Temples & Shrines: On Solonor Island, Abarin is mostly worshipped by the artificers employed by the innovative merchant Jaakko Asikka (location B10).

Behron

N lesser god of travel

Epithets: The Farwanderer
Symbol: The open road running to the horizon
Favoured Weapon: Mace
Raiment: Plain brown robes
Worshippers: Explorers, merchants, rangers, travellers and wanderers

Teachings: Only by wandering do we find ourselves. Those who settle down deny the boundless beauty and wonder of the world.

Holy Texts: The faithful obsessively make and gather maps and write travel journals. These are stored in the sect's various roadside shrines and often contain amazing tales of far-off lands and places. Some such journals contain details of legendary places and are sought out by adventurers keen to learn more about such locales.

Additional Notes: Behron's faith is a minor thing with little power. However, its adherents are widely accepted as having great knowledge of the land; some occasionally serve as guides or lead expeditions into wild, unexplored places. Some followers ally themselves with Serat's priesthood if their journeying should take place over water; in many ways, the two faiths are natural allies.

Temples & Shrines: Behron's faithful raise few temples to their lord, and those that do exist stand astride major trade routes, crossroads and the like. Most places of worship dedicated to the Farwanderer are little more than wayside shrines—or small affairs found in travellers' inns. On Solonor Island, shrines to the Farwanderer stand at the Wishing Tree (location N10) and the Merry Wanderer Inn (location B14).

Conn

LN greater god of community, family and rulership

Epithets: The Father, the Lawgiver
Symbol: Two hands clasped in a handshake
Favoured Weapon: Mace
Raiment: White robes with two clasped hands sigil
Worshippers: Nobles and peasants

Teachings: Order brings prosperity, safety and happiness. The family is the most important unit of society; its protection is the most sacred duty.

Holy Texts: *Law and Duty*—a dense, legalistic text—sets out Conn's teachings and the place and duties of each worshipper. Other important texts and commentaries deal with legal decisions made by the faithful's judges, along with musings on the power of law and the depravity of chaos.

Additional Notes: Conn is the god of law and order. His teachings bind the people of Solonor together, and his clergy rival the power and influence of Serat's followers. Conn's clergy serve as judges who oversee Solonor's law courts, and thus, they are widely reviled by near-do-wells, thieves and assassins alike.

Temples & Shrines: The Lawgiver's Chapel (location B9) is the centre of the Father's worship on Solonor Isle.

Darlen

LG greater god of law, order, justice and the sun

Epithets: The Justicar, the Shining Light, the Noble One

Symbol: The rising sun

Favoured Weapon: Longsword

Raiment: Voluminous, white cowled habits; unless expecting battle, clerics do not wear armour

Worshippers: Nobles, paladins and warriors; enemies of Braal

Teachings: The strong must protect the weak. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise but must show mercy when dealing with its tools.

Holy Texts: Darlen's teachings are set down in the *Scripture of Law*—a vast tome containing teachings, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

Additional Notes: Dalen's followers are heroes and protectors of the commonfolk. While some of them protect Solonor Isle and its folk, others strike out into the wilderlands to push back the ever-encroaching tribes of the interior.

Temples & Shrines: Darlen's faithful are primarily centred in Bleakhaven at the Hall of the Shining Light (location B5).

Kalron

N hero-god of battle, martial skill and heroic struggle

Epithets: The Warrior

Symbol: A two-headed battleaxe

Favoured Weapon: Battleaxe

Raiment: Followers of Kalron normally wear armour of some sort over which they wear a tabard with the god's axe sigil emblazoned upon it.

Worshippers: Guards, soldiers, mercenaries and warriors

Teachings: Through hardship and struggle comes strength and glory. Sacrifice begets strength. Become one with your weapon, for in such unity lies unbreakable strength.

Holy Texts: Kalron's followers study the *Art of the Fighting-Master*. This book sets out the techniques required to wield an array of weapons, including the battleaxe, longsword and morningstar. Additionally, it comprises many lessons on determination, struggle, courage and strength through adversity. Various worshippers have written additional treatises—for example, Lempinen's *On the Axe*—which deals with more advanced fighting techniques and practises.

Additional Notes: Kalron was an ancient hero elevated to divine status because of his legendary bravery, battlefield exploits and devotion to his martial skills. His worship is comparatively new, given Kalron ascended to godhood mere centuries ago.

Temples & Shrines: Most shrines to the hero-god are found in barracks, castles and other places worshippers gather. The Chapel of Arms (location N6) in Nemeton village is the centre of the faith on Solonor Isle.

Serat

CN greater goddess of the sea, storms and voyages

Epithets: Mistress of Storms, the Uncaring

Symbol: A cresting wave

Favoured Weapon: Trident

Raiment: Green and grey robes

Worshippers: Explorers, merchants and sailors

Teachings: The sea and its mistress are eternal. Its waves bring life but also death. All bounty flows from the sea, and all must return whence it came.

Holy Text: The *Book of Tides* not only teaches of the timeless beauty of the ocean but also records details of tides, storms and other nautical phenomena stretching back centuries. It records shipwrecks, strange sightings at sea, details of the many monsters dwelling in the sea's depths and more.

Additional Notes: As wild and unpredictable as the sea, sailors, merchants, and pirates all placate Serat with glittering gifts cast into the sea to guarantee a safe voyage. Some believe she is the physical embodiment of the sea. Others believe she dwells in a glittering, crystal city far beneath the waves. Her priests are often shipwrights, navigators or sea captains.

Temples & Shrines: Serat's faith is centred on the Spire of the Storm Mistress (location B3) in Bleakhaven, but most fisher families and the like own at least an icon of the Uncaring. A blasphemous cult meets in the deep cellars below the Emporium of the Waves (location B4) to drown their victims for their mistress's glory.

General Whispers & Rumours

Whispers, rumours, legends and folklore swirl about Solonor Island and its people. Humanity has clung to this isolated enclave for centuries, and in that time, a great store of dark legendry, myths and tales has grown up around the island and the surrounding wilderlands. Some of this vast body of superstition, lore and myth is wholly untrue, while other fragments contain a sliver of fact that clever adventurers may be able to use for gain.

A character can learn one or more rumours from the list below in many ways, such as carousing in a tavern, chatting with locals in the marketplace and so on. Use this list when the characters are trying to learn general rumours about Solonor Island and its surrounds:

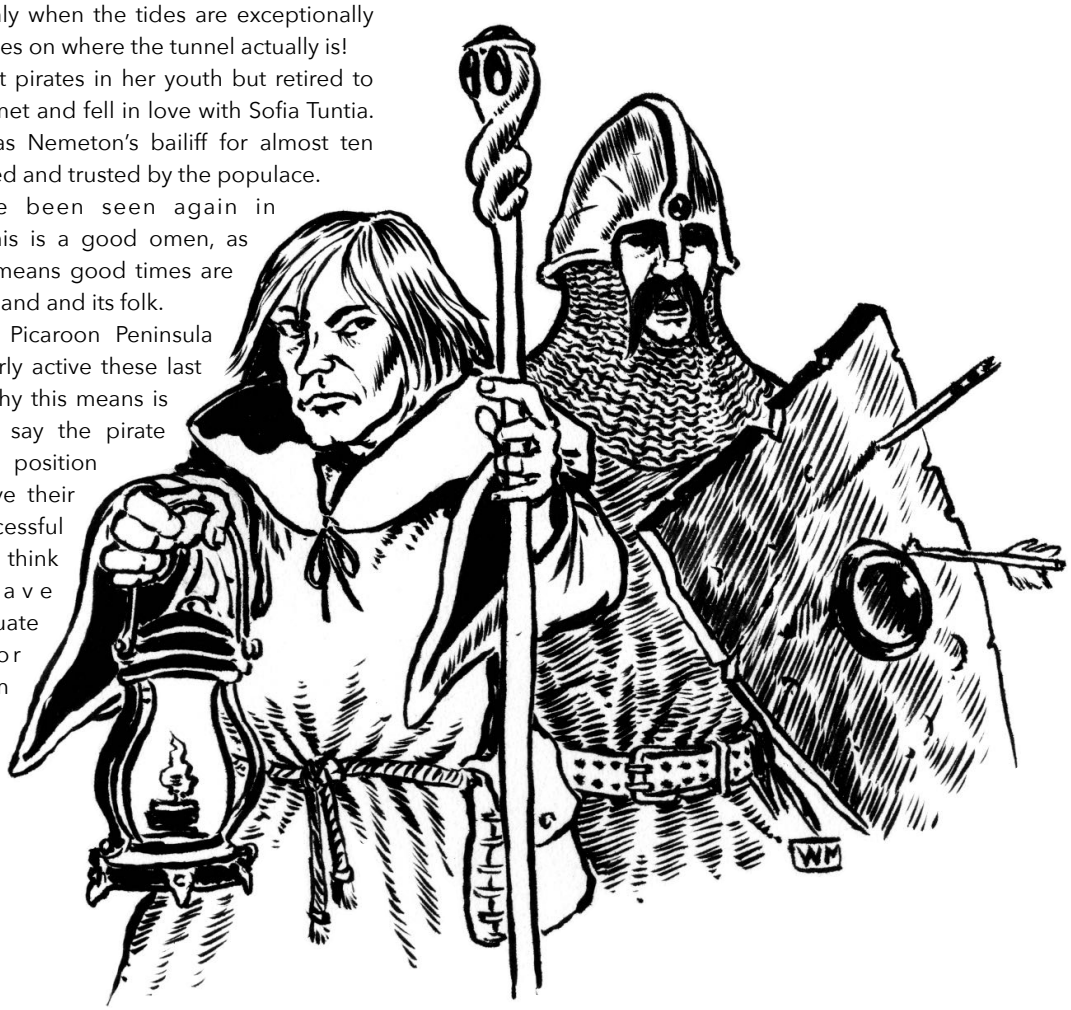
1. A mad hermit dwells somewhere in the Swerkwood. He preys on those taken in by his friendly appearance.
2. The deeper one penetrates into the immense Ebbur Cave, the greater the peril. Tribes of evil humanoids—and who knows what else—dwell within.
3. Pirates sometimes lurk just over the horizon from Bleakwater to prey on the lightly defended merchant ships coming to Solonor.
4. Something terrible and powerful dwells in Cold Brook Hollow. Over the last few years, at least three adventuring parties have disappeared into that ravine, never to be seen again.
5. The foul humanoids of the wilderlands are often at war with one another. Sometimes, though, a charismatic warlord rises from one tribe or another and forges an alliance. Such an alliance has but one target: Solonor Island and its folk.
6. An elderly druid once lived in a cave below Elina's Arch on Aralivar's Isle. She has not been seen for many years, though, and is believed dead.
7. The garrison at Nemeton is sufficient to hold back the tribes of the interior but not numerous enough to mount a serious expedition into the wilderlands.
8. The lizardfolk of the Fenmire are savage and primitive. They have developed a taste for human flesh; wise folk only enter the Fenmire in large, well-armed groups.
9. The origin and purpose of the chapel atop Warberry Hill (location B20) is a mystery. No one knows why it was built, but many people have an opinion. Macabre folklore and wild tales hang thickly over the ruin.
10. The bones of Nemeton Citadel are ancient beyond human reckoning. Something has stood on this site for centuries—perhaps even millennia. Its cellars are unknowably deep.
11. Baelvain Silverleaf, the owner of the Silverleaf Inn (location N5), is a retired adventurer. He is exceptionally wealthy and has hidden his riches somewhere in the inn. Why he chose to settle at Nemeton is anyone's guess. He's been here for almost 100 years!
12. Aralivar's Isle is named after the legendary pirate captain Vilimzair Aralivar. As well as being a legendary pirate captain, Vilimzair has been described as the world's greatest-ever bard. He is said to have stored a great treasure hoard somewhere on the island.
13. Lone travellers sometimes go missing from Bleakhaven.
14. Strange lights and colours have been reported to emerge from the water-filled shaft at Sparkwell—the alleged site of a battle between two powerful wizards centuries ago. Sparkwell is deep in the Fenmire and difficult to reach.
15. Lone travellers—and even small groups—often go missing in the wilderlands; many dangers lurk therein. Wise travellers move in large, well-armed groups.
16. Bandits sometimes lurk in the aptly named Hideaway Mine. The mine—hidden under the Swerkwood's gloomy boughs—often floods.
17. A brooding shard of black stone and curious design—the Black Monolith—stands atop Black Stone Head's highest point as it has done—legends say—since time immemorial. Those sleeping near the monolith often report having hideous dreams of the most horrible sort.
18. The citadel at Nemeton is old—older than many people think. Nonhuman hands built the first fortification to stand on the site, and it was them who dug the unfathomably deep cellars honeycombing Eagle Rock. An age-blackened door that is never opened and rarely visited lurks in the oldest part of the lowest level. What lies beyond is the subject of wild whispered conjecture.
19. The hollow trunk of the Bound Oak holds a magic portal to the faerie realm.
20. The Starpit—Solonor's only lake—was formed when a god hurled a Vile Star into Solonor Island.
21. Smugglers use Brandy Cove and other similar locales to bring their illicit goods ashore.
22. In the dead of night, fires sometimes blaze atop Star Hill. When the fires blaze, the common folk stay away. Star Hill is the haunt of wizards and other learned folk.
23. The dwarven smith Morsun Torevin at Arms & Armour (location N8) in Nemeton is so skilled that the weapons and armour he crafts can be enchanted.
24. An inbred family of fisherfolk lives at Jetty Cove on Solonor Island. They are strange, unpleasant folk and are best avoided.
25. The waters of Wreckers' Cove are often choked with flotsam, jetsam and wreckage. Beachcombers scavenge there for valuable items amongst the sea's leavings. Sometimes, bloated corpses are washed ashore.
26. The Sea Queen's Grotto on Aralivar Isle is the home of a fey queen. Her throne stands in the centre of the grotto's pool, and fisherfolk and the like sometimes make offerings there to placate the capricious queen.
27. The immense Ebbur Cave lies deep in the Scarred Hills; tribes of ferocious humanoids dwell within. The cave is also known as the Cave of Horrors.

28. Pirates sometimes raid Bleakhaven, but the citadel's formidable defences keep them at bay.
29. Solonor Island and Aralivar's Isle are safe; if you venture onto the mainland, though, you are on your own.
30. The so-called Monastery of Ineffable Evil glowers over the surrounds from its perch in the Scarred Hills. It is a foul, cursed place; no one goes there.
31. The Swerkwood is a gloomy, dank forest filled with stunted and gnarled trees. Many parts of the woodlands have their own names—for example, Aymer's Gorge, Pluck's Gorge, and Solalith's Dell—and legends.
32. Locals do not go too far into the Swerkwood. Dark, hungry things are said to lurk in its sodden gloom.
33. The pirates of the Picaroon Peninsula sometimes try to raid Solonor Island. Some of the pirates aren't even human—orcs and goblins serve on the ships of the evilest and vilest pirate captains.
34. Beyond the Wuthermoor lies the Forest of Grey Spires. Ancient non-human civilisations are said to have risen and fallen amid that otherworldly place.
35. The Duchy of Ashlar is the nearest friendly human nation of note to Solonor Isle. Many merchants come from Ashlar to trade with the folk of Solonor Isle.
36. Visitors to Solonor Isle are usually adventurers or merchants, or they are running from something or someone. Everyone has a story—and it is wise to mind your own business on the frontier.
37. A dragon was seen a week ago flying low over the Scarred Hills! Pray that it does not turn its attention to Solonor Island!
38. Tahlys Vonothvar, the so-called Magician at Nemeton (location C5), is supremely powerful; awesome magics are hers to control. Do not make an enemy of her! She has lived in the citadel for half a century and is a strong defender of Solonor and its people.
39. If the statue in Nemeton's inner bailey (location C4) should ever fall, the citadel will fall.
40. The fire at the Flaming Hearth (location B17)—Bleakhaven's most haunted inn—has burnt for decades. If it goes out, doom will befall the inn and everyone in it.
41. If you are ill, go to Plants and Potions (location B19). Tuure Tornia can cure a wide range of ailments without resorting to expensive magic spells. Tuure is an unrivalled healer and is much beloved by his customers.
42. Vilina Kuutamo (location B16) is the most prosperous, successful and influential merchant on Solonor Isle. She has many contacts in far-flung lands and can get you anything (legal) for a price.
43. Valtari's Lootarium (location B15) is the preserve of adventurers and treasure hunters. The owner, Valtari Vasara, is a retired adventurer and buys virtually anything brought forth from the wilderlands. A pack of huge guard dogs led by a wolf of unusual intelligence protects the Lootarium. Several thieves have died trying to break into the place.
44. For those with coin to spend, the Merry Wanderer (location B14) is the best place to stay in Bleakhaven. The rooms are comfortable, and the food and drink are plentiful and of good quality.
45. No one uses the so-called Coffinswell (location B13) in Bleakhaven anymore. Twenty years ago, workers deepening the well broke into a crypt filled with coffins of curious shapes and designs. They walled it up again, but since then, those drinking from the well have suffered horrible illnesses, and some say a curse now lurks in its waters.
46. Many speciality artisans work at Asikka's Place (location B10). If you need something special made or repaired, go to Asikka's Place! The owner is a priest of Abarin and is always tinkering with new ideas and practices.
47. Nemeton is ancient. A citadel or fortress has stood here for hundreds—perhaps thousands—of years. The place's architecture betrays the hands of many people down through the long years of its existence.
48. The flood that destroyed Nylemouth was not a natural disaster. A foul cult, spiteful nature priest or wizard summoned the rains that destroyed the village.
49. The chapel atop Warberry Hill (location B20) is haunted and cursed. The spectre of a grieving sailor's widow haunts the spot. At night, her wails and screams can sometimes be heard drifting over the town.
50. If you seek to hire a fishing boat and want to seal the deal over an ale or two, the Slippery Mermaid (location B6) in Bleakhaven is the place to go.
51. If you need to borrow money, visit the House of Silver and Gold (location B8) in Bleakhaven. You'll pay for the privilege, but the owner is fair.
52. If you are looking for friendly company, visit the Hole in the Wall (location B11). The staff are always happy to see you, and the tavern rents its rooms by the hour.
53. Vilina Kuutamo (location B16) is one of Bleakhaven's wealthiest and most influential merchants. She has many connections, so if you seek to purchase a special item, she is the person most likely to help you.
54. The Treasure Trove (location B18) is a pawnbroker and moneychanger catering to the less affluent folk of Solonor Isle. Many adventurers pawn items here—and some never return to pay their debt. The Treasure Trove always has interesting things for sale!
55. The Ebbur Cave is vast—it is said to be over five miles long. It has swallowed entire adventuring parties. Many foul tribes of humanoids—kobolds, goblins, orcs and worse—lurk in and around Ebbur Cave.
56. Terrible ancient ruins lie in the depths of the Ebbur Cave. Few who see them live to tell the tale.
57. The wealth of centuries of rule by the Lempinen family is hidden in the citadel's cellars.
58. Many of the churches on Solonor Island are happy to sell special items to wealthy adventurers. Fellow worshippers can even enjoy preferential prices.

59. The pirates of the Picaroon Peninsula covet Bleakhaven's deepwater harbour and the citadel at Nemeton. Controlling Solonor Island would give them a powerful base close to the Duchy of Ashlar.
60. A self-styled hobgoblin king—Grod the Indestructible—dwells somewhere in the wilderlands; he is a peerless warrior and dreams of forging his own kingdom—with the citadel at Nemeton as its capital!
61. An infamous assassin—wanted in all the neighbouring kingdoms—hides somewhere on Solonor Island. A large reward is certain for the person who captures them.
62. The Wuthermoor is a windswept, desolate stretch of land. It is impossible to survive there—the soil is thin, the weather harsh, and the humanoids are vicious.
63. The people dwelling on Solonor and in the surrounding wilderlands in the olden days had outre religious beliefs and practises. In secret, some still follow the Old Ways.
64. Many adventuring parties have dared the wilderlands over the years. Many—perhaps chased by vile humanoids or worried that rival may steal their treasure—buried their loot. Some of these hoards remain hidden—their owners long dead; treasure maps for sale abound on Solonor Island; some may even be genuine.
65. Nature spirits lurk in the depths of the Swerkwood, waiting to entrap gullible adventurers with their wiles.
66. Deep in the Fenmire, three deep, spring-fed pools—the Dancing Pools—nestle in the centre of a wide set of over 50 standing stones. Druids sometimes go there to enact their wild, ages-old orgiastic fertility rites.
67. Three totem poles—replete with carvings of hideous old men and more horrible creatures—the Three Ugly Giants —and a weathered stone block stand in a tree-fringed clearing deep in the Fenmire. The clearing contains a portal to the faerie realm.
68. Many adventurers visit Solonor Isle in search of gold and glory. If you need such a person, they are not hard to find. Most can be found in any one of the island's many taverns and inns.
69. A huge dragon slumbers in the depths of the Forest of Gray Spires. One day it will awaken and lay waste to Solonor Isle. (False rumour).
70. Ages ago, the clerics and acolytes of the Monastery of Ineffable Evil worshipped a terrible and ancient demon. Thousands died screaming on the monastery's black altar—their souls offered up in the vilest of rites.
71. A dragon turtle once dwelled in caves many miles south of Solonor Isle. The turtle was a foul-tempered creature given to sinking ships at the slightest provocation. It has not been seen for decades, and many people think it is dead. Its sunken cave-lair is likely still full of treasure!
72. The true horror of the Ebbur Cave is that it is so deep that it contains a portal in its most inaccessible reaches that leads to the Abyss! (False rumour).
73. The Company of the Two-Pointed Spear disappeared into the Wilderlands a month ago and has not been seen since. Their stated aim was the exploration of the Monastery of Ineffable Evil. Most people think they are now all dead—slain by the foul denizens of the place.
74. If the hardships of the wilderlands become too much for an adventurer, a trip to Languard—the capital of the Duchy of Ashlar—could refresh and reinvigorate.
75. Eevi Rautia says she's seen a monster in the garden at Plants and Potions (location B19). No one believes her—she's a child with an active imagination.
76. Black sea swans sometimes nest in Ilmarinen's Cove (location C3), and it is a crime to kill or capture them.
77. Old mines and crumbled ruins dot the Wuthermoor; glimmering treasures are bound to lurk in many of them.
78. Some of Solonor's folk yet cling to the old ways and worship the Mother—a powerful nature goddess. Some newer religions condemn their worship as little more than orgiastic fertility rites.
79. The weather on the Skeleton Coast can be wild, unpredictable and deadly. Only an idiot sails far from shore without a skilled captain at the helm.
80. The pirates of the Picaroon Peninsula covet the safe harbour and treasures of Bleakhaven. They often send spies to the island. It is only a matter of time before a pirate fleet sweeps down upon the island.
81. A gigantic horned sea serpent has been seen in the deep waters far to the west of Solonor Isle. It has been blamed for the disappearance of several ships; other people blame pirates.
82. The Stone of Despair stands at the edge of the Forest of Gray Spires. It is distinct and different to its brethren—its stone is incredibly hard and of the deepest ebon hue.
83. Many humanoid tribes are said to dwell in the Ebbur Cave's depths. They include Bugbears of the Burnt Bones, Gnolls of the Everflame, Goblins of the Rotting Head, Hobgoblins of the Scarlet Banner, Kobolds of the Poison Blade, Orcs of the Death Moon and the Orcs of the Flayed Standard.
84. The Bugbears of the Burnt Bones dwell in Ebbur Cave. The Burnt Bones are a small tribe that rely on stealth, cunning and ambush to survive. They burn the bones of their enemies to ash and rub themselves with the leavings. They believe this gives them the powers of those they have slain.
85. The Gnolls of the Everflame dwell in Ebbur Cave. They are said to worship a terrible fire demon and dwell amid the ruin of a bizarre subterranean temple of unknown, but undoubtedly prehuman, origin.
86. The Goblins of the Rotting Head dwell in Ebbur Cave. They worship the ever-regenerating head of a troll as a god and savant—seeing its increasingly mad proclamations and lamentations as divine guidance.
87. The Hobgoblins of the Scarlet Banner dwell in Ebbur Cave. These disciplined and militaristic warriors dip their battle banners and pennants in the blood of their vanquished foes. The followers of the Scarlet Banner sometimes serve as mercenaries for the other tribes.

88. The Kobolds of the Poison Blade dwell in Ebbur Cave. They are sneaky and devious and use poison and traps to slay their enemies. Their home is a confusing and cramped warren of caverns accessible from a series of shifting rubble piles—leavings of ancient collapses in the Ebbur Cave.
89. The Orcs of the Death Moon dwell in Ebbur Cave. These feral orcs howl at the moon—worshipping it as a goddess —and sacrifice their captives in great bonfires during the dark of the moon.
90. The Orcs of the Flayed Standard dwell in Ebbur Cave. They flay their slain foes and decorate their home with their skins. They even wear the dried skins as clothes.
91. Maalin Lempinen, Seneschal of the Skeleton Coast and ruler of Solonor Island, is without a husband or issue and seeks a partner to help secure her bloodline. She dreams of extending her reign onto the mainland by claiming and rebuilding ruined Nylemouth. Dangers are rife on the mainland, though, and Nemeton's garrison is not numerous enough to extend her rule.
92. If you seek a private, quiet place to live, Baelvain Silverleaf, the longtime elven owner of Silverleaf Inn (location N5), offers several cottages for rent in the village of Nemeton.
93. A sunken tunnel runs all the way through Aralivar's Isle; it can be traversed only when the tides are exceptionally low, but no one agrees on where the tunnel actually is!
94. Vilutar Vasara fought pirates in her youth but retired to Nemeton after she met and fell in love with Sofia Tuntia. Vilutar has served as Nemeton's bailiff for almost ten years. She is well-liked and trusted by the populace.
95. Black swans have been seen again in Ilmarinen's Cove; this is a good omen, as their arrival always means good times are ahead for Solonor Island and its folk.
96. The pirates of the Picaroon Peninsula have been particularly active these last 12 months or so. Why this means is hard to say. Some say the pirate captains jockey for position and seek to improve their standing with successful raids, while others think the pirates have managed to insinuate spies on Solonor island who alert them to particularly choice prizes.
97. Many ancient pre-human civilisations have dwelled beneath the numberless boughs of the Forest of Gray Spires. Their leavings—and forgotten treasures—yet await brave adventurers daring enough to explore the forest.
98. Humans are not the first race to claim Solonor Island as their own; the island—and the whole region—has a long, blood-soaked pre-human history.
99. A ghost ship sometimes visits Aralivar's Isle. Some say it is the legendary bard and pirate captain himself returning to add to his great store of treasure—he swashbuckles his way across the world even in death—while others say fisherfolk reporting seeing the spectral vessel are merely drunken imbeciles.
100. There are other worlds and other realms of existence beyond this one, and magical portals allow heroes to travel between them. One such portal lies in the wilderlands and is guarded by a savage dragon!

Determine the veracity of these rumours based on your campaign and the characters' interests and capabilities.



Major Events on Solonor Isle

Solonor Island, its settlements and people do not live in a timeless vacuum; things both of minor and major import happen. Remember, although they are at the centre of the campaign, the characters' doings are not the only events occurring on the island and in its environs.

Minor Events: People die, babies are born, nonfatal accidents happen, rivalries large and small flare up or die, and more. Such events are unlikely to interest the characters.

Major Events: Merchants visit, pirates cruise the nearby waters, adventurers arrive on the island and so on. The humanoids of the interior may even stir themselves to form a temporary alliance forged with the goal of sacking Solonor!

Some events are notable in one way or another—if only because they are a change from the norm. Some such events occur in the background—they add nothing to the campaign but verisimilitude and flavour. Others could introduce a notable NPC to the campaign, lead to a memorable side quest or serve as a hook into the party's next adventure.

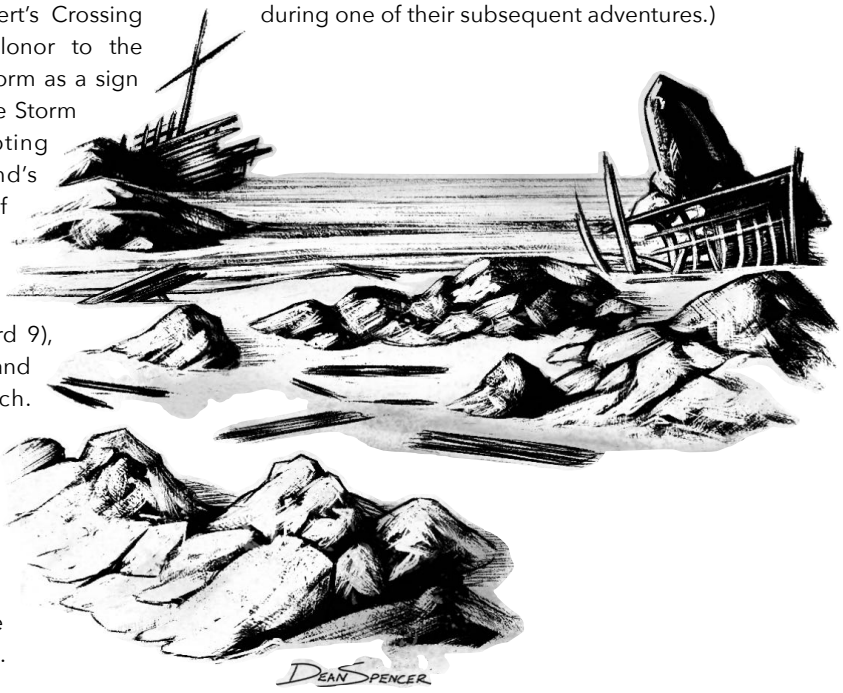
Every week of game time, there is a 50% chance that a major event occurs. Use the list below to randomly determine what happens; alternatively—design your own! Use the events detailed below as a guide and starting point. If the characters seem uninterested in the event, simply move on. If they seem intrigued and get involved, flesh out the event to bring the settling alive in the players' imaginations.

1. **Visiting Merchant Ship**: A merchant ship slips into Bleakhaven Harbour on the evening tide. The ship is the *White Gull* under Antero Kalava. The *White Gull* carries a cargo of grain and other staples and also several travellers. The travellers immediately disembark while the crew begins unloading the cargo the next morning.
2. **Bad Weather**: The weather is bad for the time of year. This period of bad weather lasts 1d10 days. Use the information presented in "Weather on the Skeleton Coast" as inspiration for this spell of bad weather.
3. **Terrible Weather**: The weather is terrible, and a savage storm hits Solonor Island and its surrounds. Winds are high, the rain is torrential, and thunder and lightning rend the sky. In rare circumstances, low-lying area of Bleakhaven near the harbour may suffer some minor flooding as the high winds hurl waves over the breakwater. The storm lasts 2d12 hours, and no boats put to sea until the storm has abated.
4. **Good Weather**: Solonor Island and its surrounds enjoy a spell of excellent weather appropriate to the time of year. This period of good weather lasts 1d10 days. Use the information presented in "Weather on the Skeleton Coast" as inspiration for this spell of good weather.
5. **Something in the Nets**: The return of the fishing boat *Maiden's Grace* to Bleakhaven harbour creates a stir. While fishing off Aralivar's Isle, the crew snagged something odd in its nets—a small barnacle-encrusted iron coffer. Speculation runs rampant through the town as to what the coffer holds. (You could use this event as a lure to get the characters to Aralivar's Isle or alternatively design a plot hook around the coffer's contents.)
6. **Pirates Spotted**: A pirate ship—the *Scarlet Gorgon*—is spotted cruising the nearby waters. The pirates do not dare to sail too close to Solonor—wary of its defences—but lurk in the surrounds, ready to pounce on any merchant vessels making for the island. The ship lingers for 1d6 days before disappearing.
7. **Murder Most Foul**: The surly and unpopular fisherman Atro Laitnen is found dead—face down in the harbour in the early morning. From the state of the body, it seems he was savagely beaten before being stabbed in the back. The violent nature of the crime causes concern among the townsfolk. Was this merely an argument between fisherfolk, or was something more sinister going on?
8. **Missing Fishing Boat**: The fishing boat *Irmeli* and its five crew have been missing for three days, and the crew's relatives are growing frantic. The boat could have sunk, been attacked by an aquatic predator or run afoul of pirates. Alternatively, the crew could be shipwrecked somewhere and awaiting rescue. (If the characters seem interested in investigating, design a short side-quest.)
9. **Humanoid Raiders**: As dusk falls, a small raiding party of humanoids is seen exploring the environs of Nylemouth's abandoned harbour. Consequently, the guard at Water Gate is doubled, and normal folk are not allowed beyond the wall. (If the characters decide to sally forth to deal with the humanoids, design a challenging encounter and consider having a few of the humanoids escape so the characters can track them back to their lair.)
10. **Adventurers Missing**: Another adventuring band (roll on "Adventuring Party Names") is missing. They left Solonor a fortnight ago to explore Wuthermoor and have not yet returned. Most people assume they have fallen to the denizens of that place. (Consider foreshadowing this event by having the characters meet the other adventuring party before they depart; the characters may decide to mount a rescue mission.)
11. **Pirate Flotilla**: Three pirate ships are spotted cruising close to Solonor Island. Their appearance heralds a general alert among the island's defenders; the *Defiant* puts to sea, the garrisons of the island's various fortifications stand to, the fisherfolk bring their vessels into Bleakhaven harbour and so on. The pirates get close to the island but do not attack. Instead, they head north toward Ashlar.
12. **Fire**: A fire breaks out in a house near the harbourside. The fire quickly engulfs the building. Neighbours rush to help but spend most of their time ensuring the blaze does not spread to the neighbouring buildings instead of trying to douse the flames.

13. **Damaged Merchant Ship**: The *Elena*—damaged when it fought off a pirate attack—limps into Bleakhaven harbour. Scorch marks mar the hull, and some of the ship's sails have large holes in them. The ship carries a precious cargo of oil, pig iron and wine along with a small group of adventurers (roll on "Adventuring Party Names") who were instrumental in fighting off the pirates.
14. **Lights in the Chapel**: Flickering lights are seen atop Warberry Hill amid the ruins of the chapel perched atop its zenith. The lights are visible from town, and some townsfolk gather in the streets to watch and gossip about them. By the time anyone reaches the chapel to investigate—something no townsperson will do—all that remains is a smouldering bonfire and several burnt-out torches. Inevitably, talk spreads through the town of a cult or other evildoers using the chapel for their own foul and unknowable purposes.
15. **The Sea Lion Arrives**: The merchant ship *Sea Lion* limps into harbour. The ship's captain, Markku Keto (NG male human fighter 3), and crew claim to have escaped from a vast expanse of impenetrable seaweed after strange winds blew them far off course. They tell of being becalmed for a month and of being attacked by hordes of voracious crabs and a strange be-tentacled being. Certainly, the state of the ship supports their story. The fisherfolk whisper that the ship may have strayed into the Dismal Sea—a gloomy, unending morass of seaweed from which few ships escape.
16. **Restoration**: Restoration works begin on one of the island's churches. As the work progresses, wooden scaffolding is erected to reach the church's roof, which is in need of repair. After a few adventurous youths are caught climbing the scaffold at night, a watchman is posted to keep them away. Two nights later, the watchman is found dead—a look of unutterable terror on his face. Unsurprisingly, lurid rumours swirl about town as to what caused his death.
17. **Blacked-Out Ship**: Rumours sweep Bleakhaven of a blacked-out ship running without lights seen sailing down Solonor's west coast. The consensus is that the ship was a smuggler's and that they deposited their cargo in some hidden cove. When the authorities hear of the ship, they send out extra patrols along the island's coasts. They find nothing.
18. **Bad Weather**: The weather is bad for the time of year. This period of bad weather lasts for 1d6 days. While it doesn't stop the island's economic life, it makes life harder for the commonfolk, and people's moods reflect the weather. Use the information presented in "Weather on the Skeleton Coast" as inspiration for detailing this spell of bad weather.
19. **A Vile Star Appears**: A Vile Star—a shooting star—appears in the night sky. It comes in from the Bitter Sea and passes over Solonor Island as it hurtles downwards and eastwards, where it disappears. It probably crashes somewhere in the Forest of Gray Spires. The Vile Star is a subject of considerable discussion and debate. Some people see it as a bad omen, while others argue it is a good omen. Several bands of adventurers publicly state they might try to find the star's impact site. Such falling stars are reputed to contain rare, precious metals much in demand by wizards, artificers and the like.
20. **Smoke on the Horizon**: Out to sea, a spire of grey and black smoke rises above the horizon—something is burning. The smoke rises for much of the day. The next day, a rowboat arrives in Bleakhaven Harbour—these are the survivors of the merchant ship *Dora*. They tell of a savage attack by orc and human pirates and their desperate defence. They think the pirates took captives. Anyone sailing out to the site of the attack discovers nothing but floating wreckage.
21. **Good Catch**: The fisherfolk are in a rare good mood—their daily catches have been particularly good for a week. The harbour is abuzz with activity, and at night, the nearby taverns are filled with celebrating fisherfolk.
22. **Bad Catch**: The daily catch has been bad for a week or so. A bad catch means the fisherfolks' income suffers. Tempers fray on the harbourside, and arguments become more frequent. The local taverns are quiet. Adventurers seeking to hire a fishing boat are not short of options—at least until the fish return.
23. **Rumours of Plague**: A rumour that plague is abroad in Ashlar reaches Solonor Island. Consequently, ships arriving from the north are forced to anchor offshore and wait for two weeks before offloading their cargo or passengers. This inevitably leads to increased smuggling as fisherfolk seek to earn a bit of extra money.
24. **The Fisherfolk Brawl**: A large brawl breaks out on the harbourside between rival groups of fisherfolk. The argument could be over fishing rights in a certain area or malicious damage to a rival's boat. No one is killed, but many of the combatants sport bruises and other minor injuries for a week or so.
25. **Good Weather**: Solonor Island and its surrounds enjoy excellent weather appropriate to the time of year. This period of good weather lasts for 1d6 days. The mood among the populace reflects the pleasant weather. Use the information presented in "Weather on the Skeleton Coast" as inspiration for this spell of good weather.
26. **New Adventurers Arrive**: A band of adventurers (roll on "Adventuring Party Names") arrive on the island. They are a newly formed group and are laughably inexperienced. Several of them have wildly unrealistic and romantic ideas about the adventuring life. Any experienced adventurer can sense they are doomed.
27. **Adventurers Depart**: A group of adventurers (roll on "Adventuring Party Names") depart the island, heading north to the glimmering lights of Languard and the comforts to be had therein aboard the merchant ship *Rintala*. They are willing to carry letters or messages north for the characters and may also, perhaps, be open to doing minor favours for the characters in Languard.

28. **The Dancing Dolphin Arrives**: The merchant ship, *Dancing Dolphin*, arrives at Bleakhaven. The ship's merchant-captain, Einar Itkonen (LN male human fighter 5), is a retired adventurer with several minor magic items —a *potion of extra healing*, a *ring of swimming* and a *folding boat*—to sell. He posts signs around Bleakhaven and Nemeton advertising an auction that will take place in one week's time at the Silverleaf Inn (location N5).
29. **Pirates Fight Among Themselves**: Rumours reach Solonor of strife in the pirate stronghold of Deksport. The details are unclear—some say the pirates have split along racial lines—goblins, orcs and humans live in the town—while others merely say it is the various captains jockeying for position. In any event, pirate activity is noticeably lower than normal for the next month or so.
30. **Attempted Murder**: Someone tries to kill Elli Kaukiainen (location B22), daughter of Tahvana Kaukiainen, Warden of Bleakhaven, while she is out riding her horse. Her escort is badly wounded, but she survives relatively unscathed. The island is in an uproar, and her father offers a reward for information leading to the capture or killing of the assassin.
31. **Derelict Ship**: Spotted just off Solonor's north coast, this unidentified ship's deck is awash. Talk is rife about the ship, its fate and what treasures could lie in its sunken hold. Several adventurers are thought to be planning a trip out to the derelict, but they have yet to find a sailor brave enough to take them there. (For the characters, this could turn into an exciting race against time as they race to beat rival adventurers to the wreck.)
32. **Jegor Lempinen Arrives**: The famed warrior Jegor Lempinen (NG male human fighter 7) stops briefly at Solonor Island to refit his warship, *Spite*. Jegor plans to sail south to prey upon the pirates of the Picaroon Peninsula and is looking for additions to his crew. Other adventurers are welcome to sign up, and Jegor promises glory and booty in equal measure.
33. **Beached Whale**: The corpse of a whale has beached on the narrow shingle beach below the Golden Cliffs. Such a treasure cannot be ignored, and once news of the fortuitous event reaches the fisherfolk, a gaggle of boats set sail to harvest this unexpected bounty.
34. **Pod of Whales**: A pod of whales is seen off the island's north coast. Several fisherfolk put to sea in the hopes of catching a straggler, but all return empty-handed. The pod remains in the area for a week before disappearing.
35. **Good Weather**: Solonor Island and its environs enjoy a spell of excellent weather appropriate to the time of year. This period of good weather lasts for 2d6 days. Use the information presented in "Weather on the Skeleton Coast" to determine the weather's details.
36. **Huge Winged Beast**: A huge winged beast is seen flying in the environs of Solonor Island. The creature could be seen over the mainland, coming in from the sea or elsewhere. The sun glints from its scales; some folk declare it to be a red dragon, while others believe it to be gold. Whatever the truth of the matter, the creature does not approach the island.
37. **Screams in the Night**: Many Bleakhaven residents report hearing frenzied screaming during the night. No one is reported missing the next day, however, and the screams remain a mystery. Perhaps the whole thing was a prank, or maybe a lone traveller fell prey to something that crept up from the sea. While the screaming remains unexplained, the townsfolk are on edge. This could be an isolated event, or more screams could be heard on subsequent nights.
38. **Strong Winds and Heavy Swell**: Driven by powerful winds, large waves crash into Solonor's west coast. With the waves comes great clumps of seaweed and much flotsam and jetsam. Once the tide recedes, the western beaches are covered in glistening seaweed intermingled with trash and rubbish. Some peasants search among the piles for treasures and useful salvage.
39. **Body Amid the Weeds**: As #38 but a child searching the debris finds a sailor's bloated corpse. A waterproof scroll case thrust into his shirt holds a treasure map showing a sunken cave on Aralivar's Isle. This discovery causes a stir among the isle's adventurous folk, many of whom offer to buy the scroll from the boy's family. Bidding is intense, and the map's price quickly rises as wild rumours about the map's hidden treasure—perhaps that of the legendary Vilimzair Aralivar—run rampant.
40. **Fires in the Hills**: For three consecutive nights, fires blaze atop the distant Scarred Hills. The fires are visible from Solonor Island, so they must be large, although the best views are from the battlements of Nemeton Citadel. Rumours run rampant as to what the fires could portent. Are they the doings of some foul wizard engaged in a rite of terrible potency, or are they the meeting fires of a coalition of humanoid tribes who will shortly march on Solonor Island?
41. **Terrible Dreams**: Several of the town's folk all have the same dream. The dream is horribly vivid, and the dreamers wake up screaming. All report the same general experience: a feeling of intense and unending claustrophobia and a sense of being trapped. A few of the more sensitive types report dreaming that they were trapped in a coffin or some other kind of small space and could not move. Interested characters who investigate discover that all the dreamers live close to Coffinswell (location B13). (The dreams are the psyching emanations of Damuzi Nagsu—the vampire trapped in a sarcophagus of curious design in the crypt discovered when Coffinswell was dug.)
42. **Black Swans Return**: Nemewton and Bleakhaven are abuzz with the news that black swans have again been seen in Ilmarinen's Cove (location C3). Local folklore ascribes this as a good omen for the isle. The fisherfolk are particularly excited as they believe the return of the black swans heralds good fishing in the locality.

43. **Lone Survivor**: The lone survivor of the ship *Wave Dancer* staggers out of the wilderlands. The man, Jaakko Mieho (N male human fighter 4), tells of a savage battle with the pirate ship *Wyvern* a fortnight ago. The *Wave Dancer's* survivors ended up adrift in two small boats. Driven ashore by strong winds, they travelled south through the wilderlands. One by one, the man's companions were killed by the wilderland's savage denizens. Jaakko also tells of the treasure carried in *Wave Dancer's* hold and that the pirate ship was badly damaged in the battle. He last saw the pirates making for a nearby isle—perhaps they (and their loot) are still there!
44. **Adventurous Brawl**: Two adventuring parties brawl outside the Flaming Hearth Inn (location B17). Spells are flung, and swords are drawn. Although there are no deaths, several bystanders are injured. Hunted by the authorities, for such behaviour cannot be condoned, both groups ironically end up fleeing on the same ship.
45. **Impounded Ship**: The merchant ship, *Silver Crest*, has been impounded in Bleakhaven Harbour (location B1) by Harbourmaster Heikki Kuningas (location B2) for non-payment of tariffs and excises. The ship's captain, Rikiina Ihalempi (N female human fighter 2), is fuming, and arguments have been heard coming from the Custom House. Two days later, during the dead of night a commotion is heard from the harbour. Gossip the next day reveals the *Silver Crest's* crew overpowered the two warriors guarding the ship, slipped their moorings and set sail to avoid paying the steep fines levied on them by the harbourmaster.
46. **Savage Storm**: For the best part of two days, a savage storm pounds Solonor Island. Powerful winds, driving rain and high tides combine to make any kind of ocean-based travel exceptionally hazardous. No fishing boats put to sea for the duration, and merely going outside is unpleasant. During the storm, St. Cuthbert's Crossing (location N1), the causeway linking Solonor to the mainland, is impassable. Some see the storm as a sign of Serat's displeasure, and the Spire of the Storm Mistress (location B3) is busy accepting offerings and prayers from the island's fisherfolk. The cultists at the Emporium of the Waves (location N4) start hunting for a likely sacrifice (or two).
47. **Retiring Adventurer**: The wizard, Valto Rauma N middle-aged male human wizard 9), arrives on the island searching for peace and quiet to pursue his esoteric research. Obviously wealthy and terrible at hiding it, he looks at several properties before deciding that none are suitable. Eventually, he buys a parcel of land overlooking the Starpit upon which to build his tower. Several local merchants and crafters are literally salivating at the business opportunity the wizard represents.
48. **Abandoned Ship**: Early one morning, a caravel—the *Dementer*—is noticed drifting a few miles offshore. The ship seems completely abandoned—the sails hang listlessly, and no one is seen moving about on deck. Eventually, *Archer*—Bleakhaven's picket ship—investigates. Archer approaches the *Dementer* and hails the crew—and gets no response. A few of *Archer's* crew board the vessel and drop its anchor, but something about the *ship* unnerves the soldiers, and they do not venture below deck. Returning to Bleakhaven, they report to Harbourmaster Heikki Kuningas, and news of the strange doings spreads through the town. While the harbourmaster ponders the problem, perhaps the characters—or another group of adventurers—can act quickly and take matters into their own hands.
49. **Murdered Merchant**: Mikki Seppo, a merchant hailing from White Moon Cove, a village in western Ashlar, is discovered floating in Bleakhaven Harbour with his throat cut. Mikki dealt in "oddities and antiquities" and had only been in Bleakhaven a week or so. He had been meeting with various merchants on the island and had been offering for sale certain objects recovered from a singular sunken ruin discovered off the coast near White Moon Cove. Furthermore, the man's room at the Merry Wanderer (location B14) has been comprehensively ransacked, although none of the other guests heard anything. The man's murder is a mystery.
50. **Adventurers Missing**: Another adventuring band (roll on "Adventuring Party Names") is missing. They left Solonor a month ago to explore the Ebbur Cave and have not returned. Most people assume they are dead. (Consider foreshadowing this event by having the characters meet the other adventuring party before they depart; the characters may decide to mount a rescue mission or may stumble across the group's remains during one of their subsequent adventures.)



51. **Visiting Merchant Ship**: A merchant ship drops anchor just outside Bleakhaven Harbour. The ship is the *Dawn Chaser* under Ukko Meurakas (LE male human thief 8), carrying a cornucopia of goods for Vilina Kuutamo (location B16). Ukko comes ashore to meet the merchant. The next day, the ship enters the harbour, and the laborious process of offloading her cargo begins. The crew then take shore leave, and the various inns and taverns in Bleakhaven do a roaring trade. After a week or so, the crew starts to load boxes and bundles from Valtari's Lootarium (location B15).
52. **Visiting Merchant Ship**: A merchant ship drops anchor just outside Ilmarinen's Cove (location C3). The ship is the *Storm Runner* under Niilo Rautia (LN male human fighter 4). The wizard Pauli Sotijalo (N middle-aged male human wizard 8) hired the ship to bring him to Solonor Island so he could consult with Tahlys Vonothvar, the so-called Magician at Nemeton (location C5). What the two have to discuss is the subject of much conjecture among the commonfolk. The *Storm Runner* remains for almost two weeks, and its crew become common sights in Solonor's inns and taverns.
53. **Famous Seer Arrives**: The famous blind seer, Pietari Rahikka (N old male human), arrives on the island. He is famed for his uncanny predictions but, strangely, while on the island does not perform any readings or foretellings even when offered substantial sums of money. Two weeks after he arrives, he dies peacefully in his sleep.
54. **Valtari's Visitor**: A merchant ship arrives at Bleakhaven Harbour (location B1). The ship, *Miadan's Hope*, looks like it is in dire need of maintenance and repair. However, its master does not visit Ihalempi's Plank and Nail (location B7). Instead, he makes for Valtari's Lootarium (location B15). The two do a deal, and shortly thereafter, the majority of Valtari's stock—old equipment, broken weapons, sundered shields and so on—is transported down the harbour by wagon and onto the ship. The next day, *Miadan's Hope* sets sail.
55. **Widow Kuutamo Charters a Ship**: Vilina Kuutamo (location B16) charters a ship to take her daughter, Sirja, to Languard (capital of the Duchy of Ashlar). Vilina is Bleakhaven's richest merchant, and several times a year, she sends her daughter to Ashlar on business. Vilina sends messengers to all the adventurers and wealthy folk on Solonor she knows to announce the trip. She is happy to carry extra passengers on the ship, have her daughter acquire hard-to-find items while away, sell unwanted gear and so on. Interested folk should visit her at her home and place of business to discuss their requirements (and Vilina's fee).
56. **Pirates Spotted**: A pirate ship, the *Kraken,* under the savage Krur Windle (CE male orc chief), is spotted cruising the nearby waters. The pirates—mostly orcs and some foul-hearted humans do not dare sail too close to the island—wary of its defences but lurk in the surrounds, ready to pounce on any merchant vessels making for the island. The ship lingers in the vicinity for 1d6 days.
57. **Savage Storm**: A savage storm hits Solonor Isle and its environs and lasts for a whole day and night. Winds are high, the rain is torrential, and thunder and lightning rend the sky. After the storm, the wreckage of an unknown ship is reported to litter the narrow shingle beach beneath the Golden Cliffs.
58. **Plague Ship**: A merchant ship, the *Intrepid*, drops anchor off Bleakhaven, but no one comes ashore. Fishermen approaching the ship are waved away. When they return to shore, word quickly spreads that plague is among the ship's crew. A hurried proclamation from Harbourmaster Heikki Kuningas (location B2) forbids anyone from boarding *Intrepid*. *Archer*, the harbour's picket ship, takes up position to stop anyone leaving or boarding the plague-riddled ship.
59. **Dolphins**: A large pod of dolphins is seen in the island's environs. The creatures are numerous and friendly and follow several fishing boats about. A day or so after they are first reported, the fisherfolk begin to enjoy bumper catches. Many tankards are raised in the dolphins' honour in the island's taverns and inns.
60. **Worrisome Shark**: A large shark is reported to be cruising the waters off Solonor Island. Several fisherfolk report seeing the creature, which has been caught in and torn some of their nets. The beast is reported to be huge. The fisherfolk are nervous; such a predator could easily sink a small boat.
61. **Mist from the Mire**: An exceptionally dense fog rises from the Fenmire during the night and slowly creeps south to blanket Nylemouth's ruins and its immediate surroundings. The fog lingers all day. The next night, the fog expands again, creeping westward to cover St. Cuthbert's Crossing (location N1). Again, it lingers all day, and some of the peasants grow restless and afraid—the fog is not behaving "naturally". The fog could dissipate or continue its advance over Solonor Island and the surrounding waters, as you determine.
62. **Derelict**: A fisherman, Nuutti Otra (N male human **commoner**), returns to Bleakhaven with intriguing news—he has spotted a derelict ship. The ship seems to be in excellent condition but abandoned. The fisherfolk hailed the crew but got no response. In return for an equal share in the bounty, he offers to take interested adventurers out to the derelict.
63. **Murdered Sheep**: Several sheep have been found dead near Nemeton village, and others are missing. The hapless creatures looked to have been gored by a large and powerful predator. The villagers are restless; there are no known large predators on the island and some believe the creature will soon start to prey on them. Elements of Nemeton Citadel's garrison search the surrounds but find nothing.
64. **Murder**: A sailor's corpse is found floating in the harbour (location B1) one morning with not one but two knives in

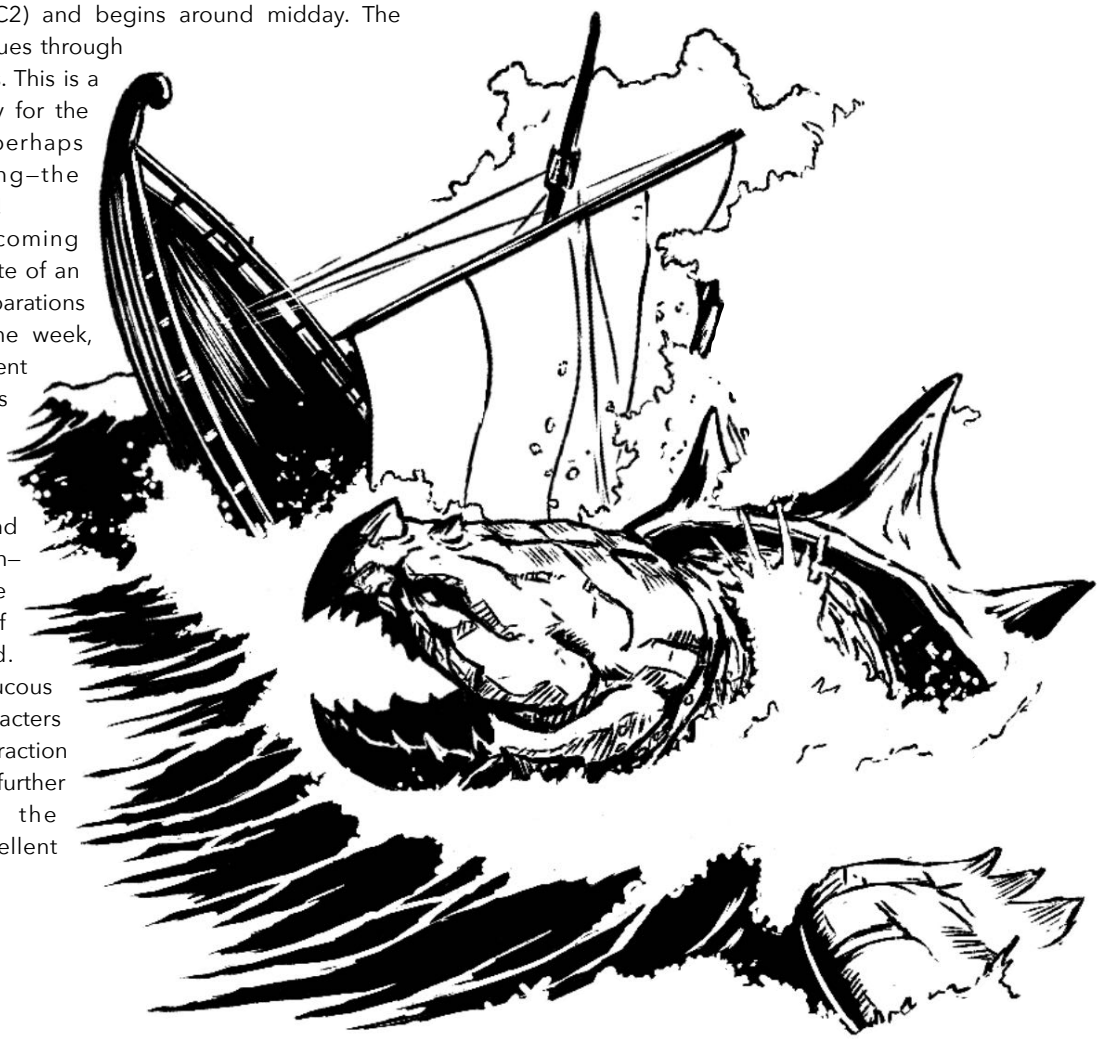
his back. Harbourmaster Heikki Kuningas (location B2) makes a show of investigating but unsurprisingly discovers nothing. Given the murdered man is not a local, the matter is swiftly and quietly dropped.

65. **Night Raid**: In the dead of night, five rowboats full of orc pirates sneak into Bleakhaven's harbour (location B1) and attack a merchant ship, the *Alarin*. A confused melee breaks out, and the sounds of battle echo across the town. The pirates slaughter most of the crew, break into the captain's cabin and steal a wooden box decorated with odd carvings. The pirates return to their lightless ship—the *Night Witch*—which stands a mile or so offshore —and hastily set sail. The next morning, Captain Vilhelm Talvikki (N middle-aged male human fighter 4) offers a large reward for the return of the box and its contents.
66. **No Wind**: The Skeleton Coast is beset with no or little wind. The merchant ships in the harbour are becalmed, and the local fisherfolk must employ their oars to reach their normal fishing grounds. The wind remains quiet for a week before returning to normal.
67. **Dead Adventurer on the Tide**: Driven by powerful winds, large waves crash into Solonor's west coast. With the waves comes great clumps of seaweed and much flotsam and jetsam. Once the tide recedes, the western beaches are covered in glistening seaweed, trash and rubbish. Some peasants search among the piles for useful salvage, and one finds the chewed remains of a pale-skinned, black-haired elven woman. She yet wears beautiful silver and gold earrings that glimmer with an inner light. The lucky peasant, Kaarina Neuvo (N female human), wants to sell the earrings (that could be magical). Some adventurers may offer to buy them—others may plot to steal them.
68. **Solar Eclipse**: Solonor Isle is plunged into darkness—a solar eclipse is in progress. The darkness lasts only a few minutes, but this strange event terrifies much of the populace. (To foreshadow this event, have a trickle of learned folk and wizards arrive on the island to observe the eclipse in the weeks preceding the event; the presence of so many obvious wizards could heighten the populace's unease—what are all the wizards doing here?)
69. **Good Weather**: Solonor Island and its environs enjoy a spell of excellent weather appropriate to the time of year. This period of good weather lasts for 1d6 days. Use the information presented in "Weather on the Skeleton Coast" to determine the weather's details.
70. **Bad Weather**: The weather is bad for the time of year. This period of bad weather lasts for 2d6 days. While it doesn't stop the island's economic life, it does make life harder for the commonfolk. People's moods reflect the weather. Use "Weather on the Skeleton Coast" as inspiration for this spell of bad weather.
71. **Damaged Merchant Ship Arrived**: The merchant ship *Manticore* slides into Bleakhaven Harbour (location B1). The ship is heavily damaged; one of its masts is missing, much of its forecastle is in ruins, and substantial damage is evident on its hull. The captain, Tiera Rautia (CE male human fighter 7), visits Ihalempi's Plank & Nail (location B7) to discuss repairs. Speculation runs wild about the harbourside as to the reasons for the ship's condition. Some people mutter that the *Manticore* is not a merchant ship at all…
72. **Fire in the Forest**: A thick column of smoke rises from a distant portion of the Swerkwood and, driven by the wind, blows eastward across Wuthermoor. The smoke rises for almost two days before the fire burns itself out (perhaps assisted by the "lucky" arrival of heavy rains).
73. **Burglary at the Hall of the Shining Light**: A thief breaks into the Hall of the Shining Light (location B5) at night and makes off with the collection box. In itself, the crime is minor, but the precedent is anything but—who would steal from such a place? Inevitably, adventurers on the island—particularly those known to be thieves—come under suspicion, and several such folk receive visits from the clergy or their agents.
74. **Fire**: A minor fire breaks out at the Emporium of the Waves (location B4). The fire is quickly brought under control, but the owners of the general shop—Eljas and Loviisa Mietti—close the shop for the next month or so while they effect repairs. The fire may or may not be deliberate—perhaps it was caused by one of the cult's victims trying to escape.
75. **The Haunted Inn**: A guest at the Flaming Hearth Inn (location B17) swears he saw a ghostly figure in the taproom late one evening. He was terrified by the sight and refuses to go back to the inn. (This could be a genuine sighting, the customer could have been drunk and confused or it could be a rumour started by one of the inn's staff to drum up trade.)
76. **Digging at the Cenotaph**: An early morning visitor to the Cenotaph of Drowned Souls (location B21) discovers a shallow hole and three spades near the monument. The hole is not deep, and it is generally assumed the diggers were interrupted by someone. When news of the discovery spreads through the town, the mood turns ugly, and any recent arrivals on the island fall under suspicion. If visitors subsequently discover another hole at the cenotaph, some of the townsfolk mount a guard over the place.
77. **Merchant Ship Arrives**: The *Lieno* arrives at Solonor Island. The ship sails down the coast and anchors near the Citadel of Nemeton. A rowboat shuttles backwards and forwards between the ship and Ilmarinen's Cove (location C3). Various boxes, barrels and crates are unloaded and taken into the castle.
78. **Merchant Ship Briefly Lays Over**: The merchant ship *Nuvo* briefly stops at Bleakhaven to take on supplies. The ship is heading north to the Duchy of Ashlar, and the captain, Tuomo Meurakas (LN old male human fighter 3), is happy to transport paying passengers and puts the word around the docks. The vessel lingers at Bleakhaven for a day or two.

79. **Terrible Dreams**: Ilta Puukko, a priest at the Spire of the Storm Mistress (location B3), wakes up screaming in the dead of night. Several townsfolk abroad at the time hear her screams, which wake many of the clergy. News of the strange event makes its way through the town, and gossips talk of the priestess's exhausted appearance, the strange dreams she has been having, and so on. (Her dreams relate to the cult at the Emporium of the Waves [location B4].)
80. **Multiple Murders**: Three corpses—sailors or other nautical types—are found floating in the harbour one morning. All have had their throats cut. Multiple murders like this are uncommon. None of the merchant ships docked in the harbour admit to losing any of their crew, and without any further information, the investigation makes little progress. The priests at the Spire of the Storm Mistress (location B3) take the bodies and, a few days later, bury them at sea.
81. **Sudden Storm**: A sudden storm blows up overnight, and heavy winds and rain lash the island. The next morning, the weather returns to normal, and so the fisherfolk head out on the morning tide as normal. When they return, some of the fisherfolk report discovering a floating patch of debris several miles from shore. The debris seems to have come from a large ocean-going vessel that clearly did not survive the storm.
82. **Humanoid Raiders**: As dusk falls, a small raiding party of humanoids is seen exploring the environs of Nylemouth's abandoned harbour. Consequently, the guard at Water Gate is doubled, and normal folk are not allowed beyond the wall. (If the characters decide to sally forth to deal with the humanoids, design a challenging encounter and consider having a few of the humanoids escape so the characters can track them back to their lair.)
83. **Adventurers Disappear in Nylemouth**: A new party of neophyte adventurers (roll on "Adventuring Party Names") arrives on the island on the merchant ship *Talvikki*. After a day or two rest, they set out to explore Nylemouth. They camp amid the ruins, and their campfire is visible from Water Gate (location N2). The guards there report wild screaming and shouting from the ruins several hours after midnight. The adventurers are not seen again. Unless the characters investigate, it is several days before anyone else visits the ruins.
84. **Visitor Missing**: A wandering priest of Behron, Suvi Rauma (N female human cleric 1), arrives on Solonor and promptly goes missing while exploring the island. She could be a victim of the cultists at the Emporium of the Waves (location B4), have fallen from a cliff and become trapped in a small cove, or have been taken prisoner by raiders. Taavi Auvo, the priest at the Wishing Tree (location N10), asks the characters to investigate.
85. **Pirates**: The pirate ship, the *Kraken,* under captain Krur Windle (CE male orc chief), chases the badly damaged merchant ship *Wave Chaser* toward Bleakhaven Harbour (location B1). *Archer* moves to assist the merchant, and word is hurriedly sent to Nemeton Citadel to send the *Defiant* (which arrives too late to offer meaningful assistance). The pirates break off pursuit when *Wave Chaser*—now aflame—is barely a mile from the harbour. However, the ship has sustained a tremendous amount of damage and does not reach the harbour. It sinks a mere 300 feet from the harbour wall. There, the water is relatively shallow, and the tops of its mast remain above the water. *Archer* and *Defiant* pick up survivors and bring them to Bleakhaven. The ship's captain, Helena Paasia (NG female human fighter 3), once she recovered from her ordeal, tries to arrange a salvage operation—some of the valuable cargo may still be salvageable. Of course, some of the fisherfolk may get there first…
86. **Visitor Missing**: The cult at the Emporium of the Waves (location B4) finds a new victim but makes a slight miscalculation. The man, Olavi Vaania, a native of distant Languard, is new in town but well-known to Sirja Kuutamo (location B16). When he disappears, Sirja asks around town and begins an investigation. Due to her mother's social status, the disappearance becomes the source of some gossip and speculation. His body is never found.
87. **Something Terrible Escapes**: Damuzi Nagsu—the vampire trapped below Coffinswell (location B13)—escapes after the wards confining him to his sarcophagus finally fail. He is still confined to the crypt, however, and begins to explore potential escape routes using his various vampiric abilities (particularly his shape-changing abilities). If he escapes, he begins to feed on the townsfolk—voraciously at first but then in a more controlled and subtle manner.
88. **Famous Bard Visits Solonor**: The famed troubadour Caellynir Sehiatier (CG male half-elf fighter 6/thief 6/bard 4) visits Solonor Island. Drawn to the place by its connection to the legendary bard Vilimzair Aralivar, the half-elf spends several months on the island soaking up the atmosphere, performing in the inns and taverns and writing a new ballad which—when it is ready—he performs for Maalin Lempinen, Seneschal of the Skeleton Coast in the great hall at Nemeton.
89. **Lightning Strikes the Spire**: During a savage storm, lighting strikes the Spire of the Storm Mistress (location B3). No one is hurt, but speculation quickly becomes rife about what this means. Is the Storm Mistress unhappy with her worshippers, or is the lightning a good omen?
90. **Taavi Dies**: Taavi Auvo, the aged priest tending the Wishing Tree (location N10), dies in his sleep. The man was old, and his death was natural. He is buried beneath the Wishing Tree itself. Without him, the Lodge is without a caretaker and may eventually fall into abandonment.
91. **Missing Fishing Boat**: The fishing boat *Marel* and its three crew—a father and his two children—have been missing for two days, and the crew's relatives are growing frantic. The boat could have sunk, been

attacked by an aquatic predator or run afoul of pirates. Alternatively, the crew could be shipwrecked somewhere and awaiting rescue. (If the characters seem interested in investigating, design a short side quest.)

92. **Flotilla of Ships**: Two of Ashlar's small navy, *Revenge* and *Valiant*, arrive at Bleakhaven accompanied by the privateer *Nelso*. The three heavily armed ships are sailing south to the Picaroon Peninsula in an Ashlarian show of strength. The Nelso's captain, Allyshe Shakirae (NG female half-elf wizard 7), is happy to add skilled adventurers to her crew if the characters hanker after a change of scenery. The three ships tarry for a week at Bleakhaven to give their crews a chance for some shore leave. The tavern docks are unsurprisingly busy.
93. **Society Ball**: Tahvana Kaukiainen, Warden of Bleakhaven (location B22), plans a society ball at Bleakhaven Hall. Invitations go out to Solonor's "great and the good." Any notable adventurers of the "right sort" are also invited; this is an excellent opportunity for such folk to make useful, influential contacts.
94. **Feast at Citadel Nemeton**: Maalin Lempinen, Seneschal of the Skeleton Coast, holds a feast at Citadel Nemeton to reward her subjects. The revel—which includes food, drink and entertainment—is held in the castle's outer bailey (location C2) and begins around midday. The merriment continues through to the early hours. This is a good opportunity for the characters to perhaps meet—in passing—the Seneschal herself!
95. **Fayre**: The upcoming Freeday is the date of an annual fayre. Preparations begin early in the week, and the excitement in the air is palpable. The fayre is held in Bleakhaven's town square, and most of the town—and many of the inhabitants of Nemeton—attend. It is a wild and raucous affair. If the characters are seeking a distraction of some sort to further their schemes, the fayre is an excellent opportunity.
96. **Juvenile Dragon Turtle Arrives**: A juvenile dragon turtle arrives in the waters around Solonor Island and takes for its lair a deep cave under Aralivar's Isle. For the first few weeks, fisherfolk report seeing something large moving about underwater. Eventually, once the creature has explored its new territory, it makes itself known and begins to demand small trinkets and offerings from those plying the nearby waters.
97. **Attempted Murder**: Someone tries to poison either the Magician at Nemeton, Tahlys Vonothvar or Maalin Lempinen, Seneschal of the Skeleton Coast. The attempt fails but the resultant investigation touches every part of the island.
98. Roll again on this list; the characters are directly involved in the event in some way. Re-roll any event that does not support their involvement.
99. Roll twice more on this list and combine the results. Ignore any additional roll of 99 or 100.
100. Roll thrice more on this list and combine the results. Ignore any additional roll of 99 or 100.



Solonor Dressings & Events

Use the lists below to add depth and flavour to the characters' wanderings about Solonor Island.

The Coast by Day

1. A flock of seagulls wheel in the air overhead and cry loudly to one another.
2. A few fishing boats bob on the swell a half-mile or so from shore. Indistinct figures move about their decks.
3. The sail of an oceangoing ship glides across the horizon. From its course, the ship seems to be heading directly for Bleakhaven.
4. Drizzle and mist fill the air.
5. The sound of breakers crashing endlessly against Solonor's cliffs fills the air.
6. The *Defiant*, under full sail and ready for trouble, patrols the coast.
7. A rowboat is pulled up on the shingle beach at the base of the cliffs. Four figures are doing something on the beach, but the characters cannot make out exactly what.
8. A seal basks in the sun on rocks at the base of the cliffs.
9. A bird of prey loiters in the air above the cliffs. As the characters watch, it swoops downwards out of sight.
10. The distant barking of dogs reaches the characters' ears.
11. A patch of wreckage bobs on the undulating swell near the cliffs.
12. A ship of war cuts through the waves a mile or so from shore. A black flag with some kind of scarlet device flutters from her mast.
13. A pod of four dolphins is visible, gliding gracefully through the water just offshore.
14. Dark clouds hover over the Bitter Sea to the west casting all into the gloom.
15. A huge whale bursts from the water far offshore to smash down again in a great gout of spray.
16. Fishing boats dot the sea, their crews working industriously to bring in the catch.
17. A wide patch of glistening green and black seaweed undulates in the surf.
18. Waves pound the cliff, shattering the remains of a boat. Perspective characters spot someone in the water. They may already be dead, or there might yet be hope.
19. A strong breeze blows in from the sea and plucks at the characters' cloaks.
20. A brawny young man wearing rough leathers climbs over the cliff edge and into sight. He has a small basket slung over his shoulders, part filled with eggs.

The Coast by Night

1. The sound of breakers crashing endlessly against Solonor's cliffs fills the night air.
2. Drizzle and mist fill the air.
3. Faint lights far out on the horizon show the passage of an oceangoing ship.
4. An indistinct shadow floats on the swell just offshore. (This could be a piece of wreckage, an overturned rowboat, a corpse or something else entirely).
5. Dark clouds cloak the stars and moon. The darkness of the night is deep and pervasive.
6. The distant sound of thunder rolls in from the sea.
7. The night sky is clear, and innumerable stars blaze down upon the island.
8. As #7 but a shooting star streaks eastwards across the sky, heading toward the mainland.
9. A figure stands at the cliff edge, swinging a hooded lantern back and forth. A lantern from a nearby ship flashes in reply. More smugglers wait at the bottom of the cliffs to begin unloading their contraband.
10. Something small rustles in the nearby undergrowth. A few moments later, a badger followed by two young, emerges. At sight of the characters, they flee.
11. The night is near-silent; for a few moments, even the ocean seems to quieten.
12. Indistinct shouting from somewhere out on the water reaches the characters' ears. The shouting continues for a few moments and ends in a scream.
13. The sound of creaking wood and flapping sail betray the presence of an unseen ship. Perceptive characters make out a dark smudge moving through the water; the ship is running entirely without lights.
14. *Defiant*, on a nighttime patrol, noses slowly along the coast, looking for smugglers.
15. A canny fox sneaks along through the undergrowth, hunting for prey.
16. A bonfire blazes fiercely atop the cliff. By the time the characters reach the fire, it is unattended.
17. Some large flying beast blocks out the stars as it passes over the island. It flies so high, though, that its identity remains unidentifiable.
18. The stars glimmer enticingly in the night sky, and a sense of peace and calm suffuses the air.
19. A flickering light glimmers in the middle distance. The light could be out on the Bitter Sea or on the mainland. It persists for several hours before guttering out.
20. A squall of heavy rain passes over the coast. For a half-hour, rain pounds the island before it moves eastward over to the mainland.

Inland by Day

1. Drizzle and mist fill the air. The mist is not thick enough to overly hamper the characters' vision.
2. Birdsong fills the air, and the rustle of small things in the undergrowth reaches the characters' ears.
3. In the distance, two figures appear; slowly, two peasants* approach the party. They carry bags and politely keep out of the party's immediate path.
4. Dark clouds hang over Solonor, making all seem bleak and dismal.
5. The distant barking of dogs reaches the characters' ears.
6. Rabbits play in a swath of short grass nearby.
7. The bones of a small animal—perhaps a fox or a dog—lie amid a patch of weeds.
8. Tracks of booted humanoids mar the ground. The tracks lead toward a nearby copse of trees.
9. Birds in a nearby tree suddenly—on mass—take to the air; something has disturbed them.
10. Jaunty whistling alerts the characters to a traveller resting in the shadow of a tree.
11. A dog emerges from a thicket holding a dead rabbit in its mouth. It looks at the party and then dashes away.
12. A courting couple has sought privacy away from the hustle and bustle of town life. They are not pleased to see the party.
13. A small group of peasants* lounge by the trail, taking a break from their journey. They are friendly and respectful to any heavily armed band of strangers wandering past.
14. The weather cannot make up its mind on this windy day; one minute, it is bright and sunny, and the next dark clouds fill the sky.
15. Birds peck at the ground, hunting for worms. Something startles them, and they all take flight.
16. A peasant armed with a shortbow comes into view; three rabbits hang from a stick the peasant carries on his left shoulder. He seems happy, and he is whistling quietly.
17. A mother and her three children forage for acorns and berries. Each carries a basket in which they place their bounty. The children's high-pitched voices are audible before the peasants come into sight.
18. A pig—recently escaped from a peasant's enclosure—snuffles about looking for food. The peasant creeps up on the pig, but the wily creature gives its owner the slip. Would the characters help catch the pig?
19. A bird of prey idles high above the party's head. After a few minutes, it swoops to the ground and then springs aloft with a field mouse clutched in its talons.
20. Smoke rises from a sparse copse filling a shallow hollow. Investigations reveal an unattended campfire—and evidence the area has recently been rapidly vacated.

* Depending on where the characters meet the peasants, they could have been foraging, hunting, fishing, gathering firewood and the like.

Inland by Night

1. Drizzle and mist fill the air. The mist is not thick enough to overly hamper the characters' vision.
2. The night sky is clear, and innumerable stars blaze down upon the isle.
3. As #2 above but a shooting star streaks eastwards across the sky, heading toward the mainland.
4. Dark clouds cloak the stars and moon. The darkness of the night is deep and pervasive.
5. The soft rusting of small nocturnal things moving furtively in the undergrowth reaches the characters' ears.
6. A fox darts across the party's path. The lead-most character catches little more than an indistinct flash of red fur, and the creature is gone.
7. The distant barking of dogs reaches the characters' ears.
8. A badger wanders across the party's path. It's old, crotchety and aggressive.
9. An animal's scream suddenly shatters the relative quiet of the night.
10. A courting couple have sought privacy away from the hustle and bustle of town life. They are not pleased to see the party.
11. Birds wheel and dive in the sky overhead. The arrival of a bird of prey scatters the flock.
12. Thick clouds pass in front of the moon, plunging the surroundings into deep darkness. After a half-hour, the moon reemerges.
13. A squirrel dextrously jumps from one tree to another, right over the characters' heads!
14. The flickering glow of a distant campfire shows where someone camps.
15. The distant sound of breakers striking Solonor's cliffs—softened almost in a soporific melody by the distance—reaches the characters' ears.
16. A small swarm of bats flies near-silently overhead, searching for food.
17. A crude shelter of tree branches lashed together with vines and covered with leaves and moss stands silently under a large tree.
18. Silence cloaks the surrounds. It seems everyone and everything slumbers.
19. A squall of heavy rain passes over the island. For a half-hour, it pounds the island before moving eastward over the mainland.
20. A perceptive character notices the glimmer of a campfire coming from within a nearby copse. Investigations reveal an unattended campfire—and evidence the area has recently been rapidly vacated.

On the Road by Day

1. A cart filled with boxes and barrels rumbles slowly along the road. A man and young boy sit in the wagon and nod courteously when the characters pass by.
2. A band of adventurers approaches. Roll 1d4 times on "NPC Adventurers" to determine their identities. The adventurers are not interested in fighting but are happy to share news and rumours with fellow explorers.
3. A lone rider—a member of Nemeton citadel's garrison carrying an important message—thunders past the characters on a fleet horse. They do not stop.
4. A wandering tinker passes the characters and enquires if the party has any work for them.
5. The characters encounter Taavi Auvo, the old priest at the Wishing Tree (location N10). He is out sating his desire to travel, but he is old and cannot walk too far these days. He is happy to stop and chat. He has a great store of stories to share, and his knowledge of Solonor's trails and paths is second to none.
6. A patrol of six soldiers from the citadel walks the road in a show of force. They stop to exchange pleasantries and are respectful.
7. A cart has lost a wheel and blocks the trail. The carter is trying to fix the wheel and is grateful for any help the characters offer.
8. The carriage from the Merry Wanderer (location B14) rattles along the road; someone notable and wealthy is inside, and they are on important business. They do not take kindly to being stopped.
9. Three unemployed labourers are on the search for work. They stop the characters to ask after any opportunities.
10. A peasant leads their donkey down the trail. Full saddlebags hang from the donkey's flanks. The peasant could be delivering something or could be returning from a nearby shopping trip.
11. A patch of the trail has turned into thick, glutinous mud. Tracks show where previous travellers have gone around the obstruction.
12. Wildflowers grow over a low bank near the road. Burrows pierce the earthen bank, and rabbit droppings cover the ground.
13. A mother and her three children forage for nuts and berries by the side of the road. The woman is happy to chat with the characters while her young children regard them in silent wonder.
14. Three peasants forage for wood in a nearby copse. Their calls are clearly audible, and as the characters watch, one pushes an old wheelbarrow full of deadfalls from the copse.
15. Drizzle and mist fill the air.
16. A small group of peasants lounges by the trail, taking a break from their journey. They are friendly and respectful to any heavily armed band of strangers wandering past.
17. The weather cannot make up its mind on this windy day; one minute, it is bright and sunny, and the next dark clouds fill the sky.
18. Dark clouds hover low over Solonor, threatening to unleash a downpour. The characters almost reach their destination before the heavens open. The rain lasts for hours and turns the trail into mud.
19. A rotten tree has fallen across the trail, partly blocking it. A gang of labourers work to cut up the tree and reopen the trail. They welcome any help the characters can offer.
20. A group of mounted warriors canter along the road. Amid the patrol rides Maalin Lempinen, Seneschal of the Skeleton Coast, who is spending the day inspecting her domain and being seen by her people. If the group seems interesting, Maalin stops to quiz them on their business. Wise characters are respectful.

On the Road by Night

1. A lone rider—a member of Nemeton citadel's garrison carrying an important message—thunders past the characters on a fleet horse. They do not stop.
2. Small nocturnal things move furtively in the undergrowth along the trail; none pose a threat to the characters.
3. A white owl swoops silently over the party's heads. The party catch little more than a flash of indistinct white as the owl passes.
4. Faint lights glimmer on the road in the middle distance but disappear as the party draws closer.
5. Four figures wearing voluminous cloaks approach the characters. These are smugglers off to do a night's work. They don't want any trouble and move on as quickly as possible. They take care not to be followed.
6. The light of a campfire flickers from amid a clump of trees just off the road. Two adventurers (roll twice on "NPC Adventurers") sit by the fire, sharing a flask of wine. The characters are welcome to join them and share news and rumours.
7. The characters encounter a stargazer. He is slightly off the road on a raised mound. He has a spyglass and is using it to scan the heavens.
8. A patch of the trail has turned into thick, glutinous mud. Inattentive travellers blunder into the patch, get muddy feet, and perhaps get stuck.
9. A fox sneaks along the trail, hunting for its next meal. The creature flees from the characters.
10. A brief rain shower passes over the road, heading for the mainland. The rain lasts only a few minutes.
11. The creaking of wheels heralds a wagon's approach. Two men sit in the wagon while a third walks ahead of it with a shuttered lantern. The three men—smugglers—don't want any trouble and ignore the characters. They hope to be extended the same courtesy.

12. Tuure Tornia (location B19), Bleakhaven's apothecary, rushes along the road with another man. The man's child is seriously ill, and Tuure is making a rare house call. The pair only stop for the briefest of pleasantries.
13. Two peasants, one clutching a lantern and the other a half-empty wine flask, stagger along the road. Their drunken singing presages them by a good few minutes.
14. Cool, damp mist drifts across the road, blown by a faint breeze coming in from the Bitter Sea. The mist is not thick enough to hamper the characters' vision.
15. The flickering glow of a campfire shows where someone camps just off the road.
16. Dark clouds cloak the stars and moon. The darkness of the night is deep and pervasive.
17. The distant sound of thunder rolls in from the sea.
18. The night is near-silent; for a few moments, even the wind seems to slumber.
19. A dark figure appears on the road at the extent of the characters' vision. By the time the characters reach the spot where they saw the figure, it has disappeared.
20. Four mounted warriors from the garrison at Nemeton gallop along the road. They could be carrying an urgent message, chasing smugglers or something else entirely.

Solonor Island Adventure Seeds

Use these encounters to add detail and excitement to the characters' exploration of Solonor Isle. Not all of these encounters will result in combat, and most can be modified to occur almost anywhere on the island. Some of the encounters below introduce NPCs that could be reoccurring personalities in your campaign.

A Map of Many Parts

Two adventurers both think they have won the same game of chance, and both claim their winnings.

The Past: Pentti Ihalempi found a treasure map in an old book he bought a week ago. Recently returned from an expedition into the wilderlands, he was in no hurry to rush off to recover the hoard marked on this map. For a while, he'd rather carouse.

The Present: The characters are in the taproom of a lively tavern when an argument breaks out. For the last few hours, Pentti Ihalempi and Tuomo Raita have been drinking and rolling dice for increasingly large stakes. As the game has drawn to a close, Pentti put up his treasure map as collateral. Tuomo has just won the last roll of the dice, but Pentti thinks Tuomo is cheating. An argument breaks out, and both grab the map. Inevitably, it rips in half, and coins get scattered all over the floor, which prompts Tuomo to punch Pentti; a full-scale brawl is in the offing.

The Future: A brawl breaks out unless the characters act instantly and decisively to calm the situation. Some customers get out of the way while others go for the coins now scattered all over the floor. Amid the brawl, Pentti and Tuomo fight over the map, which gets ripped into more and more pieces—which get scattered about the taproom.

By the time the brawl ends, the map is ripped into six or more pieces. If the characters have one or more pieces of the map, they can return them to their rightful owner (whoever that is) and encourage others to do the same. Alternatively, they could try to form a syndicate of mutual interest with the other holders of the map scraps or attempt to buy the other pieces—an adventure could be in the offing!

- **Pentti Ihalempi** (CN male human fighter 3 [Str 15, Dex 11, Con 14, Int 10, Wis 9, Cha 11]) enthusiastically carouses after his last adventure and is well known in the local taverns as a "serious" drinker; **Appearance**: scraggly red hair and beard; skinny and pale of skin **Personality**: slightly lazy, brash, tempestuous and easy to anger; has an inferiority complex; loves drinking and gambling; **Mannerisms**: easily loses focus and stares off into the distance at nothing; **Background**: comes from the slums and has risen more through luck than hard work; **Hook**: offers the characters a share of the treasure if they help him get the rest of the map back; **Notable Gear**: scrap of treasure map
- **Tuomo Raita** (N male human fighter 4 [Str 17, Dex 13, Con 15, Int 8, Wis 8, Cha 13]) jealously defends his reputation as an honest man (even if it is not entirely accurate) and brave adventurer; **Appearance**: tall, muscular, bald and black-bearded; **Personality**: gregarious, bold and obsessed with getting rich (preferably quick); **Mannerisms**: heartily claps those he is speaking with on the back; has a bone-crushing handshake; **Background**: the son of a mercenary he moved from place to place throughout his childhood; now hates travelling and wants to settle down; **Hook**: offers the characters a share of the treasure if they help him get the rest of the map; **Notable Gear**: a fine two-handed sword, scrap of treasure map

Murder, by Another's Hand

Terror grips Bleakhaven as a demon runs amok, but all is not as it seems. Will the characters realise something is terribly wrong before it is too late?

The Past: The merchant Jalmari Kuningas deals in rare antiquities. Recently, he sold a certain amulet to a certain wizard. The wizard, Sagar Nimambu, is the high priest of Xeukros (CE demon lord of depravity, power and dominion over others), and the hideous amulet is sacred to his faith. Unbelievers may not gaze upon it, and no one may know he possesses it; thus, Sagar has engaged the services of the gnomish assassin, Erfael Ningel, to slay Jalmari. Erfael has lured Jalmari to Solonor Island by posing as a wealthy collector desirous of doing business with the merchant.

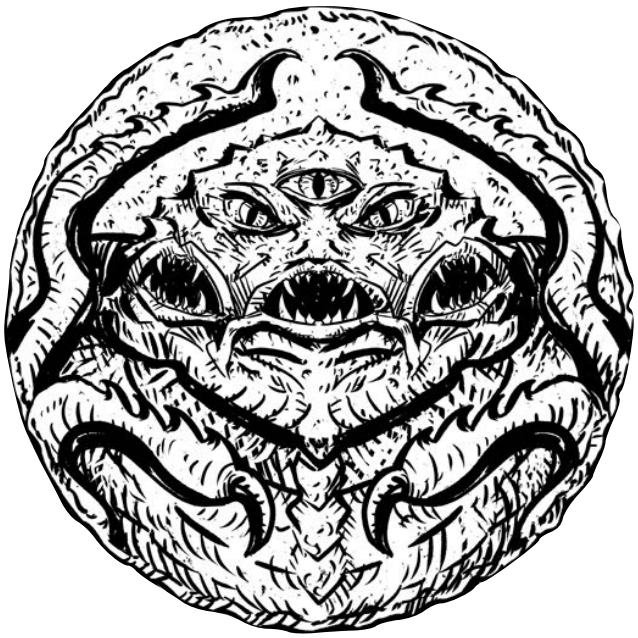
The Present: Screams—followed by a stampede of panicked townsfolk—alert even the least perceptive characters to something terrible happening up ahead. If they investigate, they discover a demon standing in the middle of a rapidly emptying street. It is wailing and waving its hands around. At sight of the characters, it runs toward them.

This is Jalmari Kuningas, cloaked in an illusionary form by the gnomish assassin Erfael Ningel, who lurks invisibly nearby. Erfael hopes the characters will take extreme, violent action to end the demonic threat facing the town.

The (Bad) Future: If the characters slay Jalmari they have serious questions to answer. By the time the watch arrives, Erfael has dispelled the illusion cloaking the now-dead merchant and slipped away. While many other townsfolk saw the demon, none of them saw the characters slay it. The only evidence is Jalmari's (possibly scorched and bloody) corpse. If the characters flee the scene or manage to talk their way out of the situation, they may want to clear their names by finding out what really happened.

The (Good) Future: If the characters realise something odd is going on and do not slay the demon, Erfael slips away to plan his next attempt on the merchant's life. Meanwhile, Jalmari is profusely grateful to the characters. He is terribly shaken up and begs the characters to find out what happened. He has no enemies; thus, this must have something to do with his business.

- **Jalmari Kuningas** (NG middle-aged male human fighter 2 [Str 10, Dex 9, Con 11, Int 13, Wis 12, Cha 14]) deals in ancient antiquities; he does not realise that one of his customers wants him dead; **Appearance**: well dressed and pot-bellied; wears fine robes and has the sheen of wealth and privilege about him; bald **Personality**: friendly, good attention to detail; a bit of a coward; steeped in historical and religious lore **Mannerisms**: licks his lips when nervous; **Background**: a second generation merchant; inherited the business from his successful parents; **Hook**: appears to be a demon when first encountered; subsequently, may be able to supply the characters with outre items; **Notable Gear**: has access to many strange, esoteric and downright ancient things in his shop
- **Erfael Ningel** (CE male gnome illusionist 9 [Str 8, Dex 17, Con 10, Int 16, Wis 12, Cha 14]) does not slay his targets—he gets other, unsuspecting, people to do that for him through the clever use of powerful illusions; **Appearance**: short, fair skinned with long red hair and blue eyes; wears nondescript robes, but often changes his appearance with illusionary magics; **Personality**: clever; a sadist without morals; loves manipulating people to do his dirty work for him; **Mannerisms**: titters when his schemes bear fruit; rubs his hands together when gloating; **Background**: an outcast from his distant clanhold for a crime he did commit; **Hook**: if Erfael fails to slay Jalmari he blames the characters and sets about plotting his drawn-out, cunning and diabolical revenge; **Notable Gear**: *ring of invisibility*



Orc About Town

Wandering about town, the characters encounter what looks like a full-blood orc arguing with a guard.

The Past: Krorz Lempinen, an orc warrior with a temperament different to his brethren, has abandoned his tribe to see the world by pretending to be a half-orc. Krorz is used to lying about his heritage—he's had a fair bit of practice over the last few months.

The Present: Krorz has encountered a young but vigilant warrior, Joosef Kontio (LN male human fighter 1), who absolutely will not believe his story. The two are arguing, and the guard has drawn his sword. Krorz remains calm—as calm as he can under the circumstances—which is good news for Joosef, who believes him to be an orc. Krorz is refuting the accusation but cannot prove he is telling the truth (mainly because he isn't).

If the party contains a half-orc, Krorz asks them to vouch for him. A perceptive character can see violence in the offing unless the situation is defused. Anyone can also see that Joosef is hopelessly outmatched and that the naive, duty-bound guard is unlikely to survive the imminent (and likely tremendously brief) fight.

The Future: If the party uses diplomacy to smooth over the altercation, Krorz is grateful and offers to buy them all a drink in thanks. If they accept, he takes them to the nearest tavern. Krorz is friendly and grateful, and he quickly steers the conversation around to him joining the party. He does not admit to being an orc—doggedly sticking to his story, no matter what.

- **Krorz Lempinen** (N male orc fighter 4) has big plans: he wants to see the world, and he has a plan to do so—he's pretending to be a half-orc! He is helped by the fact that he is not as ugly and massively built as the average orc, and he's more intelligent than the norm; **Appearance**: tall and muscled with greyish skin, black hair and brutish squashed nose and sloped forehead; **Personality**: curious and open to new experiences; wants to travel and is loyal to his friends; **Mannerisms**: clears his throat before speaking; cracks his knuckles and picks his nose when bored; **Background**: never fit in with his tribe and hates living with his foul, brutish brethren; picked the name "Lempinen" to seem more human; **Hook**: wants to join an adventuring party to gain "legitimacy" and security; happy to travel anywhere new; **Notable Gear**: satchel full of maps, travelogues and so on, a brown travel-stained cloak with a deep cowl

Between Adventures

Adventurers visiting Solonor Island to use it as a base from which to explore the surrounding wilderlands will not spend all their time questing and fighting. Even the most implacable foe of evil needs time to rest, recuperate and refit before hurling themselves back into the fray.

This section presents notes on handling the characters' activities between adventures. Design or use other downtime activities as you see fit. Use the notes here, in conjunction with "Major Events on Solonor Island", to handle the characters' downtime between adventures.

Lifestyle Costs

To cut down on the bookkeeping in the adventurers' day-to-day expenses of food, drink and lodgings while on Solonor Island, consider using lifestyle costs to speed up play. The cost associated with the activities below, for example, the weekly cost of carousing, is an additional expense.

Lifestyle	Day	Week	Suitable Venues
Wretched	–	–	–
Squalid	1 sp	7 sp	Wishing Tree, the (N10)
Poor	2 sp	14 sp	The Silverleaf (N5), the Flaming Hearth (B17)
Modest	1 gp	7 gp	The Silverleaf (N5), the Merry Wanderer (B14), the Flaming Hearth (B17)
Comfortable	2 gp	14 gp	The Silverleaf (N5), the Merry Wanderer (B14), the Flaming Hearth (B17)
Wealthy	4 gp	28 gp	The Merry Wanderer (B14)
Aristocratic	10+ gp	70+ gp	–

Adventurers' Downtime Doings

Between adventures, the characters may engage in one or more activities. Assume each activity takes one week to complete, but use your discretion. For example, if a character has a rare and/or expensive magic item for sale, it might take them a week or more to find someone both interested in buying it and able to afford it. Alternatively, a character trying to sell a *potion of healing* will find a buyer nearly instantly.

Buying & Selling Magic Items

Adventurers often find (or covet) magic items. Perhaps on an adventure, they find something they don't want, and they decide to sell it. Other times, they might desire or desperately need a certain item—such as a magic sword, suit of armour or wand.

While Solonor Isle does not have a thriving market in magic items, it is possible to sell and buy such items. Some locales may also have minor items for sale. Notable places to buy and sell magic items on the island include:

- **The Chapel of Arms (location N6)**: Kalron's followers are interested in any items that could increase a worshipper's martial prowess.
- **Arms & Armour (location N8)**: Morsun Torevin is interested in buying weapons and armour to resell.
- **The Magician's Tower (location C5)**: Tahlys Vonothvar is rich and interested in buying scrolls and spellbooks, as well as other items traditionally associated with wizards, such as magic wands.
- **Spire of the Storm Mistress (location B3)**: The clergy here are interested in buying items related to their faith or swimming, breathing underwater, the sea and so on. Characters trying to sell a magical trident will find a ready buyer here.
- **Hall of the Shining Light (location B5)**: The clergy here are interested in buying items related to their faith or that could help protect the folk of Solonor Island, particularly magical longswords, armour, and so on.
- **The Lawgiver's Chapel (location B9)**: The clergy are interested in buying items related to their faith or that help protect the folk of Solonor Isle. They are also keen to buy magical maces.
- **The Treasure Trove (location B18)**: The characters cannot sell magic items here, but they can pawn them with the intent of never retrieving them.
- **Valtari's Lootarium (location B15)**: Valtari will buy virtually anything the characters have for sale, but such sales might not realise as much as the characters want.

Additionally, other adventurers on the island may be interested in buying or selling a magic item.

Buying a Magic Item: Some locations on Solonor Island have a list of special times for sale. Once an item has been purchased, cross it off the list of available items for sale. After 2d4 weeks of game time have elapsed, consider replacing the sold item with a comparable item.

Occasionally, other items will come up for sale. Such an item could be offered by an adventurer who doesn't want it (or who needs the money more), a visiting merchant or someone else. There is a 50% chance in any given month that one or more magic items are for sale. Consult the list below to determine what wondrous items are for sale:

1. *Potion of water breathing* (900 gp)
2. *Potion of fire resistance* (400 gp), *potion of extra healing* (800 gp)
3. *Scroll of shield* (300 gp), *potion of healing* (400 gp)
4. *Potion of extra healing* (2; each 800 gp), *potion of growth* (300 gp)
5. *Potion of healing* (400 gp)
6. *Boots of elvenkind* (5,000 gp)

7. *Scroll of hold person* (600 gp), *scroll of haste* (900 gp), *scroll of web* (600 gp)
8. *Cloak of elvenkind* (6,000 gp), *gauntlets of swimming and climbing* (10,000 gp)
9. *Potion of climbing* (500 gp), *potion of healing* (3; 400 gp each), *scroll of bless* (300 gp), *scroll of enlarge* (3000 gp)
10. *Longsword +1* (2,000 gp)
11. *Ring of free action* (5,000 gp)
12. *Potion of climbing* (500 gp), *potion of healing* (400 gp)

Selling a Magic Item: Generally, a prospective magic item purchaser offers the following base prices:

- **Potion or Scroll**: Half normal sell price.
- **Item Costing Less than 10,000 gp**: Half normal sell price unless the item is particularly relevant to the buyer's class or faith, then 65% of normal sell price.
- **Item Costing More than 10,000 gp**: Few folk on the island can afford such items; adjudicate such sales on a case-by-case basis.

A character can try to increase the offer with a reaction roll:

- **25% or Under**: The character's attitude annoys the buyer, who reduces their offer by half.
- **26% - 45%**: The buyer is 55% likely to react as a result of 25% or less. Otherwise, they do not change their offer.
- **46% - 55%**: The buyer does not change their offer.
- **56% - 75%**: The buyer is 55% likely to react as a result of 76% or more. Otherwise, they do not change their offer.
- **76%+**: The buyer is swayed by the character's words and increases their offer by 50%.

Buying & Selling Mundane Items

No doubt, between adventures, the characters will want to sell some or all of their loot and stock up on essentials or otherwise upgrade their gear.

- **Buying Armour & Weapons**: Arms & Armour (location N8), Valtari's Lootarium (location B15), the Treasure Trove (B18).
- **Buying General Equipment**: Emporium of the Waves (location B4), Trader Kaleva's (location N7)
- **Selling Loot**: Valtari's Lootarium (location B15)

Carousing

Adventurers are famed for blowing off steam between their forays into the wilderlands. Solonor has several inns and taverns whose ostlers are more than happy to take the characters' coin (assuming they behave themselves).

- **What Happens?** To determine what happens while the character is carousing, consult the relevant table below.
- **Rumour Learnt**: A carousing character hears one random rumour from "General Whispers & Rumours".

Carousing with Peasants: Carousing with the peasants and commoners of Solonor Isle costs 10 gp a week.

A carousing character rolls percentage dice and adds their Charisma reaction modifier at the end of the week and consults the table below. A result of 76% or more indicates the character has also made a friend or ally who may be useful in the future. Such folk may relay rumours, make the characters aware of recent doings on the island and so on. Characters making a modified roll of 25% or less instead manage to make a rival or enemy who will work to stymie their affairs, seek to trash their reputation on the island and so on. Additionally, some results below have the character make an additional friend and enemy.

Result	Event
01-10	Carousing does not go well. You end up on a fishing boat which is damaged as a result of your drunken antics. You must pay 10 gp toward the repairs of the boat or automatically gain an enemy.
11-20	Your carousing got out of hand, and you spend an extra 3d5 x 5 gp. Alternatively, you could have been robbed or have spent the money buying a worthless piece of tat.
21-30	You make an enemy among Solonor's commonfolk. This person could be a fisherfolk, local trader, mercenary and so on. The GM decides who you offended, and you decide how you offended them. Your enemy is hostile to you and takes every opportunity to cause you difficulties.
31-40	You are caught up in a whirlwind romance with a commoner. The GM decides the details of your lover. Roll 1d20 + your Charisma modifier: On a 1 - 5 the affair ends badly, and your lover becomes your enemy. On a result of 6 - 10 the affair ends amicably. On a result of 11 - 20 the affair is ongoing, and your lover becomes an ally.
41-80	You earn some gold from betting or gambling and recoup the cost of your carousing.
81-90	You earn lots of gold from gambling and recoup the cost of your carousing as well as winning an extra 1d20 x 4 gp or an expensive item you could have won from a peasant such as a horse, wagon or fishing boat.
91 or higher	Your carouse is epic and the stuff of legends; people talk about it for weeks afterwards. You make three new good friends among the commonfolk. One of the commoners you befriend holds a position of importance on the island and could be particularly useful to you in the future. You also cover the cost of your carousing through gambling.

Carousing with Merchants: Many merchants come to Solonor Isle, while a few live on the island. Carousing with merchants costs 25 gp a week.

At the end of the week, the character rolls percentage dice and adds their reaction modifier before consulting the table below. A result of 76% or more also indicates that the character has made a friendly contact. A result of 25% or less indicates the character manages to make a rival or enemy instead. Additionally, some results below have the character make an additional friend and enemy.

Result	Event
01-10	Who would have thought merchants were so touchy? While drinking with some merchants you make a series of unwise remarks which lead to a merchant losing a lucrative deal. You must play the merchant 20 gp as an apology for the lost revenue or you gain an enemy.
11-20	Your carousing got out of hand, and you spend an extra 3d6 x10 gp. Alternatively, you could have been robbed or have spent the money buying a worthless piece of tat.
21-30	You make an enemy of a merchant, trader or artisan who lives on the island. The GM decides who you angered and you decide how you angered them. Your enemy refuses to deal with you and works to tarnish your reputation with their fellows.
31-40	You are caught up in a whirlwind romance with a merchant, a member of their close family or a trusted servant. The GM decides the details of your lover. Roll 1d20 + your Charisma modifier: On a 1 - 5 the affair ends badly, and your lover becomes your enemy. On a result of 6 - 10 the affair ends amicably. On a result of 11 - 20 the affair is ongoing, and your lover becomes an ally.
41-80	You earn some gold from betting or gambling and recoup the cost of your carousing.
81-90	You earn lots of gold from gambling and recoup the cost of your carousing as well as winning an extra 1d20 x 8 gp or a random item of approximately the same value from the merchant's stock.
91 or higher	Your carouse is epic and the stuff of legends; people talk about it for weeks afterwards. You make a good friend—perhaps Jaakko Asikka (location B10), Valtari Vasara (location B15) or Sirja Kuutamo (location B16)—and through your new friend's influence get invited to dinner at Bleakhaven Hall (location 22). You also cover the cost of your carousing through gambling and so on.

Carousing with Other Adventurers: The characters are not the only adventurers on the island. Carousing with other adventurers is expensive and costs 50 gp a week.

At the end of the week, the character rolls percentage dice and adds their reaction modifier before consulting the table below. A result of 76% or more also indicates that the character has made a friendly contact—perhaps a lone adventurer or a whole group. Such contacts may provide free or cut-rate spellcasting services, join the party for an adventure and so on. A result of 25% or less indicates the character manages to make a rival or enemy instead.

Result	Event
01-10	Carousing with other adventurers can be dangerous! You get into a drunken brawl and while no one is killed, several bystanders are injured and a fair amount of property is damaged. You must pay 30 gp to resolve the problem or be exiled from Solonor Island.
11-20	Your carousing got out of hand and you spend an extra 3d6 x 15 gp. Alternatively, you could have been robbed or have spent the money buying a worthless piece of tat.
21-30	You have made an enemy of a fellow adventurer. The GM decides who you have angered and you decide how you angered them. The adventurer takes every opportunity to make life difficult for you—tarnishing your reputation, perhaps sabotaging preparations for your adventures and so on.
31-40	You are caught up in a whirlwind romance with another adventurer. The GM decides the details of your lover. Roll 1d20 + your Charisma modifier: On a 1 - 5 the affair ends badly, and your lover becomes your enemy. On a result of 6 - 10 the affair ends amicably. On a result of 11 - 20 the affair is ongoing, and your lover becomes an ally.
41-80	You earn some gold from betting or gambling and recoup the cost of your carousing.
81-90	You earn lots of gold from gambling and recoup the cost of your carousing as well as winning an extra 1d20 x 12 gp or a minor magic item such as a *potion of healing*, a low-level spell scroll and so on.
91 or higher	Your carouse is epic and the stuff of legends; people talk about it for weeks afterwards. You recoup your lifestyle expenses through gambling and so on and make a new friend among Solonor's adventurer population. This friend will do you favours, including casting spells or using their skills on your behalf; they may even accompany you on adventures (for an equal share in the rewards, of course).

Research

Between adventures, a character may want to learn more about the surrounding wilderlands or delve into the history of Solonor and the various ruins dotting the surrounds. Solonor Island has no established library, and no sages permanently call the place home. However, that doesn't mean the characters have no one to call upon for aid. For example, the clergy at the various temples have varying levels of knowledge about Solonor Island and the wilderlands, the history of the area and so on. Other adventurers, retired or active on the island may possess helpful knowledge. Some characters may even be able to seek advice and guidance from Tahlys Vonothvar, the Magician at Nemeton (location C5).

Rest & Recovery

Adventurers can recover from diseases, poisons or other serious injuries in between adventures. The characters can do this at their lodgings or seek professional help from the clergy at any of the island's churches or the resident apothecary, Tuure Tornia at Plants & Potions (location B19). Such (nonmagical) care costs 6 gp.

After three days' rest, the character can make a saving throw against poison (or other relevant type if some strange ailment or condition besets them). If the character has engaged professional assistance, they gain a +4 bonus on this check. A successful saving throw enables the character to do one of the following things:

- End one nonmagical effect such as a disease.
- Regain twice the usual number of hit points gained through bed rest.

Magical Healing: Some characters may want or need magical healing. Such healing can be expensive:

- **1st-level Spells**: 100 gp; **2nd-level Spells**: 250 gp; **3rd-level Spells**: 450 gp; **4th-level Spells**: 600 gp; the character must also pay the cost of any expensive spell components required.
- **Safe Faith Discount**: Followers of the same faith as the spellcaster enjoy a 10% discount on the costs noted above. If a spell requires a consumable costly material component, the character must also meet that cost.

Work

Some characters may practise their profession between their adventures and explorations.

Mercenary Work

Mercenaries are always in demand. Whether needed to guard a merchant's shipment or protect labourers as they cut fresh stone from Tumbletone Quarry, those with keen wits and a ready sword can always gain employment.

A character earns enough to maintain a modest lifestyle every week they engage in mercenary work. Additionally, the character rolls percentage dice and adds their reaction modifier. A result of 76% or more also indicates that the character has made a friendly contact. A result of 25% or less indicates the character makes a rival or enemy instead.

The Performing Arts

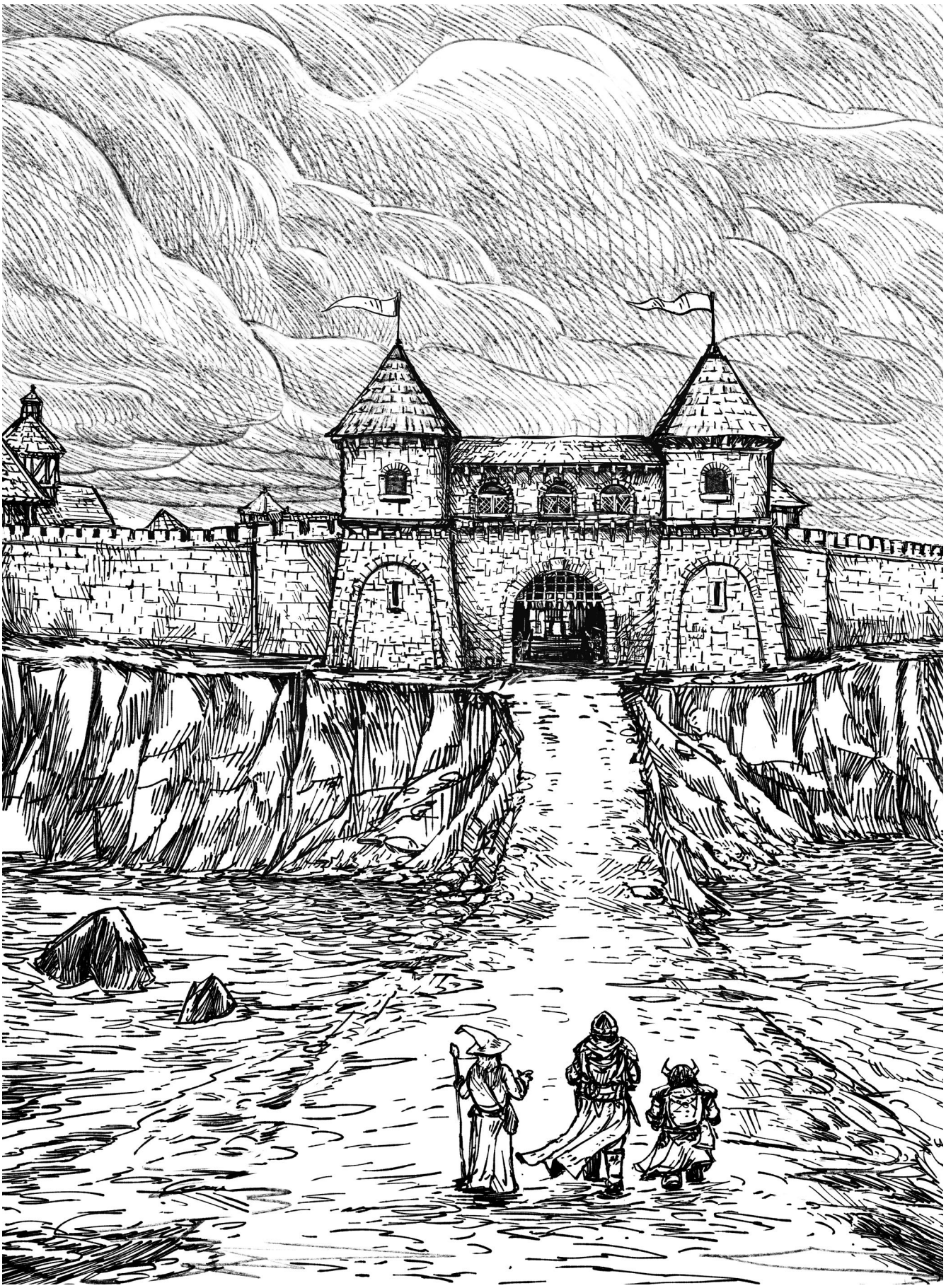
Bards and those skilled in music, singing, poetry and the like can attempt to perform at one or more of the island's taverns and inns. A prospective bard must audition for the ostler and make a roll 56% or more on a reaction check. Success indicates they have convinced the ostler of their skills. A second percentile roll determines the character's success at entertaining the masses:

- **45% or less**: The character's efforts are not well received and they earn only enough to maintain a poor lifestyle.
- **46% - 55%**: The character does not do particularly well and earns only enough to maintain a modest lifestyle.
- **56% - 75%**: The character performs well enough to maintain a comfortable lifestyle.
- **76% or more**: The character gets a rapturous reception and earns enough to support a wealthy lifestyle.

Thievery

There is no organised thievery on Solonor Island, but a larcenous character may wish to engage in petty theft such as pick pocketing, breaking and entering and so on. A character wishing to make a living through thievery makes up to three pick pocket or open locks rolls to determine how much they earn. The number of successes determines how well the character does.

- **Failure**: The character has a disastrous run of luck and not only fails to steal anything but is caught in the act; they pay a 10 gp bribe to make the problem go away. This result applies each time the thief rolls a failed check.
- **One Success**: The character does not do particularly well—pickings are lean—and earns only enough to maintain a modest lifestyle.
- **Two Successes**: The character manages a couple of modest scores and does well enough to maintain a comfortable lifestyle for the week.
- **Three Successes**: The character is wildly successful and earns enough to support a wealthy lifestyle. However, their success is such that the local authorities notice the increase in crime and take steps to apprehend the guilty party or parties; wandering adventurers—except those of the highest standing—are the first to be investigated.



The Village of Nemeton

Nemeton at a Glance

Ruler: Bailiff Vilutar Vasara on behalf of Maalin Lempinen, Seneschal of the Skeleton Coast
Government: Feudal overlord
Population: 187 (158 humans, 13 half-orcs, 7 half-elves, 6 dwarves, 3 elves)
Alignments: N, LN, NG
Languages: Common
Resources & Industry: Fishing

The village of Nemeton lies at the southern tip of Solonor Isle; it is the settlement closest to the mainland—adventurers, thus, often stay here. In many people's minds, the village and citadel of Nemeton are one and the same. The ancient citadel at Nemeton stands atop Eagle Rock while the village straggles along the coast. Set along but one street, imaginatively called the Street, the village survives only because of the high, gated wall warding the head of St Cuthbert's Crossing.

The folk of Nemeton are hardy frontier folk, and life at Nemeton is hard. Always, the forces of darkness and chaos press in on this narrow and constricted enclave of civilisation. The occasional raids of the humanoids dwelling in the Wilderlands keep the defenders alert, but no serious attempt to breach Water Gate has been attempted in years. In contrast, the pirates of the Picaroon Peninsula avoid Nemeton. The citadel boasts a formidable array of catapults, ballistae and other defences, rendering a waterborne assault far too costly for the pirates to seriously contemplate. There is also little of value to loot from the village.

Trade & Industry

First and foremost, Nemeton is a fishing village. Settling and farming the mainland is seen as far too dangerous—the fecund humanoids dwelling in the interior would set upon and destroy all but the most heavily fortified settlements. Similarly, limited opportunities for large-scale farming exist on Solonor Island.

The businesses in Nemeton mainly exist to support the nearby citadel and to service the needs of adventuresome individuals visiting the island. Such businesses endure cyclical fortunes; during the winter months, few adventurers visit Nemeton—the weather is too harsh—and thus, their sources of revenue all but dry up. However, explorers and adventurers are a common sight in spring and summer, and then business is good.

Some adventurers hire a fisherfolk at Nemeton Harbour to convey them to the wilderlands, while others use St. Cuthbert's Crossing—a tidal causeway—to reach the mainland.

Law & Order

Serious crime is rare at Nemeton, and justice is swift and brutal. Folk living on the frontier need each other, and incarceration is a luxury the village cannot afford. Most serious crimes are punishable by fine, exile, mutilation or death. Nemeton maintains a small watch of a half-dozen folk led by the bailiff, Vilutar Vasara. Any serious problem—a riot, rampaging monster, murder and the like—results in elements of the citadel's garrison aiding the watch to restore order.

Village Lore

A character may know something about the village of Nemeton, its history, environs and people. Such a character knows one or more of the following pieces of information:

- The village of Nemeton exists because the citadel at Nemeton exists. The folk of Nemeton service the needs of both the citadel's garrison and the adventurous types drawn to the area.
- The folk of Nemeton fish the surrounding waters and scratch out a living on the poor soil of Solonor Island. They rarely spend much time on the mainland; the dangers there are legion.
- The fortress at Nemeton is ancient, as evidenced by its particular composite architecture. It has commanded the surrounds for centuries and has been much fought over throughout its long, storied existence.

Villagers

Appearance: In the main, lean and wiry, the villagers are descended from hardy stock. Most are fair-skinned and weatherbeaten. Many seem older than they are. Most have brown hair and grey or brown eyes.

Dress: The villagers dress practically and warmly. Everyone owns heavy, waterproof clothing to combat the often inclement weather. Most also carry a dagger for personal defence and utility.

Nomenclature: *female* Aili, Dorotea, Elsa, Hedvig, Helka, Inka, Kaija, Loviisa, Rekiina, Salme; *male* Aapo, Alpo, Brusi, Eetu, Filppu, Hannes, Immo, Riekki, Turo, Viljo; *family* Ampuja, Asikka, Hirvi, Ihalempi, Janakka, Kainu, Leino, Mielo, Otra, Toivas.

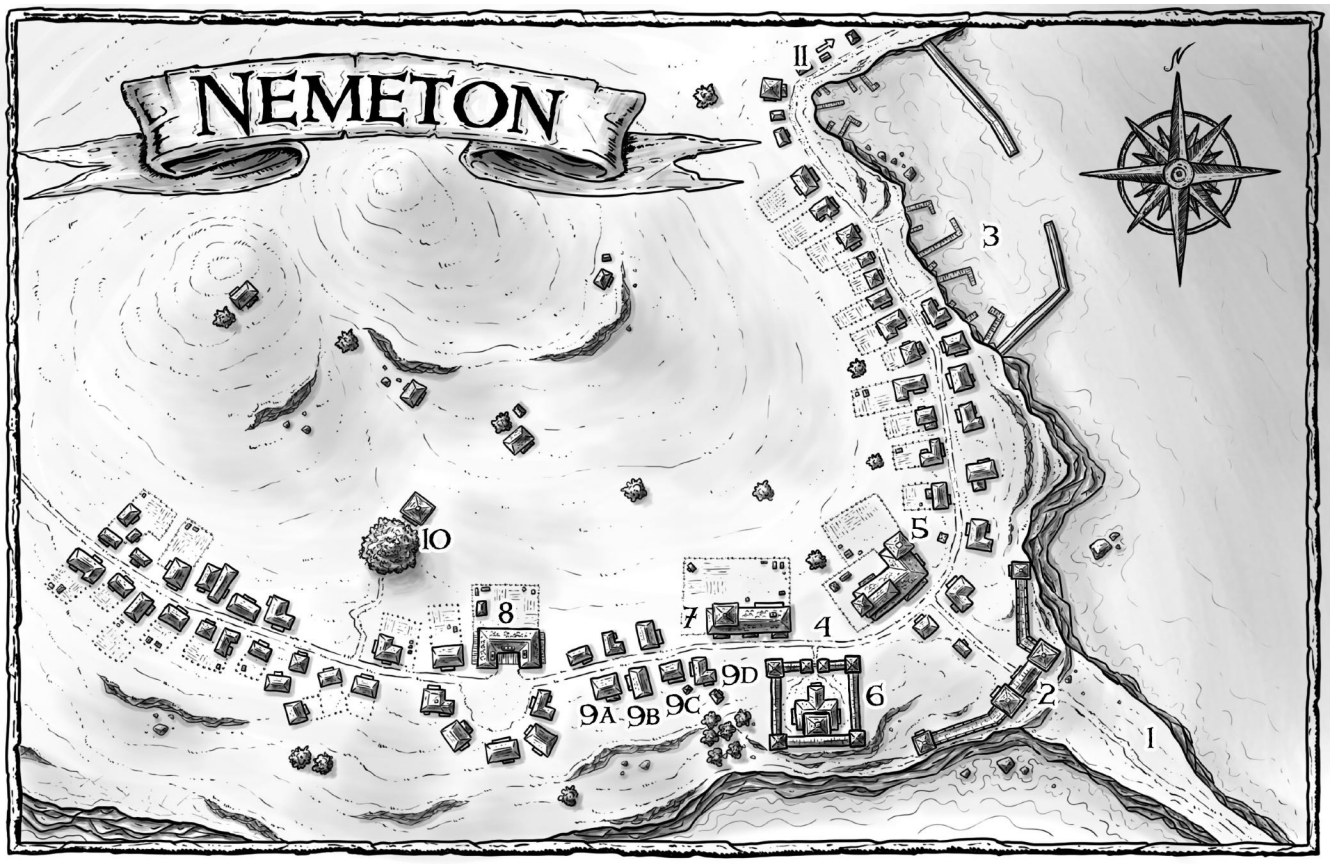
Whispers & Rumours

While in Nemeton, a character may hear one or more rumours. Consult "General Whispers & Rumours" to determine what they learn.

Notable Locations at a Glance

Most of Nemeton comprises peasant homes or businesses essential to village life—a blacksmith, leatherworker and the like. A few locations, however, are of interest to adventurers:

1. **St. Cuthbert's Crossing**: Solonor is a tidal island, and St. Cuthbert's Crossing connects Solonor to the mainland. Here, low tide exposes a narrow shelf of slippery rock. The natural causeway is barely wide enough for a wagon. St. Cuthbert is said to have raised the rock shelf to keep his feet dry during a pilgrimage.
2. **Water Gate**: Always guarded by a detachment from the citadel, Water Gate controls all land-borne access to Solonor. The gatehouse is stoutly built, and its gate is always shut at night and during bad weather. No serious attempt has been made to breach this gate in years.
3. **Nemeton Harbour**: Too shallow for oceangoing vessels, Nemeton Harbour exists to shelter the village's small fishing fleet from inclement weather. Life in Nemeton centres around the harbour.
4. **The Street**: Nemeton has but one street of note, which is (unimaginatively) called the Street.
5. **The Silverleaf Inn**: Owned by the retired elven adventurer, Baelvain Silverleaf, this tavern caters to adventurers, mercenaries and other types who chafe at boredom and safety, as well as the citadel's garrison.
6. **Chapel of Arms**: Dedicated to Kalron (N hero-god of battle, martial skill and heroic struggle), this small semi-fortified chapel is rarely visited by the villagers. The warrior priest Kalervo Ehtaro officiates here.
7. **Trader Kaleva's**: Trader Kaleva's caters mainly to adventurers, hunters, travellers and others who spend time beyond Water Gate. Albin Kaleva, aided by his wife Venla, and hindered by his moon-touched father, Eljas, stocks arms, armour, camping gear and so on. Sometimes, those down on their luck sell him the rarest of rare treasures—minor magical items.
8. **Arms & Armour**: Here dwells Morsun Torevin, the dwarven weaponsmith and armourer, and his apprentices. On this lonely scrap of the frontier, there is always work for Morsun.
9. **Cottages for Rent**: Some adventurous types or other visitors to the frontier desire privacy or peace and quiet. Such folk often rent one of these cottages from Baelvain Silverleaf at the Silverleaf Inn (location 5).
10. **The Wishing Tree**: This elder oak is a shrine to Behron (N lesser god of travel), and many weary folk shelter under its wide canopy or make offerings here for a safe journey. The elderly priest, Taavi Auvo, tends the shrine.
11. **The Citadel at Nemeton**: Formidable and imposing, the Citadel at Nemeton perches atop Eagle Rock, a weathered, spray-slick chunk of rock jutting out into the Bitter Sea. Many centuries have flowed over and around this fortress's venerable walls. A single path curls upward toward the citadel.



Village Dressing

Nemeton is a busy place, and its folk must be industrious to survive. The weather and tides govern daily life. There is always something going on in Nemeton.

Use these lists to add moments of flavour as the characters move about the village. Modify or change events as you choose, and consider combining events to create the illusion of detail.

Nemeton by Day

During the day, Nemeton is a busy—if sleepy—fishing village. The village's fishing boats leave on the tide. When they return, the harbour bursts into life. Most villagers make their living—in some way—from the sea, and thus, the village can seem a little empty during the day.

1. Snatches of singing coming from the harbour reach the characters' ears.
2. Dark clouds hover low over Solonor Isle and its surrounds, throwing everything into shadow and shade.
3. Children play a game of catch on the street; they use the characters as cover.
4. A woman with a wheelbarrow trundles along the street. She stops and uses a spade to pick up animal dung before continuing on to the next pat.
5. Warriors standing atop Water Gate point out to sea at something not visible from the characters' position.
6. A squall blows in from the Bitter Sea, bringing with it a brief shower of light rain.
7. Seabirds wheel in the air above the harbour; occasionally, one swoops down to steal a fish from a fishing boat.
8. A sailing ship slides across the horizon, but it does not approach Nemeton.
9. A wagon stands outside the Silverleaf Inn (location N5). Brawny labourers are unloading large barrels of ale and rolling them into the building.
10. Several travellers sit at ease under the Wishing Tree (location N10). They seem content to watch the world go by—at least for a while.
11. An obvious adventurer (roll on "NPC Adventurers") strolls past the characters on the way to visit Arms & Armour (location N8).
12. The clamour of battle—really just a practice bout—comes from the Chapel of Arms (location N6).
13. Old Elias Kaleva (location N7) wanders along the street, muttering to himself. What he says makes no sense—he mentions events that no one else remembers.
14. The characters bump into the high priest Kalervo Ehtaro (location N6) as he strolls around the village. He is friendly but keen to get some fresh air. If the characters have business with the high priest, they are welcome to join him on the walk.
15. A villager helps a neighbour repair a fence or outbuilding. The sound of their work fills the air.
16. A dog wanders along, sniffing at everything that looks vaguely interesting. It is friendly and happy to accept treats from the characters.
17. The village is busy, and the villagers are about their daily tasks. The weather is good, and the villagers are in friendly, pleasant moods.
18. A messenger canters along the Street on the way to Bleakhaven with a message. As they approach the party, they call for them to get out of the way.
19. A wagon piled high with goods destined for Nemeton Citadel rolls along the Street.
20. A child approaches the party and offers to "show them around for a silver". Characters who pay the child to go away quickly get a reputation and are swarmed by children whenever they wander the village.

Nemeton by Night

At night, most businesses shut, and the feel and tenor of life in Nemeton changes. Nights here can be dark and cold. The Silverleaf Inn, of course, remains open until late and is the centre of the village's social life.

1. Flickering lights—partially visible through closed shutters —glimmer in the windows of the houses lining the street.
2. The village is quiet, and the distant sound of surf breaking against the shore fills the air with a pleasant, melodic backdrop.
3. Lights flare atop Citadel Nemeton's ramparts. An observant character can make out the shadows of patrolling warriors atop the walls.
4. The sky is clear, and the star-flecked night sky is a beautiful thing to behold.
5. Two villagers, swathed in cloaks, stroll past the party.
6. A rider, probably from the citadel, canters past the party toward the road to Bleakhaven.
7. The inviting sound of merriment issues from the Silverleaf Inn (location N5).
8. The night air is cold; a chill blows in from the Bitter Sea.
9. One or more obvious adventurers (roll on "NPC Adventurers") stroll past the characters on the way to the Silverleaf Inn (location N5).
10. Old Elias Kaleva (location N7) wanders along the street, muttering to himself. What he says makes no sense—he mentions events that no one else remembers.
11. Two drunks stagger along the street, engaged in an intense but ultimately idiotic conversation.
12. A cat—hunting something—slinks from a nearby shadow. It ignores the characters as it silently creeps out of sight.
13. The night sky is clear of clouds, and the stars glimmer brightly. It is cold.
14. Light rain sweeps in from the Bitter Sea and lasts an hour or two.
15. Odd sounds filter down to the village from the citadel. Peasants mutter that the "Magician at Nemeton" is about her unknowable business.
16. A sea mist creeps through the village, blanketing everything in its cold embrace. This could be a light mist (75% chance) or a thick fog (25% chance).
17. On the horizon, the running lights of a large ship come into view. As the characters watch, the ship glides silently closer to the harbour.
18. A fire blazes to life on the mainland. Its exact location is impossible to determine, but it is somewhere beyond the ruins of Nylemouth.
19. Two dogs nose about for food scraps. They happily take food or attention from the characters.
20. The characters bump into the high priest Kalervo Ehtaro (location N6) as he strolls around the village. He is friendly but keen to get some fresh air. If the characters have business with the high priest, they are welcome to join him on the walk.

Notable Locations

N1: St. Cuthbert's Crossing

A narrow causeway of slick rock links the mainland to an island a few hundred yards offshore. The causeway ends at a gate-pierced wall. Beyond, a mighty fortress—the citadel at Nemeton—perches atop a rocky outcrop of wave-lashed rock.

Solonor is a tidal island, and St. Cuthbert's Crossing connects Solonor to the mainland. Here, low tide exposes a narrow shelf of slippery rock. The natural causeway is barely wide enough for a wagon, and periodic work is carried out to improve the going. St. Cuthbert is said to have raised the rock shelf to keep his feet dry during a pilgrimage.

What's Going On?

While the characters are at St. Cuthbert's Crossing, one or more things from the list below may occur:

1. **Choppy Sea**: A stiff breeze drives the choppy sea ashore. The characters get wet crossing the slick and slippery causeway.
2. **Crabbing Children**: A few peasant children hunt along the causeway in search of crabs to supplement their diet. A single (bored) guard watches over them.
3. **Fishing Boats**: Several fishing boats bob near the causeway. Their crews throw nets into the water or pull crabbing baskets from the depths. Several of them wave as the party traverses the causeway.
4. **Seaweed**: A recent storm has driven great masses of seaweed ashore, covering the causeway with the stuff. Traveling on the causeway is slow and slippery.
5. **Old Fishers**: Several old fisherfolk sit on the edge of the causeway, casting their lines into the sea. They are friendly and greet the party. They could be a good source of local rumours.
6. **Empty Crossing**: No one else is about when the characters reach the crossing.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Sinking Boat**: A nearby fishing boat has got into difficulty and has started to sink. This could be because of bad maintenance, poor seamanship or something more sinister. The crew spies the party and calls for help.
2. **Screaming**: As the party reaches the crossing, screaming from the mainland reaches their ears. This could be a trap laid by raiding humanoids or someone genuinely in danger.
3. **Sinister Ripples**: Sinister ripples disturb the water near the causeway. This could be nothing, or it could betray the presence of a lurking aquatic predator.
4. **Inquisitive Child**: Aamu Kaipia (CN young female human) is crabbing on the causeway. Bored, she decides to chat with a character. She relates a rumour if the character is pleasant or kind. However, if the character isn't nice to her, she remembers them. She could be a useful contact or an annoyance in the future.
5. **Outbound Patrol**: Six warriors from the citadel trudge along the causeway to make a brief sweep of the immediate area. They stop the characters to see if they have any news import.
6. **Bloodied Patrol**: A patrol from the citadel reaches the causeway at the same time as the party. One of the soldiers has an arrow in their arm—the group were sniped at by an unseen enemy.

The Timing of the Tides

Characters hoping to use St. Cuthbert's Crossing are at the mercy of the tides (unless they want to get wet).

Deciding whether the causeway is accessible or not is normally a non-issue. If the characters arrive while the causeway is submerged, they can simply rest and wait for low tide. However, sometimes they may be in a hurry; perhaps an entire tribe of angry orcs is chasing them, or a party member urgently needs healing the characters do not possess.

In such instances, the state of the tides is tremendously important, and you can use it for dramatic effect. High and low tide happens at roughly six-hour intervals; thus, there are two high tides and two low tides each day. However, the characters are unlikely to have a method of telling the exact time, and thus you can play a little loose with their timings. (Do not do this to doom the party to certain death).

N2: Water Gate

An imposing 30-foot high gatehouse pierces the crenellated wall, warding the narrow and constricted peninsula beyond.

Water Gate is always guarded by a detachment of soldiers from the citadel as it controls all land-borne access to Solonor Island. The gatehouse is stoutly built, and its gate is always shut at night and during bad weather. No serious attempt has been made to breach this gate in decades.

A half-score of guards led by a sergeant-at-arms and a corporal-at-arms garrison Water Gate. They both watch for encroaching humanoid war bands and keep records of those coming and going through the gate. Suspicious folk are barred entry.

Taxes

Visitors entering Water Gate from the mainland are subject to a few minor taxes, but villagers are exempt from these taxes:

- **Entry Tax**:1 sp per visitor.
- **Animal Tax**: 1 sp per animal.

- **Sword Tax**: 1 sp per armed visitor; some weapons, such as daggers and woodsman's axes, are exempt.
- **Treasure Tax**: Assessed on an informal basis; normally, 1% of what the corporal or sergeant believes to be the value of the recovered hoard.

Notable Folk

Certain folk are often encountered at Water Gate:

- **Albin Jurva** (LN male human fighter 2 [corporal-at-arms]; Appendix B) works at Water Gate during the day. He is grouchy and lacking in social graces but admires adventurers for their bravery. He easily falls for the wiles of a pretty woman.
- **Helga Ilakka** (LN female human fighter 3 [sergeant-at-arms]; Appendix B) oversees Water Gate. She takes her job extremely seriously. Helga is a veteran warrior with a vast wealth of experience. She is stocky, weatherworn and carries herself with an air of complete confidence and competence. She is not to be trifled with.
- **Eero Keiho** (LN old male human [commoner]) notes the names of all those passing through Water Gate and how much tax they pay in a large leather-bound book. He takes his job seriously and does not enjoy the coarse humour often exhibited by adventurous types.

What's Going On?

While the characters are at Water Gate, one or more things from the list below may occur:

1. **Sparring Guards**: Bored, two guards idly spar with one another in front of Water Gate.
2. **Grumpy Guards**: The guards are tired and grumpy. They take out their petty frustrations on the characters.
3. **Friendly Guards**: The guards are well-disposed to adventurers and welcome the party. They ask after the group's adventures and seem almost reluctant to collect their lord's taxes.
4. **Water Gate Closing**: As the party approaches Water Gate, a horn blows, and the gate is part-closed as a precaution. A guard has spotted suspicious movement on the mainland, but no danger materialises.
5. **Inspection**: Albin or Helga inspects the guards as the characters arrive. They take a particular interest in the party and conduct the gate interview themselves.
6. **No Guards**: The characters arrive at the gate when no guards are obviously present. If they try to sneak through, however, they are hailed by a guard taking their ease in the gate's shadow.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Bedraggled Traveller**: A bedraggled traveller, Kalle Paaso (NE male human fighter 5), stands before the gate. He loudly professes to be a penniless traveller whose ship was sunk by pirates. He is lying; he is actually a spy put ashore by a pirate ship lurking nearby.
2. **Adventurous Urchin**: Eerik Miela (CN male human) dreams of a life of adventure. He hangs around Water Gate and begs the party to take him with them; the youth offers to do all the camp work in exchange for the experience. His parents will be less than pleased if they discover what he is up to.
3. **Castellan at the Gates**: Valto Pakkanen (LN middle-aged male human fighter 6; Appendix C) has come to Water Gate to speak with Helga Ilakka on some minor matter. He observes the party as they enter. If the characters introduce themselves, he is polite but not overly amicable—they have to earn his friendship.
4. **Water Gate Closed**: The guards have spotted suspicious movement on the mainland and have shut Water Gate as a precaution. The characters must wait to gain entry until the danger is judged to have passed.
5. **Other Adventurers**: Another band of adventurers is passing through Water Gate in the opposite direction to the party.
6. **Easily Bribed Guard**: Eero Keiho (the gate scribe) has stepped away to answer a call of nature. The guards on duty unsubtly suggest they'll let the party pass in return for a small bribe.

Encounter: Assailed Adventurers

As the characters reach Water Gate and prepare to head through, the alarm is raised and guards atop the gate point down the causeway. The faint clamour of battle reaches the characters' ears. If they investigate, they see a small band of adventurers retreating along the St. Cuthbert's Causeway. They are sorely pressed by a larger band of humanoids and will likely not survive without help. The guards will not help—their duty is to keep the gate safe.

Design a challenging encounter for the characters featuring goblins, hobgoblins or orcs. Alternately, the adventurers disturbed something—perhaps the troll-dwelling in Nylemouth's ruins—and this savage predator has just caught up with them.

Development: The characters may or may not be able to reach the embattled adventurers in time.

If the doomed party battled humanoids, the characters see several of the adventurers dragged away. If the adventurers were defeated by the troll dwelling in Nylemouth's ruins, the characters see it heading back to the ruins dragging a couple of adventurers with it. In either event, a terrible fate awaits the adventurers unless the characters rescue them.

N3: Nemeton Harbour

A stone breakwater curves around Nemeton Harbour. Several fishing boats bob at anchor inside the breakwater. Fisherfolk and the like go about their business.

Too shallow for oceangoing vessels, Nemeton Harbour primarily exists to shelter the village's small fishing fleet from inclement weather. Sometimes, supplies are unloaded here from merchantmen anchored further out to sea. A small watchtower garrisoned by a half-dozen members of Nemeton's garrison (LN human soldier) watches over the harbour. This is a boring, safe post.; a posting here can be seen as a reward or punishment, depending on the soldier's point of view. Life in Nemeton centres around the harbour.

Notable Folk

Certain folk are often encountered at Nemeton Harbour:

- **Edvard Kalpio** (N old male human [commoner]) serves as the harbourmaster. Nominally in charge of the harbour and its garrison, Edvard is not as honest as he first appears—bribes secure the best berths and so on. For all that, though, he is excellent at his job. Crippled in a boating accident five years ago, he walks with the aid of a stout walking cudgel.
- **Helka Raita** (LN female human fighter 1 [soldier]) volunteers to work at the harbour. She has friends who work on the boats, and feels responsible for watching over them. She is strong, capable and friendly. A diligent soldier proud to do her duty, she knows Edvard is making money on the side and is not happy about it.
- **Old Brusi Laulaja** (CN old male human {commoner}) lingers on the breakwater or hangs around the harbour most days (see "Opportunities & Complications #1). A retired fisherman, he is a borderline alcoholic. He's either drinking or offering (mostly unwanted) advice to crews. He's thin, has a scraggly beard and dresses in layers of old, worn work clothes.

Encounter: Nefarious Doings

The characters are strolling (or tottering) about the harbour at night. One of the characters spots a fishing boat nosing into the harbour. The crew are operating without lights and obviously trying to be quiet. They could be:

- A fishing crew in league with smugglers bringing ashore contraband. They do not fight if confronted but instead report any trouble to their smuggler brethren.
- A fishing crew returning late at night with something interesting they dredged up in their nets—something they'd rather not anyone else know about.
- Pirates on a raid; their ship is a mile off shore; there could be more fishing boats behind the first.

What's Going On?

While the characters are at Nemeton Harbour, one or more things from the list below may occur:

1. **Bustling**: The harbour is bustling with activity. Nemeton's fishing vessels may be preparing to go out for the day or may have just returned laden with fish.
2. **Old Fishers**: Several old folk sit on the breakwater, casting their lines into the sea. They are friendly and could be a good source of local rumours.
3. **Ship in the Bay**: An ocean-going ship rests at anchor beyond the breakwater. This is a merchant come to deliver goods to the citadel. Several fishing boats are heading out to meet it.
4. **Fix the Boat**: A fisherman and his son are labouring over repairs to their boat. They are in a rush—time out of the water is money lost—and gladly accept any (competent)

Hiring a Fishing Boat

Some characters may not want to wait for St. Cuthbert's Crossing to be passable. Instead, they might seem to hire a fishing boat to convey them to the mainland.

For a journey with no obvious dangers, the characters will find no shortage of volunteers. A canny fisherfolk charges 1 sp a person for such a one-way journey. Such a hireling will also offer to be on standby to bring the characters back for 1 gp a day (along with the per person cost for the actual return journey).

However, few fisherfolk are willing to risk their lives on the party's behalf. Such folk, a sample of whom appear below, must be specifically sought out.

- **Vilho Nousia** (N middle-aged male human) owns *Wave Maiden* a somewhat battered fishing boat. This taciturn man's four sons help him pilot the vessel. Vilho needs money for repairs to the boat and for new nets. He is a canny haggler and tries to charge the characters 1 gp each.
- **Elsa Mielikki** (NG female human fighter 2) once served as member of the citadel's garrison but gave up soldiering to be with her husband. He is now dead—killed in a fishing accident of which she will not speak—and Elsa is looking for excitement.
- **Turo Pro** (NE male half-orc fighter 2) doesn't understand fishing and relies on his crew to find the fish. He is a drunkard and a bully.

Buying a Boat: If one or more of the characters can sail they want to buy a boat of their own.

- **Rowboat**: Five rowboats are for sale; they cost 50 gp.
- **Fishing Boat**: One fishing boat is immediately for sale; it costs 300 gp. If the characters offer 500 gp they suddenly discover many more potential sellers.

help. Characters helping the fisherman make a friend and learn a rumour.

5. **Blessing on the Boat**: A crew have just finished repairing their boat. As devout worshippers of Serat, they are now blessing their vessel in hopes of fair weather and good catches.
6. **All at Sea**: Most of the berths in the harbour are empty—Nemeton's fishing boats are out at sea. Consequently, the harbour is quiet, and few people are about.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Old Talkative Seaman**: Old Brusi Laulaja (CN old male human) sits on the harbour drinking from a rapidly emptying wine flask. Brusi knows much of Solonor's history and shares his knowledge with anyone sharing their (alcoholic) drink with him. Unfortunately, he is already half drunk and quickly becomes incoherent.
2. **Strange Catch**: A fisherwoman returns to port with something strange amid her catch. As she hauls it ashore, a crowd gathers around to see what she has found—she has recovered part of a human-sized scaly torso—which looks a bit like that of a snake—except it has clawed arms! A terrible stench rises from the remains.
3. **Fresh Fish**: An entrepreneurial fisherfolk tries to sell the characters a basket of fresh fish.
4. **Edvard's About**: Harbourmaster Edvard Kalpio is walking the harbour. He spots the characters and engages them in conversation; he sees them as a source of potential income and impresses on them how important he is to the harbour's smooth operation.
5. **Crabbing Children**: A small group of children are crabbing on the breakwater and gathering seaweed. One of them falls off the breakwater. Initially, the other children laugh at their friend's misfortune, but when he does not surface, they frantically call for help.
6. **Drowned**: A fishing boat makes quickly for shore. As it gets closer, the crew call for help. When they get moored up, the reason for their excitement is revealed—they have recovered the bloated corpse of a drowning victim from the waters just offshore. (This could be the result of an unfortunate accident, or there could be something more sinister at play here.)

N4: The Street

A muddy road leads away from Water Gate. Rows of buildings cluster against the street.

The Street needs no proper name, for it is the only thoroughfare of note beyond Water Gate until one reaches Bleakhaven. Here cluster businesses dedicated to serving the citadel and those daring the wilderlands.

What's Going On?

While the characters are on the Street, one or more things from the list below may occur:

1. **Full Wagon**: A wagon coming from Bleakhaven, piled high with boxes and barrels, heads toward the citadel.
2. **Children at Play**: A pack of laughing children play a game of "Catch Me". Their play is loud and carefree. They use the characters as obstacles to avoid being caught. One of the children could attempt to pick the pocket of an inattentive or naive adventurer.
3. **Windy**: A strong wind howls in off the fretted Bitter Sea. Folk abroad move quickly and with purpose; no one lingers outside.
4. **Dog's About**: A large wolfhound dog lopes up to a character to say hello and to give them a sniff. The dog is friendly and wanders off after a few minutes.
5. **Running Messenger**: A small boy runs from the harbour with a message. He dashes past the group and does not stop unless accosted.
6. **Inquisitive Local**: A young child runs up to the party and starts asking questions about their adventures. The child will not go away and quickly becomes annoying.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Patrol**: Two soldiers from the garrison walk the Street. They are bored and may stop to chat with the party.
2. **Inquisitive Bard**: Toivottu Mielikki (#3 Opportunities & Complications; N5: Silverleaf Tavern) stops the characters for a chat. She is interested in learning about them and their heroics—there might be a good story in it for her. In return, she might share some stories or rumours of her own.
3. **Wandering Priest**: Kalervo Ehtaro (N6: Chapel of Arms) is out for a walk when the characters spot him. He doesn't mind chatting, but the characters will have to accompany him as he does not have much spare time.
4. **Old Kaleva Wandering**: Old Kaleva (N7: Trader Kalevas) is having an episode and wanders the street, muttering to himself. He is confused and spouts what might be gibberish—or might be prophetic; all the characters can make out is the phrase "gaping maw of darkness".
5. **The Bailiff**: Bailiff Vilutar Vasara is out on business. She might stop to pass the time of the day with the characters, or she might ask them for help if her business involves potential danger. (In this instance, she is probably accompanied by two members of the watch.)
6. **Wandering Adventurer**: The characters are not the only adventurers wandering the Street. Roll on "NPC Adventurers" to determine the adventurer's identity. The adventurer may stop for a chat, treat the characters rudely and so on.

N5: The Silverleaf Inn

A glimmering silver oak leaf the size of a man's head serves as a sign hanging over the door of this two-storey inn.

The retired elven adventurer Baelvain Silverleaf (CG middle-aged male elf; Appendix B) owns and runs the Silverleaf Inn. The inn caters to adventurers, mercenaries and other types who chafe at boredom and safety, as well as the citadel's garrison. At the Silverleaf Inn, lights blaze late into the night, the wine is plentiful, and the host is ever-ready to serve his paying customers.

The Silverleaf has one large taproom, and while there is no formal divide, the locals tend to congregate at one end while guests end up at the end of the room. The inn operates an informal dual-pricing policy; locals are charged less for a drink than visitors to the village.

The Offering

Food, drink and accommodation can all be had at the Silverleaf Inn:

- **Food & Drink**: Meal (smoked fish and seaweed, fish pie, fish stew; 3 sp), mug of ale (4 cp), pitcher of good wine (2 sp). Locals get cheaper prices for ale and basic food—Baelvain is a canny businessman.
- **Accommodation**: Guests can sleep in the common room (1 sp/night) or take a private room (5 sp to 1 gp/night) of varying quality. Rooms are large and well—if plainly—furnished. All rooms have locks on their doors and sturdy shutters on the windows.
- **Lifestyle**: Characters staying at the Silverleaf Inn can enjoy a poor (2 sp/day), modest (1 gp/day) or comfortable (2 gp/day) lifestyle.

Notable Folk

Certain folk are often encountered at the Silverleaf Inn:

- **Baelvain Silverleaf** (CG middle-aged male elf fighter 4/wizard 3; Appendix B) owns the Silverleaf Inn and has done for over 70 years. A gregarious, middle-aged elf, he enjoys running the inn.
- **Reeta Ilma** (NG old female human [commoner]) tends bar at the Silverleaf. A favourite with the regulars, she has worked here for four decades. She's old now and is not as fast as she once was but, for all that, her hearing remains excellent, and her powers of sarcasm are well-developed and often employed.
- **Rauni Kultimo** (NG female human [commoner]) works the taproom floor. She is friendly and popular with the regulars, many of whom are a little bit in love with her. Rauni's laugh is best described as a "delightful" cackle.

What's Going On?

While the characters are at the Silverleaf Inn, one or more things from the list below may occur:

1. **Quiet**: The taproom is quiet, and the inn has few overnight guests; the characters can have their pick of the inn's private rooms. With little else to do, Baelvain spends some time speaking with the characters. He even buys them their first drink.
2. **Beer Delivery**: A wagon from Bleakhaven delivers six large barrels of ale. Workers are busy unloading them and manoeuvring them inside. The work is loud and seems to require much swearing and banter.
3. **Argument**: Several fisherfolk are engaged in a good-natured argument about the best fishing grounds, what the weather will be like in the future, who has the best boat or some other mundane matter.
4. **Celebration**: A local celebration is in full swing. Perhaps, someone has got married, celebrates the birth of a baby or a business success. The taproom is noisy and busy.
5. **Dragon and the Thief**: Several locals are playing Dragon and the Thief for coppers. Politely, they decline any requests from the characters to join the game.
6. **Busy**: The taproom is busy—even crammed—and there are no spare tables; it's standing room only at the bar.

Playing Dragon and the Thief

To play, Dragon and the Thief, each player needs two six-sided dice and some tokens to represent their characters' wagers. The game is best with three or more participants.

Play continues as long as the participants want to play; players can join or drop out at any time.

Start: Before play begins, the players must decide what type of coin (copper, silver, electrum, gold or platinum) to wager. All players start by placing a coin of that value on the number 7.

Who Goes First: The players all roll their dice. The player with the lowest score goes first. Thereafter, play passes to the left.

Playing: Each player rolls their dice. The result determines the player's action:

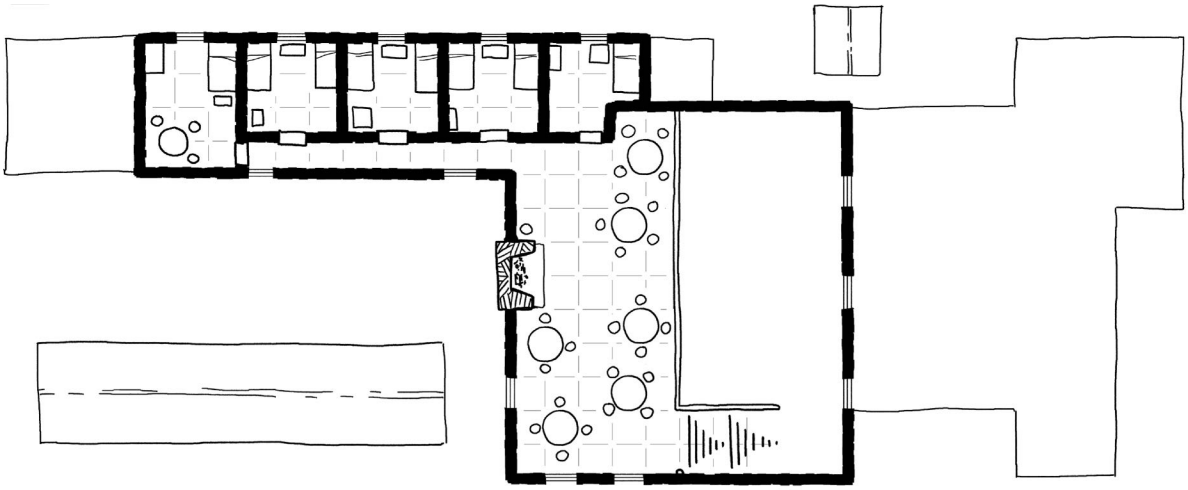
- **2 (The Thief)**: The player takes all the coins except those on number seven (The Hoard).
- **3, 5, 6, 8, 9, 10 or 11**: The player checks the number for a coin. If a coin is there, the player takes it. If there is no coin the player puts one down on that number.
- **4**: The player does nothing.
- **7 (The Hoard)**: The player puts a new coin into the Hoard.
- **12 (The Dragon)**: The player takes all the coins on the board, including those in the Hoard.

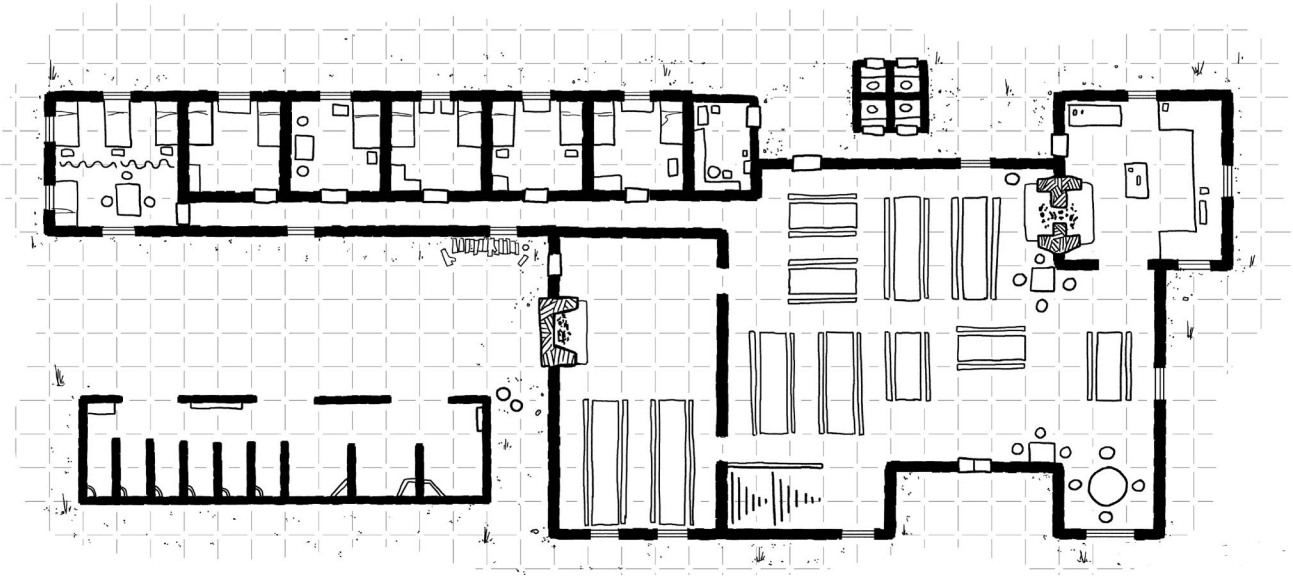
Visit Raging Swan Press's website to download a printable Dragon and the Thief board.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **No Room at the Inn**: All the Silverleaf's rooms are taken. The characters can sleep in the common room or rent one of Baelvain's cottages (location N9).
2. **Chatty Baelvain**: The innkeeper is in a chatty mood and starts a conversation with the characters. He is a good friend to make as he adventured in the Swerkwood decades ago. He might have stories that will aid the characters in their adventures.
3. **Visiting Bard**: A neophyte bard, Toivottu Mielikki (NG female half-elf fighter 3), is in residence and entertains the customers in return for board and lodgings. She knows many rumours and legends about the surrounding land, and she shares them—at great length—with the characters if given a half-decent reason.
4. **More Adventurers**: Another adventuring band is staying at the Silverleaf. (Roll 1d4 times on "NPC Adventurers" to determine the group's composition.) They are initially friendly but guarded toward the party. This group could become friends, rivals or enemies as your campaign develops.
5. **Merchant's Representative**: Niilo Kylli (LN male human fighter 3) represents a merchant from Languard in the Duchy of Ashlar. He has come to Solonor to gauge possible business opportunities. He is perceptive and talkative and asks many, many questions. He's not above spending gold to loosen tongues.
6. **Hubbub**: Several rumours swirl about the taproom. These could be old stories that recently resurfaced or new pieces of gossip. Roll 1d3 times on "Whispers & Rumours" to determine what the characters learn.





N6: Chapel of Arms

This squat fortified chapel looks like a castle in miniature. Banners, each displaying the device of a double-headed battleaxe, flank the chapel's gatehouse.

Dedicated to Kalron (N hero-god of battle, martial skill and heroic struggle) this semi-fortified chapel is rarely visited by the villagers. Rather, the worshippers here comprise mostly transient warriors, mercenaries and adventurers.

Notable Folk

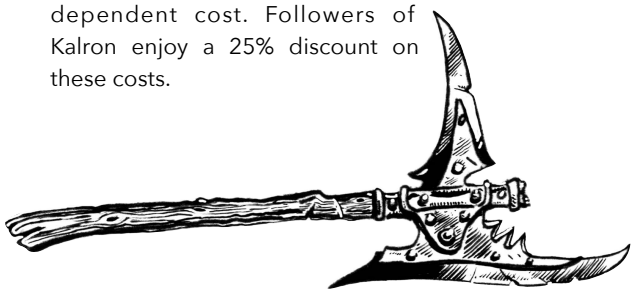
Certain folk are often encountered at the Chapel of Arms:

- **Kalervo Ehtaro** (N middle-aged male human fighter 2/ cleric [Kalron] 5; Appendix B) commands the chapel's clergy. A skilled warrior, Kalervo is dedicated to perfecting his martial skills.
- **Priitta Arpia** (NG female human fighter 5) lacks the common sense and book-learning to serve Kalron as a priest. She is, however, an excellent warrior. She believes that true followers of Kalron put their martial skills to good use serving the common folk. She can't wait for an opportunity to prove this point.
- **Untamo Sotijalo** (N male human cleric [Kalron] 1 {acolyte}) dreams of becoming a renowned warrior-priest. He is desperate to adventure and unsubtly floats the idea of him joining the party if the characters seem like good people. Untamo is keen but unprepared for the horrors of adventuring; he (naively) believes that his faith will see him through any situation.

The Offering

Training, advice and spellcasting services can all be had at the Chapel of Arms:

- **Spellcasting**: Kalervo Ehtaro can cast up to 3rd-level spells, while other priests at the chapel can cast up to 2nd-level spells. The cost for such spellcasting is as follows: cantrips cost 5 gp, 1st-level spells cost 10 gp, 2nd-level spells cost 40 gp, and 3rd-level spells cost 90 gp. Followers of Kalron enjoy a 10% discount on the costs noted above. If a spell requires a consumable costly material component, the character must also meet that cost.
- **Training**: Warriors and the like train to gain levels at the chapel at the standard, level-dependent cost. Followers of Kalron enjoy a 25% discount on these costs.



What's Going On?

While the characters are at the Chapel of Arms, one or more things from the list below may occur:

1. **Weapon Training**: The clamour of combat fills the air; two of the chapel's congregation are practising their weapon skills. The practice is good-natured.
2. **Service**: The clergy are leading a service. After the service, many of the congregation engage in communal exercises designed to strengthen their arms and sharpen their reflexes.
3. **Repairs**: A pair of labourers erect some wooden scaffolding to enable the waiting stonemason to repair a section of crumbling masonry.
4. **Adventurer Training**: An adventurer is receiving weapon training at the chapel. Roll on "NPC Adventurers" to determine who is being trained.
5. **Skeleton Staff**: Only Untamo Sotijalo (see "Notable Folk") is at the shrine; the other clergy are about their business on Solonor. He is keen to help and uses this as an opportunity to impress the party.
6. **Warriors Training**: Several of the citadel's garrison have come to the chapel for advanced weapon training. They train in the courtyard under Priitta Arpia's (see "Notable Folk") watchful, critical eye.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Magic Scroll for Sale**: The chapel has a *scroll of dispel magic* for sale. It's normal price is 900 gp, but a believer or friend of the chapel can have it for only 700 gp.
2. **Kalervo Abroad**: As the characters arrive at the chapel, they bump into Kalervo Ehtaro (see "Notable Folk") leaving for a stroll around the village. He is friendly but keen to get some fresh air. If the characters have business with the high priest, they are welcome to join him on the walk.
3. **Visiting Painter**: A visiting painter, Issu Ano (N male human), has secured a job decorating the inside of the chapel with frescos of heroic battles. Unfortunately, he has never seen an orc or goblin and is a bit stuck. If he spots the characters, he bombards them with questions. In return for their help, he offers to immortalise them in the fresco. If the characters are rude, they still get immortalised in the painting, but in a somewhat different position.
4. **Challenge Offered**: Priitta Arpia (see "Notable Folk") challenges a character to a training bout using padded weapons. She does not bet on the bout's outcome, but how her opponent conducts themselves strongly influences her view of the party. Other nearby worshippers and visitors gather to watch the fight—and wager on the outcome.

5. **Other Adventurers**: Two adventurers visit the chapel to pay their respects to the clergy. Roll on "NPC Adventurers" to determine the adventurers' details. They may stop for a chat or treat the characters rudely. Alternatively, they are visiting the chapel for the same reason as the party and demand preferential treatment.
6. **Magic Potion for Sale**: The chapel has a *potion of hill giant strength* for sale. The potion's normal price is 900 gp, but a believer or friend of the chapel can have it for only 800 gp.

N7: Trader Kaleva's

A bank of open shuttered windows reveals this building to be a shop. Inside shelves groan with items suitable for adventurous folk—tents, packs and even some weapons.

Commonfolk rarely visit Trader Kaleva's for the shop stocks little they need or want. Trader Kaleva's caters mainly to adventurers, hunters, travellers and others who spend time beyond Water Gate (location N2). He stocks weapons, armour, camping gear and other things adventurous folk might want. Sometimes, those down on their luck sell the rarest of rare items—minor magical treasures.

Notable Folk

Certain folk are often encountered at Trader Kaleva's:

- **Albin Kaleva** (LN middle-aged male human fighter 3 [sergeant-at-arms]) owns the shop. He served as a sergeant-at-arms at the citadel but retired to run the shop three years ago when his father became unwell after suffering a seizure.
- **Eljas Kaleva** (CN old male human {commoner}) is moon-touched. The old man is frequently confused and often forgetful. Sometimes, he rants and raves, seemingly talking nonsense. In truth, he has dementia, but some whisper he is possessed or perhaps haunted. He sits in the shop most days, where Albin can watch him.
- **Venla Kaleva** (LG middle-aged female human [commoner]) dotes on her husband, Albin, and worries incessantly about Elias. She is fastidious and loves running the shop. She is talkative and enjoys getting to know customers so she can better anticipate what they might need in the future.

What's Going On?

While the characters are at Trader Kaleva's, one or more things from the list below may occur:

1. **Rambling Old Kaleva**: Elias Kaleva (see "Notable Folk") sits outside the shop, muttering to himself. What he is saying makes no sense—he mentions events that no one else remembers.
2. **New Stock**: Albin and Venla (see "Notable Folk") have just taken delivery of new stock. If the characters wanted something hard to find, it is among the new items.
3. **Busy**: The shop is busy; several other customers—mercenaries, adventurers and so on are browsing. The characters must wait for assistance from the busy staff.
4. **Annoyed Customer**: A customer is complaining about the tent they recently purchased from the shop. Apparently, it leaks, and they want a refund.
5. **Quiet**: The shop is quiet, and the staff are attentive to the characters' needs.
6. **Closed**: The shop is closed; Albin is out searching for Elias who has wandered off while in the grip of one of his "episodes".

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Shop Closed**: Old Kaleva has wandered off, and Albin and Elias have gone to look for him; the shop is shut until one of them returns.
2. **Quiet**: The shop is quiet, and Venla (see "Notable Folk") greets the characters warmly. With nothing else to do, she chats with the characters and personally helps them find what they need.
3. **Confused Elias**: Elias Kaleva (see "Notable Folk") watches the shop while everyone else is temporarily busy. He's confused but friendly and offers the characters a massive discount because he forgets the prices. Unscrupulous characters may take advantage of the old man. When Albin and Venla find out about the sale, they are not best pleased.
4. **Is it Magic?**: Albin (see "Notable Folk") has been offered a magic *potion of invisibility*, but he's not convinced about the seller. Would a spellcasting character come back and cast *detect magic* when the seller returns at the close of business today?
5. **Secondhand Stock**: Venla (see "Notable Folk") has decided to start selling secondhand items to better serve the shop's more cash-strapped customers. She asks the characters if they have anything they want to sell and, if they look poor or down on their luck, directs them to the relevant section of the shop.
6. **Magic Dagger for Sale**: Kaleva's has a magic *+1 dagger* for sale, recently swapped for a great store of camping gear and the like. The dagger's price is 450 gp.

Encounter: I Don't Want It

Old Kaleva has just accepted a treasure map in exchange for a large quantity of goods. Albin does not want the treasure map—what is he going to do with it—and offers it to the characters for 75 gp or a hefty cut off any treasure recovered. The map may or may not be genuine, but it purports to show where adventurers hid a treasure they could not carry back to Solonor.

N8: Arms & Armour

The clang of metal on metal fills the air. An open-sided barn-like structure serves as a busy smithy; several folk toil within.

There is always work for Morsun Torevin, the weaponsmith and armourer, and his apprentices. Morsun knows that adventurers are often in need of new weapons and armour—or repairs to their kit. Thus, he set up shop as close to Water Gate (location N2) as possible. He has dwelled here for decades and loves life on the frontier.

Notable Folk

Certain folk are often encountered at Arms & Armour:

- **Morsun Torevin** (LG male dwarf fighter 3) knows how to work and fold metal in wondrous manners. Some folk whisper that he talks to the metal and coaxes it into the form he desires through dwarven magic. He has no interest in taking up arms again and lives vicariously through his old exploits and those of his current customers. Morsun is happy to take a break to share an ale with a good customer.
- **Joakim Aikio** (LG male human [commoner]) aspires to equal or better Morsun with his weapon craft. He has the work ethic but not yet the skill. Nevertheless, this strong, wiry youth boasts of his smithing prowess. He's not dishonest—he's just somewhat delusional. The presence of a non-hideous human, elf or half-elf woman causes him to stammer and his face to turn bright red.
- **Lydia Goodhill** (NG female halfling fighter 1/thief 2) possesses an orc's propensity for sudden violence and assumed insult. She knows this is a problem and channels her fury into the metal she works with increasing skill. Unsurprisingly, she specialises in weapons for smaller folk. Sometimes when she cannot assuage her battle lust, she temporarily joins an adventuring party heading into the Wilderlands.

The Offering

As well as taking on commissions, Morsun and his apprentices have built up a stock of arms and armour:

- **Weapons**: Arms & Armour does not stock bows, crossbows and the like. It does, however, have a supply of normal melee weapons.
- **Armour**: As well as a normal selection of armour, Arms & Armour also has armour suitable for the smaller, nonhuman warrior. Morsun has crafted a beautiful dwarf-sized suit of plate armour, while Lydia has just finished a beautiful chain shirt forged of black iron links suitable for a halfling or gnome.

What's Going On?

While the characters are at Arms & Armour, one or more things from the list below may occur:

1. **Dressing Down**: Joakim (see "Notable Folk") has made a mistake forging a sword blade—which has ended up with a decided bend at the tip. The blade must be melted down and started again. Morsun (see "Notable Folk") is explaining—loudly and in great detail—exactly what Joakim did wrong.
2. **Busy**: Arms & Armour is a hive of activity, and no one is immediately available to speak with the characters. They must wait until one of the smiths finishes their work.
3. **Coal Delivery**: A wagon piled high with imported coal arrives at the forge. The carter and their labourers unload the coal into a large stone storage bunker.
4. **Singing Workers**: As the characters arrive, they hear voices raised in song. Curiously, the song is in Dwarven, but most of the voices are decided undwarven.
5. **Happy Customer**: A happy customer leaves Arms & Armour as the characters arrive. The customer is smiling broadly and clutching their new weapon.
6. **Quiet**: Arms & Armour has no other customers. Consequently, the characters are dealt with attentively by one of the apprentices.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Many Commissions**: Morsun has many commissions and cannot carry out any work for the characters. He suggests that Joakim (see "Notable Folk") could carry out the work.
2. **Visiting Adventurer**: The characters are not the only adventurer visiting Arms & Armour. Roll on "NPC Adventurers" to determine the adventurer's identity. The adventurer may stop for a chat, treat the characters rudely and so on. They are here to discuss a commission.
3. **Morsun Rests**: As the characters arrive, Morsun (see "Notable Folk") sits at his ease and enjoys a mug of ale. He is relaxed, chatty and in a good mood.
4. **Gossip**: Joakim and Lydia (see "Notable Folk") are gossiping—swopping rumours and stories. If the characters are pleasant, they hear a new rumour. (Roll on "Whispers & Rumours" to determine what they hear.)
5. **Need a Loan**: Another customer (roll on "NPC Adventurers") doesn't have enough money for the weapon they want to buy. They ask a character for a small loan.
6. **Beautiful Weapon**: An adventurer has not returned to pay for their commission. They have not been seen for months, and Morsun (see "Notable Folk") has decided to sell the weapon. As luck would have it, the weapon is the same type as that wielded by one of the characters. It is so finely crafted that it could be enchanted.

N9: Cottages for Rent

Some visitors to the frontier desire privacy or peace and quiet. Such folk rent one of these cottages from Baelvain Silverleaf at the Silverleaf Inn (location N5).

Accommodation

Baelvain Silverleaf owns four cottages and rents them out by the week or month:

- **A: The Hideaway** (15 gp/week or 50 gp/month) has two small bedrooms, a communal room and a small attic for storage. It is plainly furnished. The Hideaway is aptly named as it is shielded from view by thick hedges of established yews. It has a large wood store.
- **B: Bitterview** (15 gp/week or 50 gp/month) has one large bedroom, two other rooms and a small attic for storage. It is plainly furnished. The cottage has sweeping views and a large wood store.
- **C: Rabbit Lodge** (30 gp/week or 90 gp/month) has three twin bedrooms, two communal rooms and a large attic for storage. The furnishings are comfortable and plentiful. A nearby outbuilding holds extra furniture. The cottage is named for the rabbit-infested copse behind it.
- **D: Priest's Rest** (50 gp/week or 180 gp/month) is the largest of the four cottages; it has four bedrooms, three communal rooms, a large attic and a cellar. The cellar holds spare furniture and other odds and ends. An empty outbuilding can serve as a store, chapel or stable. The cottage is named for its first long-term occupant.

Notable Folk

Certain folk are often encountered at the cottages:

- **Uolevi Kuura** (N middle-aged male human [commoner]) works for Baelvain Silverleaf as a general caretaker and cleaner. He is capable, handy and not in the least bit squeamish. He is an incorrigible gossip, however, and anything he sees at the cottage circulates about the village within days (or sometimes even hours).
- **Valpuri Mieho** (N female human) services the cottages on behalf of Baelvain Silverleaf. She is responsible for cleaning each cottage once a week, running errands for the occupants and so on. She is cheerful and pleasant but secretly resents the wealth of the adventurers and merchants who often stay at the cottages. Sometimes, when she is around small, unattended objects go missing. She is not averse to some work on the side. She is Sanni's mother.
- **Sanni Mieho** (CN young female human {commoner}) toddles about after her mother and is endlessly inquisitive. Only four years old, she sees the world simply and has no real comprehension of its dangers. She may try and play with a character's weapon, follow them about, ask endless questions and so on.

What's Going On?

While the characters are at one of the cottages, one or more things from the list below may occur:

1. **Uolevi Visits**: Uolevi (see "Notable Folk"), visits the cottage to ensure everything is okay with and that nothing needs fixing or sorting out.
2. **Valpuri Visits**: Valpuri (see "Notable Folk") visits to clean the cottage and see if the occupants need anything.
3. **Leaky Roof**: The cottage roof leaks the next time it rains. Naturally, the leak is directly over a character's bed.
4. **Planned Maintenance**: Uolevi arrives to carry out some planned maintenance. Perhaps he is fixing the roof, rehanging a door or working in an outbuilding.
5. **Wood Delivery**: Uolevi (see "Notable Folk") delivers a load of wood and kindling for the cottage's fire. When he has stored the wood, he stops for a chat.
6. **Sanni Unaccompanied**: Sanni is looking for her mother; have the characters seen her?

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Hidden Map**: The character finds a map showing Ebbur Cave's location shoved under a mattress.
2. **Crate**: The previous occupant forgot a small crate. It could be shoved under a bed, stored in the attic and so on. The straw-filled crate is nailed shut. It holds four bottles of halfling apricot brandy, each worth 45 gp.
3. **Missing Crate**: As #2 above but the owner of the crate comes looking for it. The characters may or may not have already found and opened it.
4. **Planned Maintenance**: As #4 in "What's Going On?" but the work is close to the characters, and one of the group notices Uolevi is paying unusually close attention to their conversation while not doing much actual work.
5. **Rats!**: The cottage has a rat problem. Strange sounds in the attic or under the floorboards bedevil the characters before they spot the first (hungry) rat.
6. **Uninvited Guest**: A near-penniless traveller, Tapio Koira (CN male human), breaks into the cottage's outbuilding in a bid to find somewhere to sleep for the night. He is desperate and looking for a job. He is pathetically grateful for any charity he receives.

Encounter: What's in the Attic

An incessant scrabbling sound—perhaps mice or rats—draws a character into the attic of their rented cottage (location N9). While searching for the source of the annoying sound, the character discovers a small dusty coffer hidden in the attic's darkest corner. The coffer could hold treasure, an old map or something to draw the heroes to their next adventure.

N10: The Wishing Tree

The trunk of this vast and undoubtedly ancient oak tree glimmers strangely in the light. A plain, one-storey building stands behind the tree.

The Wishing Tree throws its vast crown over a busy crossroads. This elder oak is a shrine to Behron (N lesser god of travel), and many weary folk shelter under its wide canopy or make offerings here for a safe journey. A hoard of weatherworn coins—offerings for a safe journey—stud the tree's glimmering trunk. Removing an offering is blasphemy. A wise old owl dwells in the Wishing Tree and Tavvi likes to think the two are friends. He would be devastated if something were to happen to the owl.

A one-storey building, the Lodge, stands behind the Wishing Tree. Here dwells Taavi Auvo, who maintains basic accommodations for travellers who cannot afford to stay at the Silverleaf Inn (location N5).

The Offering

Accommodation, advice and spellcasting services can all be had at the Wishing Tree:

- **Accommodation**: Guests can sleep at the Lodge (5 cp) or under the tree itself for free.
- **Lifestyle**: Characters staying at the Wishing Tree can enjoy a squalid (1 sp/day) lifestyle.
- **Guidance**: Tavvi has travelled extensively and knows much of the surrounding territory. He has visited all the major locations in the vicinity and can provide directions —or even a crude map—to all of them.
- **Spellcasting**: Taavi Auvo can cast up to 2nd-level spells. The cost for such spellcasting is as follows: cantrips cost 5 gp, 1st-level spells cost 10 gp, and 2nd-level spells cost 40 gp. Followers of Behron enjoy a 10% discount on the costs noted above. If a spell requires a consumable costly material component, the character must also meet that cost.

Notable Folk

Certain folk are often encountered at the Wishing Tree:

- **Taavi Auvo** (N old male human cleric [Behron] 5; Appendix B) tends the Wishing Tree because he can no longer travel. Crippled by arthritis, Taavi is content to serve his lord by watching over other travellers.
- **Talvikki Ihamuoto** (NG female human fighter 3) rests at the Lodge while she waits for a ship willing to carry her north to Ashlar. Sadly, Talvikki is almost broke and could not afford the fare levied by the last few ship's captains. Without Taavi's charity, she would be in real trouble. She's desperate for money and offers to sell a character her last three *+1 arrows* for 25 gp each. Alternatively, does a character need a temporary bodyguard?
- **Dumlak Brokk** (CE male half-orc fighter 4) claims to be the only survivor of an adventuring party that fell prey to the goblins of the Rotting Head tribe. This could be true, or he could be a spy for the Orcs of the Death Moon here to steer a meddling band of adventurers toward his tribe's hated enemies. He offers to join such a group to "have his bloody revenge".

What's Going On?

While the characters are at the Wishing Tree, one or more things from the list below may occur:

1. **Taavi Rests**: Wrapped in an old, worn cloak and with his cowl pulled up, Taavi (see "Notable Folk") rests under the Wishing Tree. He greets passing travellers and tries to engage them in conversation. He has nothing to do and all day to do it.
2. **Travellers' Offering**: A group of hunters preparing to venture into the Swerkwood push copper coins into the Wishing Tree's trunk.
3. **No One About**: When the characters visit the Wishing Tree, there is no one else there.
4. **Traveller's Offering**: Covering their bases, a minor merchant, Miina Jurva (NG female human), has brought a basket of food and a small keg of ale for Taavi. In return, she is hoping for a blessing. She'll be visiting the temple of Serat in Bleakhaven next; after all, "It's good to have the gods on your side!"
5. **Children Playing**: A small group of children are playing a rowdy game of chase under and around the Wishing Tree. While they are playing, there is no peace to be had at the Wishing Tree.
6. **Taavi Working**: Taavi (see "Notable Folk") is slowly shuffling about the Lodge cleaning and tidying. Because of his age and arthritis, these minor tasks can take much longer than normal. He welcomes any offered help and happily chats with characters helping him.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Adventurer**: An adventurer (roll on "NPC Adventurers" to determine the adventurer's details) is pressing a gold coin into the Wishing Tree's trunk in preparation for a voyage back to Ashlar. They are happy to chat with the characters and will carry a letter or message for their new friend if asked when they leave.
2. **Taavi Crippled**: Taavi's arthritis has flared up, and he is in much pain. If the characters help him with his day's chores (which are not exactly extensive), he invites them to share a meagre supper. This could be the start of a good friendship.
3. **Friendly Dumlak**: Dumlak (see "Notable Folk") decides the characters are a likely solution to his problem of the Rotting Head goblins. He approaches the party and does his best to be friendly. Very quickly, the subject turns to the Rotting Head tribe and their vast riches.

4. **Adventurer Leaving**: An adventurer (roll on "NPC Adventurers") has just spent the night at the Lodge. As they leave, they bump into the characters and tell them about the cheap accommodation to be had therein.
5. **Taavi Away**: Taavi (see "Notable Folk") is abroad in the village; the characters must wait for him to return to secure accommodation at the Lodge.
6. **Carrier Pigeon**: A carrier pigeon has arrived at the Wishing Tree, but it is perched high in the branches where Taavi (see "Notable Folk") cannot reach it. The aged priest asks a character to climb up and retrieve the message for him.

N11: The Citadel at Nemeton

Two ancient stone pillars—weather-stained and lichen-blotched, a shapeless carving atop each—stand at the base of a path curling up to the citadel.

Formidable and imposing, the citadel at Nemeton perches atop Eagle Rock, a weathered, spray-slick chunk of rock jutting out into the Bitter Sea. Many centuries have flowed over and around this fortress's venerable walls.

A narrow, rocky track—the Bent Back Path—leads up to the citadel. A sheer wall of natural stone flanks the path to the left while the path falls away to a steep cliff to the right. A small widening in the trail lies before the citadel's main gate. The path is just wide enough for a carefully driven wagon; pedestrians can walk two a breast.

Visitors are not admitted to the citadel without good cause—the worth of the cause being determined by the officer on duty at the gate. While inside the castle's walls, all visitors are watched over by at least one guard.

What's Going On?

While the characters are outside the citadel, one or more things from the list below may occur:

1. **Patrol**: A patrol is emerging from, or returning to, the citadel to patrol Solonor's bounds. The warriors are pleasant and polite.
2. **Numerous Guards**: More of the garrison is on the citadel's walls than normal, and the castle's siege engines are in a state of readiness. A sleek ship flying no flag has been seen; it could be a pirate vessel.
3. **Baleful Seagull**: A large seagull perches atop one of the statues at the base of the path leading up to the citadel. The bird fixes one of the characters with a baleful glare.
4. **Empty Wagon**: An empty wagon trundles down the path from the citadel.
5. **Vicious Wind**: A viscous wind blows in from the Bitter Sea. It whines around the citadel's ramparts and savages those approaching the outer gates.
6. **Dark Clouds**: Dark clouds hang low over the citadel, casting it into deep shade. The citadel takes on a slightly foreboding appearance—appearing almost like some kind of huge predator leering over the village below.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Disgruntled Adventurer**: An adventurer (roll on "NPC Adventurers") has just been refused admittance to the citadel. They are disgruntled and in a complaining mood. A character taking them for a drink (or two) at the Silverleaf Inn spends 2d6 sp and learns 1d4 rumours.
2. **Gates Closed**: The citadel's gates are closed. The guards atop the wall decline to tell the characters why this is the case. The gates remain closed for several hours.
3. **Patrol**: A patrol is emerging from, or returning to, the citadel to patrol Solonor's bounds. The warriors take an interest in the characters and stop to question them. Unless the characters are rude or evasive, the patrol continues on their way.
4. **Suspicious Guards**: The gate guards are suspicious of the party for some reason, or—perhaps—the guards are in foul moods. In any event, the characters endure more rigour questioning than normal. If they have not already been inside the citadel, they are denied access for no good reason.
5. **Distracted Guards**: The guards are distracted. Perhaps something is going on inside the citadel, they are spectacularly hungover, or they are gossiping about something. Whatever the reason, the party enters the gate's shadow before being spotted (and challenged).
6. **Unattended Gate**: Through happenstance, there are no guards on the gate when the characters arrive. If they choose, they can wander onto the citadel. It is not long until they are spotted, however, and ejected.

For more detail on the Citadel at Nemeton, refer to "The Citadel at Nemeton".

The Citadel at Nemeton

Nemeton Citadel at a Glance

Ruler: Castellan Valto Pakkanen on behalf of Maalin Lempinen, Seneschal of the Skeleton Coast
Government: Feudal overlord
Population: 127 (115 humans, 9 half-orcs, 3 half-elves)
Alignments: LN, NG, N
Languages: Common
Resources & Industry: Fishing

The Citadel at Nemeton crowns the weathered, spray-slick bulk of Eagle Rock. Many centuries have flowed over and around the fortress's venerable walls, and the Citadel of Nemeton is a curious composite of architectural styles. The lower one goes into the citadel, the older the stonework and the further back in time one seems to travel.

The citadel has been in the hands of the Lempinen family for hundreds of years. The citadel's doughty garrison is ever-vigilant for threats emerging from the mainland's howling wilderlands. It is a mighty fortress—deemed by many to be all but impregnable built as it is to make the best use of its considerable natural defences. However, its garrison is not numerous, and thus, its lords—since Nylemouth's destruction 70 years ago—have contented themselves with hegemony over Solonor Island and not strayed too deeply into the monster-infested mainland.

Visitors are not admitted to the citadel without good cause. While inside the castle's walls, visitors are escorted by at least one guard. The castellan, Valto Pakkanen, does not trust newcomers easily—they could be pirate spies, thieves or be in league with some other enemy.

The citadel's sigil is a black swan on a white background. The Lempinen family device is a black swan clutching an orb and sceptre on a white background.

Citadel Lore

A character may know something about the citadel at Nemeton, its history, environs and people. Such a character knows one or more of the following pieces of information:

- A fortress has stood on Eagle Rock for centuries. A casual examination of the site shows where successive builders have left their mark on the citadel.
- Nemeton Citadel is a powerful, well-sited fortification. A small garrison can hold it against much more numerous enemies.
- The fortress is a curious amalgamation of building styles. The lower and inner parts are the oldest. Old writings speak in vague, whispered terms of deep cellars below the keep.

Citadel Denizens

Appearance: Most of the garrison are of the same stock as the villagers; they are a hardy lot. Most are fair-skinned and weatherbeaten. Many seem older beyond their years. Most have brown hair and grey or brown eyes.

Dress: Even off-duty, most of the garrison carry a one-handed weapon such as a short sword, light mace or handaxe for self-defence. While on duty, the common soldiery wears chain armour, while sergeants and officers wear plate. Off duty, most soldiers wear leather or studded leather armour.

Nomenclature: *female* Aune, Elisa, Helga, Inka, Rauna, Venla; *male* Aato, Brusi, Elias, Iisak, Kustaa, Samu; *family* Aikio, Hopea, Ilma, Kira, Unto.

Whispers & Rumours

While at the citadel, a character may hear one or more rumours. Consult "General Whispers & Rumours" to determine what they learn.

Citadel Dressing

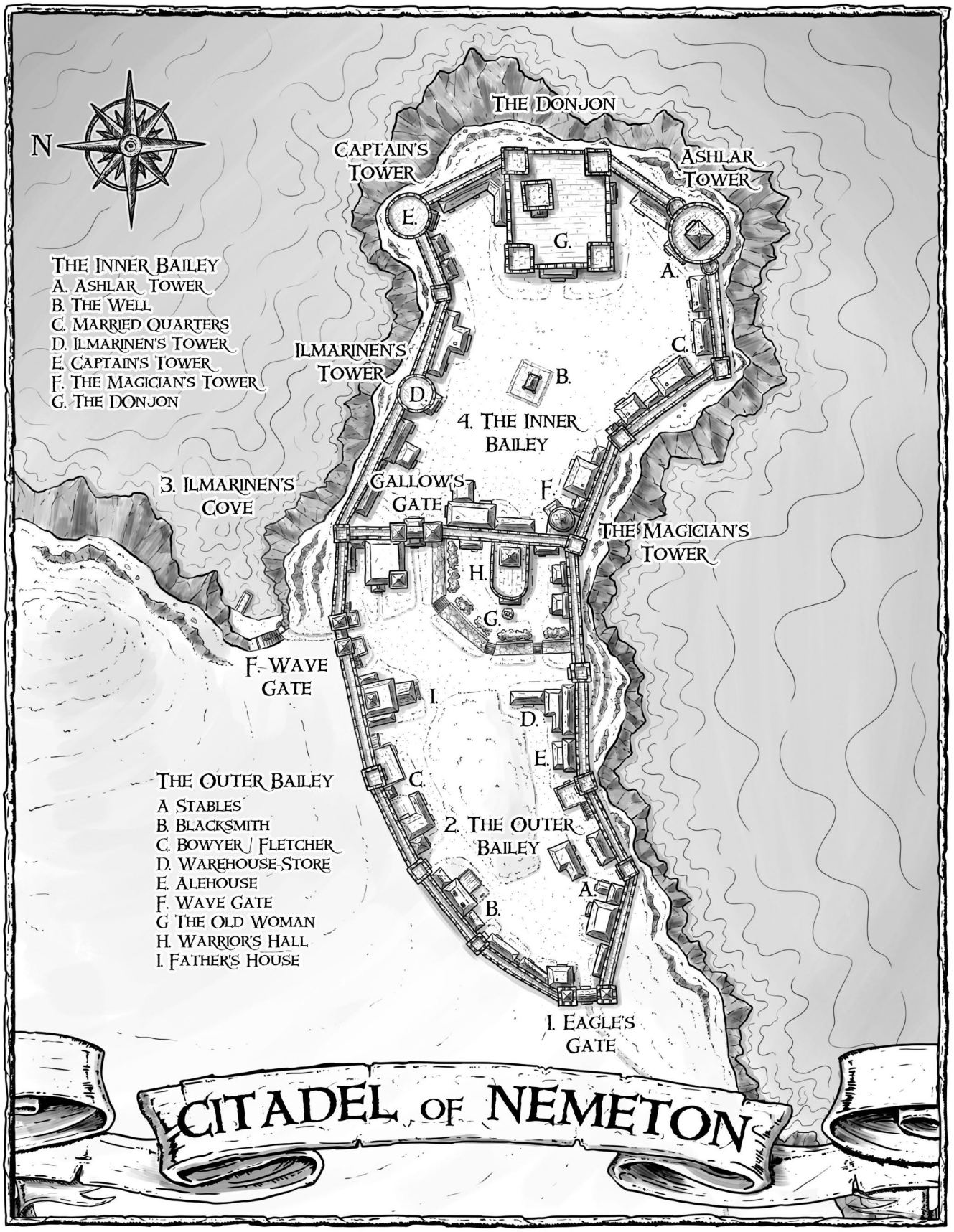
The Citadel at Nemeton is a busy, noisy place. It is the centre of Maalin Lempinen's tiny realm and the main garrison of her armed forces; thus, there is always something going on at the citadel.

Use the lists on the facing page to add moments of flavour as the characters move about the citadel. Modify or change events as you choose, and consider combining events to create the illusion of detail.

The Centuried Citadel

A thousand years ago, a foul monastery—the Fane of Nekron—dedicated to Orcus, the Charnel One—squatted and brooded upon Eagle Rock. Therein, its terrible, merciless priests practised unspeakable rituals and profane rites in homage to their deathless lord.

The monastery was itself built over an even older subterranean site of hideously prehuman origin dimly guessed at by only the wisest and most learned of sages. Nonhuman hands built the first fortification to stand on the site, and it was them who dug the unfathomably deep cellars honeycombing Eagle Rock. An age-blackened door that is never opened and rarely spoken of lurks in the oldest part of the lowest level cellars yet in use. What lies beyond in the unknown, lightless depths is the subject of wild whispered conjecture among those who know of the door. Even they, however, cannot guess what alien horrors lurk in the lightless depths below Nemeton.



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The Citadel by Day

The citadel is a busy place by day; servants go about their business, trusted merchants and artisans make their deliveries and the garrison trains, keeps watch and sends out patrols to keep Solonor safe.

1. Guards patrol the citadel's walls and towers while the clamour of a blacksmith's forge fills the air.
2. A wagon—heavily laden with boxes, barrels and crates—rolls through the citadel's outer gate.
3. A mounted group of a half-dozen soldiers is preparing to head out on patrol. When ready, they canter out of the gate, ignoring the characters.
4. Dark clouds hover over the citadel, and the palpable threat of rain hovers in the air. As the characters leave the citadel, the heavens open.
5. Several warriors practise their craft; the muted clamour of their padded swords is lost amid the hubbub of the day's business.
6. A rider canters past the party, splattering them with mud.
7. An empty wagon rolls out of the castle and back down toward Nemeton village.
8. Seagulls wheel and caw overhead. A buzzard dives toward one bird, and the rest scatter.
9. Odd sounds emanate from the Magician's Tower (location C5).
10. A stablehand leads two warhorses to the blacksmith (location C2 [B] to be shod.
11. Harried-looking servants are bustling about; they are too busy to stop and chat with the characters.
12. The clamour of weapons practice rises from the Warrior's Hall (location C2 [H]).
13. Guards patrol the castle walls; one shouts and points out to sea.
14. Tahlys Vonothvar (location C5) emerges from her tower and walks purposefully toward the donjon (location C6). Other people about at the time respectfully make way for the powerful wizard.
15. A stonemason, assisted by several labourers, prepares to repair a small section of wall. A small wooden scaffold covers the affected area.
16. The clouds break, and the sun lances down to bathe the citadel in glorious, warm light.
17. The endless boom of the waves breaking against Eagle Rock fills the air. Seabirds wheel and soar overhead.
18. A servant hangs a rug out of the window before starting to enthusiastically beat it with a broom.
19. A horn sounds—a sentry has spotted something suspicious—and the general day-to-day activity stops for a moment while everyone stares toward the sound.
20. Roll twice and combine the results.

The Citadel by Night

At night, braziers blaze atop the citadel's battlements and towers. Once night has fallen, the clamour of industry grows quiet in the citadel, and Maalin Lempinen dines in the Great Hall with her trusted servants and honoured guests.

1. Braziers blaze atop the citadel's battlements; guards patrol the walls, and all is quiet.
2. Two drunk guards stagger past the characters, singing a raucous ballad.
3. The endless boom of the waves breaking against Eagle Rock fills the nighttime air.
4. The stars twinkle brightly in the clear nighttime air.
5. Heavy clouds obscure the moon and the stars; this is a good night for nefarious doings.
6. Someone leans against a wall, vomiting—loudly.
7. Sounds of revelry—conversation, laughter and snatches of singing—emanate from the Alehouse (location 2 [E])
8. Two warriors, one carrying a lantern, out on patrol walk past the party. They give the characters a hard stare.
9. It is a chill night, and the stars glimmer brightly; the citadel's guards stay close to their braziers.
10. Two lovers steal a few moments alone in a shadowed corner. They do not take kindly to being disturbed.
11. Tahlys Vonothvar (location C5) emerges from her tower and walks purposefully toward the donjon (location C6). Other people about at the time respectfully make way for the powerful wizard.
12. Wood scaffolding covers a section of wall; dark shadows gather about it. One part of the shadows seems deeper than the rest.
13. The faint smell of woodsmoke and cooking wafts over the party. A gentle breeze disperses the smell.
14. A couple of off-duty soldiers totter past the party; the two have just come from the Alehouse (location C2 [E]) and are somewhat worse for wear.
15. Odd lights—pale reds, light blues and a yellowish-purple glow emanate from the Magician's Tower (location C5). Other folk aboard at night take great pains not to look at the tower.
16. Clouds scud across the sky; the castle is alternately bathed in starlight and then plunged into deep shadow.
17. Indistinct shouts come from some distant part of the citadel. They last for a few minutes before fading away.
18. A sudden wind whips at the citadel's flags and pennants, and the fires in the sentries' braziers suddenly leap higher, throwing sparks upwards into the black sky.
19. A furtive shadow detaches itself from a wall and dashes across an open space before blending into the shadow thrown by another wall.
20. Roll twice and combine the results.

Notable Locations at a Glance

Most of the Citadel of Nemeton comprises mundane locales. A few locations, however, are of interest to adventurers:

1. **Eagle's Gate**: Eagle's Gate is the citadel's main gate, and as such, it is heavily defended. This area is always garrisoned. In times of trouble or potential trouble, the gate is closed and barred from within.
2. **The Outer Bailey**: The outer bailey is as far as most visitors to the citadel at Nemeton get. Here, the garrison trains and so on. The buildings around the courtyard are a mixture of accommodation for the garrison and servants and their families, and several vital services:

    A. **Stables**: Only horses and ponies are kept here; no "exotic" animals—be they animal companions, pets or mounts—are allowed inside.
    B. **Blacksmith**: The citadel's blacksmith, Horag Bargi, is always busy.
    C. **Bowyer/Fletcher**: The citadel's bowyer/fletcher, Huari Nuninrae, works near-constantly to maintain the garrison's supplies.
    D. **Warehouse-Store**: Some merchants, traders and other security-minded folk pay to store their goods or possessions in the citadel's warehouse-store
    E. **Alehouse**: This rough-and-ready alehouse serves the citadel's servants, soldiers, and their families. The offering is simple and cheap.
    F. **Wave Gate**: A pathway without this gate leads to a small sheltered cove—Ilmarinen's Cove.
    G. **The Old Woman**: Local legends have it that if this ancient statue should ever fall, Nemeton Citadel will also fall.
    H. **Warrior's Hall**: Dedicated to Kalron (N hero-god of battle, martial skill and heroic struggle), this small chapel sees a steady stream of worshippers from among the garrison.
    I. **The Father's House**: Dedicated to Conn (LN greater god of community, family and rulership), this holy place mostly serves the garrison's families. The Lempinens have a vested interest in promoting the ideals of law and order, and so this shrine is well-appointed. The priest here, Tapio Miemo (LN male human cleric [Conn] 5), is a trusted member of Maalin Lempinen's council.

3. **Ilmarinen's Cove**: From Wave Gate (location C2 [F]), a narrow path of slick, steep stairs descended to a small sheltered cove. This is Ilmarinen's Cove. The cove is not wide or deep enough to admit ocean-going vessels, but rowboats and fishing boats can moor here.
4. **The Inner Bailey**: Grim walls of grey stone surround the citadel's inner bailey. The donjon overlooks the inner bailey, as does the Magician's Tower. No attacker has breached the inner bailey in centuries. Several buildings around the inner bailey are of interest:

    A. **Ashlar Tower**: Given over to the use of distinguished or important guests, this tower is named in honour of the nearest friendly kingdom—the Duchy of Ashlar.
    B. **The Well**: The freshwater of this deep well has never failed the garrison.
    C. **Married Quarters**: Herein dwell members of the garrison who have families.
    D. **Ilmarinen's Tower**: This old, much-repaired tower juts from the wall to overlook the approaches to Ilmarinen's Cove (location C3).
    E. **The Captain's Tower**: This tower serves as the occasional home for distinguished or high-value prisoners or guests not well trusted.

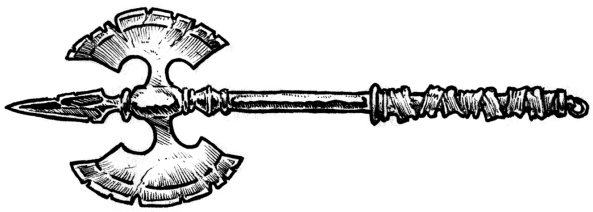
5. **The Magician's Tower**: Herein dwells the so-called Magician at Nemeton, Tahlys Vonothvar, and her apprentices. Tahlys is a revered and respected member of Maalin Lempinen's court. She has lived in the tower for almost 50 years.
6. **The Donjon**: The donjon is the oldest part of the citadel and has been subjected to repeated cycles of building and destruction over the centuries. Its stones are worn, cloaked in the wear of centuries. Even trusted visitors are not admitted to the donjon without good cause; such folk are always accompanied by a guard. Here dwells Maalin Lempinen, Seneschal of the Skeleton Coast.

The Garrison

The citadel's garrison is not numerous; in total, the defenders number 87 warriors and 11 artillerists led by three sergeants-at-arms and six corporals-at-arms. (These numbers do not include the garrison at Water Gate or those who guard Nemeton Harbour.)

Only about one-third of the garrison is normally on duty at any one time. When the tribes of the interior are thought to be gathering, some of the citadel's garrison reinforces Water Gate; Water Gate is the key to Solonor.

In times of great need, Maalin Lempinen calls up the village and town militias to augment the citadel's defenders. The militia has not been called up for anything but training since 565 CR, when several humanoid tribes briefly occupied Nylemouth's ruins.



Notable Locations

C1: Eagle's Gate

At the head of a narrow, rocky path lies the citadel's outer gate. Warriors guard the open gate, and more soldiers look down from the crenellated walls.

Eagle's Gate is the citadel's main gate and is heavily defended. In times of trouble or potential trouble, the gate is closed and barred from within.

Newcomers are not admitted to the citadel without good cause—the worth of the cause being determined by the officer on duty at the gate. While inside the castle's walls, all visitors are watched over by at least one guard.

Notable Folk

Certain folk are often encountered at Eagle's Gate:

- **Mikki Rautia** (LN middle-aged male human fighter 3 [sergeant-at-arms]) embodies all that is good in a professional warrior. Brave, loyal and possessing good initiative, he has risen to this post through two decades of diligent service. His capacious beard is almost dwarven, and his wary eyes miss little. Mikki is a hard man to befriend for an itinerant adventurer.
- **Heta Talvikki** (NG female human fighter 2 [corporal-at-arms]) dreams of promotion and works diligently to secure such progress. Eventually, she sees herself becoming castellan. She keeps her eyes open for opportunities for advancement. She is friendly and a good companion.
- **Lauri Seppo** (N male human fighter 1 [soldier]) keeps an eye out for money-making opportunities. This thin man likes to gamble and will do favours for wealthy adventurers. He won't do anything to endanger the citadel's security but will pass on rumours and gossip and even tell his patrons about notable goings on.

What's Going On?

While the characters are at Eagle's Gate, one or more things from the list below may occur:

1. **Light Rain**: A rain squall blows in from the Bitter Sea and passes over the citadel. The guards at the gate huddle in the gatehouse's protection.
2. **Guards Changing**: As the characters arrive at the gate, the guard is changing; thus, there are temporarily twice as many warriors here as normal.
3. **Outbound Patrol**: Six warriors from the citadel trudge through the gate on their way to make a brief sweep of the local area. They stop the characters to see if they have any news import.
4. **Heta at the Gate**: Heta is inspecting the guards when the characters arrive. She does not interfere, simply watching the warriors doing their duty.
5. **Wagon Leaving**: A carter guides an empty wagon through Eagle's Gate and down the path. The characters must retreat to one of the path's passing spots.
6. **Gate Maintenance**: A stonemason, aided by two labourers, is resetting and mortaring loose stonework.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Eagle's Gate Closed**: The alarm has been raised for some reason, and Eagle's Gate is closed as a precaution. The characters must wait to gain entry until the danger is judged to have passed.
2. **Inquisitive Guards**: The guards are more inquisitive than normal and almost interrogate the characters about their purpose for visiting the citadel. The characters are likely to be barred from entry.
3. **Friendly Guards**: The guards at the gate are well-disposed to adventurers, and they welcome the party.
4. **Heta at the Gate**: Heta is inspecting the guards when the characters arrive. The characters intrigue her, and she strikes up a conversation to learn more about them and their goals. Heta is ambitious; perhaps she can use the group to further her plans.
5. **Mikki at the Gate**: Mikki is a hard man to befriend, and sadly for the characters, he is at the gate when they arrive. He takes an interest in the party and asks them many searching questions before deciding whether they should be allowed into the citadel.
6. **Unguarded Gate**: By lucky happenstance, the guards are elsewhere—perhaps answering a call of nature—when the characters arrive, and the gate is unguarded.

C2: Outer Bailey

Beyond Eagle's Gate lies the citadel's outer bailey—a large muddy courtyard surrounded on all sides by buildings over which tower the fortress's battlemented walls.

The outer bailey is as far as most visitors to the citadel at Nemeton get. Here, the garrison trains and so on. The buildings arrayed around the courtyard are a mixture of accommodation for the garrison, servants and their families and vital services. The following notable locales can be found in and around the outer bailey:

A. **Stables**: Although the garrison lacks any dedicated cavalry, some of the citadel's notable folk possess riding horses or warhorses. Such animals—along with those of well-to-do visitors—are kept here. Only horses and ponies are kept here; no "exotic" animals—be they animal companions, pets or mounts—are allowed inside.
B. **Blacksmith**: The citadel's blacksmith, Horag Bargi (N male half-orc fighter 2), is always busy. Weapons and armour must always be fixed or forged anew.

C. **Bowyer/Fletcher**: The citadel's bowyer/fletcher, Huari Nuninrae (NG female half-elf fighter 3 [veteran archer]), works to maintain the garrison's supplies. She has recently learnt how—in conjunction with Horag (the blacksmith)—to craft ballista bolts. Huari is friendly but has little time to work on private commissions unless the customer makes it extremely worthwhile.
D. **Warehouse-Store**: Some merchants, traders and other security-minded folk pay to store their goods or possessions in the citadel's warehouse-store.
E. **Alehouse**: This rough and ready alehouse serves the citadel's servants, soldiers and their families. The offering here is simple and cheap. Folk hoping for a finer offering or accommodation are directed to the Silverleaf Inn in the village below. Tilda Osma (LN old female human fighter 2) runs this establishment.
F. **Wave Gate**: This small postern gate stands atop a narrow path of slick, steep steps reached by a drawbridge. The perilous path descends to Ilmarinen's Cove (location C3) —a small sheltered cove wherein stands a short stone jetty. Sometimes, boats come ashore here from larger ships anchored further out to sea.
G. **The Old Woman**: Local legends have it that if this ancient statue should ever fall, Nemeton Citadel will also fall. The time-worn statue depicts the head and torso of a cruel-faced woman. The lower part of the statue is a chunk of unworked stone—as if the statue had not been finished.
H. **Warrior's Hall**: Dedicated to Kalron (N hero-god of battle, martial skill and heroic struggle), this chapel sees a steady stream of soldier worshippers. Few are wholly dedicated to Kalron, but all venerate him for the safety he could provide in battle. The one-armed Kustaa Rahikka (N male human fighter 2/cleric [Kalaron] 5) officiates here.
I. **The Father's House**: Dedicated to Conn (LN greater god of community, family and rulership), this holy place mostly serves the garrison's families. The Lempinens have a vested interest in promoting the ideals of law and order, and so this shrine is well-appointed. The priest here, Tapio Miemo (LN male human cleric [Conn] 5), is a trusted member of Maalin Lempinen's council.

Notable Folk

Certain folk are often encountered at the outer bailey:

- **Horag Bargi** (N male half-orc fighter 2) thrives on hard work and has the muscles to prove it. A firm favourite with the garrison, Horag often works late into the evening before visiting the Alehouse (location E).
- **Huari Nuninrae** (NG female half-elf fighter 4) thirsts for knowledge and strives always to improve her craft. She was the impetus behind the recent attempt to learn how to craft ballista bolts. She is a skilled archer—perhaps the most skilled in the citadel—and sometimes goes hunting in the Wilderlands.
- **Tilda Osman** (LN old female human fighter 2) runs the Alehouse (location E). Retired from active service in the garrison, she yet thrives for action—although in her heart of hearts, she knows she is too old for fighting. She is friendly and sociable and knows everyone in the garrison. She also, therefore, knows almost everything going on in the citadel.

What's Going On?

While the characters are in the outer bailey, one or more things from the list below may occur:

1. **Drilling Warriors**: A half-dozen warriors are practising their skills under Mikki Rautia's (location C1) watchful eye. The clamour of metal on metal fills the air.
2. **Bolts, Delivered**: Horag and Huari have just completed another half-dozen ballista bolts, and members of the garrison are lugging them to the donjon.
3. **Singing Blacksmith**: Singing along with the rhythmic sound of hammering metal on metal emanates from the blacksmith's forge. The song is a bawdy taproom favourite and not suitable for sensitive ears.
4. **Butts About**: Several straw archery targets have been set up outside Huari's workshop, and members of the garrison are diligently practising their shooting skills.
5. **Wagon Unloading**: Under the eyes of two bored warriors, several labourers are unloading barrels and sacks from a wagon.
6. **Off-Duty Warriors**: A few off-duty warriors sit outside the Alehouse (location E), enjoying a few ales. They watch the characters pass by but make no attempt to start a conversation.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Muddy Morass**: The outer bailey is a muddy morass. Characters slogging through the mire will get somewhat mud-splattered.
2. **Deserted**: The outer bailey is all but deserted, and the characters seem to have the place to themselves—handy if they plan something nefarious.
3. **Drilling Warriors**: As #1 in "What's Going On" but a warrior challenges a character to a friendly practice bout.
4. **Chatting with Tilda**: Tilda sits outside the Alehouse (location E), watching the world go by. If she spots the characters, she invites them to share a pot of ale with her —she is bored and could do with hearing some stories.
5. **Friendly Priest**: Kustaa Rahikka (location H) spots the characters. If an obvious warrior is among the group, he comes over to introduce himself. He may even be interested in a friendly bout.
6. **Tapio About**: Tapio Miemo (location I) spots the characters and recognises them as adventurers. He introduces himself and asks polite questions about their goals. Shortly thereafter, he asks if they'd like to make a donation to the church's coffers.

C3: Ilmarinen's Cove

High cliffs of grey stone surround this sheltered cove. A stone jetty and a shingle beach stand at the bottom of a set of steep steps which climb upwards to the citadel above.

From Wave Gate (location C2 [F]), a narrow path of slick, steep stairs descended to a small sheltered cove. This is Ilmarinen's Cove. The cove is not wide or deep enough to admit large ocean-going vessels, but rowboats and fishing boats can put in here. Maalin Lempinen, Seneschal of the Skeleton Coast, maintains a small, fast yacht, the *Defiant*, at Ilmarinen's Cove.

Notable Folk

Certain folk are often encountered at Ilmarinen's Cove:

- **Sihvo Rauma** (LN male human fighter 3 [sergeant-at-arms]) captains the *Defiant*. A skilled sailor raised on the waves by his fisherman father, Sihvo has an intimate knowledge of the surrounding coast.
- **Pieti Kekko** (NG male human fighter 2 [corporal-at-arms]) serves as the *Defiant's* first mate. Doughty and good in a fight, he loves ale, song and sailing. Pieti is a free spirit; he hates being cooped up inside.
- **Aino Laulaja** (CN female human fighter 3 [veteran warrior]) escaped the Picaroon Peninsula and ended up at Nemeton. A skilled sailor and cunning warrior, she chafes at the discipline and restrictions of serving aboard the *Defiant*. Wild at heart, she is not evil and lacks the merciless bent required to be a "good" pirate.

What's Going On?

While the characters are at Ilmarinen's Cove, one or more things from the list below may occur:

1. **Empty**: No one is at the cove; the *Defiant* is out patrolling the surrounding waters.
2. **Defiant Docked**: The *Defiant* bobs at anchor in the cove. The ship's crew are busily engaged in general maintenance and cleaning.
3. **Fishing Boats**: Fishing boats bob in the water just outside the cove. If the characters are trying to get in without being noticed, the crews are inconvenient witnesses to their doings.
4. **Flotsam**: A spar, several shards of wood and a ripped sail bob in the water just beyond the mouth to the cove.
5. **Off-Duty Warrior**: A warrior from the citadel stands on the beach fishing with a rod and line. Judging by the lack of catch in his basket, he has only just got here, or he is not proficient at fishing.
6. **Swimmers**: A few members of the garrison are here swimming in the cove's calm waters; their clothes and equipment dot the shingle beach.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Defiant Docked**: The *Defiant* bobs at anchor in the cove. The ship's crew are temporarily without work, and some are swimming in the cove. They are happy to stop and chat with adventurers.
2. **Get Out**: Sihvo Rauma, captain of the Defiant, sees the characters and orders them to leave the cove. The cove is for the exclusive use of the citadel and its garrison.
3. **Something in the Water**: A perceptive character spots a disturbance in the water that hints at some large creature's presence.
4. **Unattended Rowboat**: An empty rowboat drifts with the tide a score of feet from shore. Characters retrieving the rowboat find no clues as to its crew's fate.
5. **Dead Seal**: The carcass of a dead seal has washed up on the beach. A swarm of crabs dine on the carcass. Investigation reveals a wide (obviously fatal) bite on the seal's neck. It is obvious that a large aquatic predator lurks nearby.
6. **Small Rockfall**: Heralded by a clattering sound, a trickle of rocks tumbles down the cliffs and falls onto the beach.

The Black Swans

Local folklore has it that seeing black sea swans in Ilmarinen's Cove is a good omen for Solonor and its folk. This superstition has lived among the common folk for centuries, and fisherfolk often sail past the cove in hopes of catching a glimpse of the swans. Various old stories have one or more black swans sometimes helping the fisherfolk in some way, and none of Solonor's folk would hunt or kill one of the birds.

Rarely found black swan feathers are greatly prized by Solonor's commoners. Such things are passed down through families for generations and seen as good luck tokens.

In truth, the black sea swans are far more than they seem: they are a group of shape-shifting sea elves who have dwelled in the environs for centuries. The sea elves have no interest in revealing themselves to the humans of Solonor Island, but they are goodly folk and sometimes render aid to the humans—but only if they can do so without revealing their true selves.

C4: The Inner Bailey

Grim, grey walls streaked with bird excrement surround the inner bailey. Three towers overlook the courtyard, which also features a well and a long, two-storey building.

Grim walls of grey stone surround the citadel's inner bailey. The donjon overlooks the inner bailey, as does the Magician's Tower. No attacker has breached the inner bailey in centuries.

The following notable locales can be found in and around the inner bailey:

A. **Ashlar Tower**: Given over to the use of distinguished or important guests, this tower is named in honour of the nearest friendly kingdom—the Duchy of Ashlar. The tower is plushly appointed throughout and its thick walls hide a narrow spiral staircase that enables easy eavesdropping on conversations held in the tower.
B. **The Well**: A deep well stands at the centre of the inner bailey. Its waters have never failed. The well also connects to the citadel's hidden cistern (which can also be accessed from beneath the donjon).
C. **Married Quarters**: Some of the garrison are married; such folk are assigned a simple apartment in the low, rambling two-storey building running along one side of the inner bailey.
D. **Ilmarinen's Tower**: This old, much-repaired tower juts from the wall to overlook the approaches to Ilmarinen's Cove (location C3). A ballista stands upon the tower's crenellated roof.
E. **The Captain's Tower**: This tower serves as the occasional home for distinguished or high-value prisoners. Such folk are not consigned to the dungeons—they are too valuable for that—and are instead placed here under heavy guard. Other times, little-trusted guests are quartered here.

What's Going On?

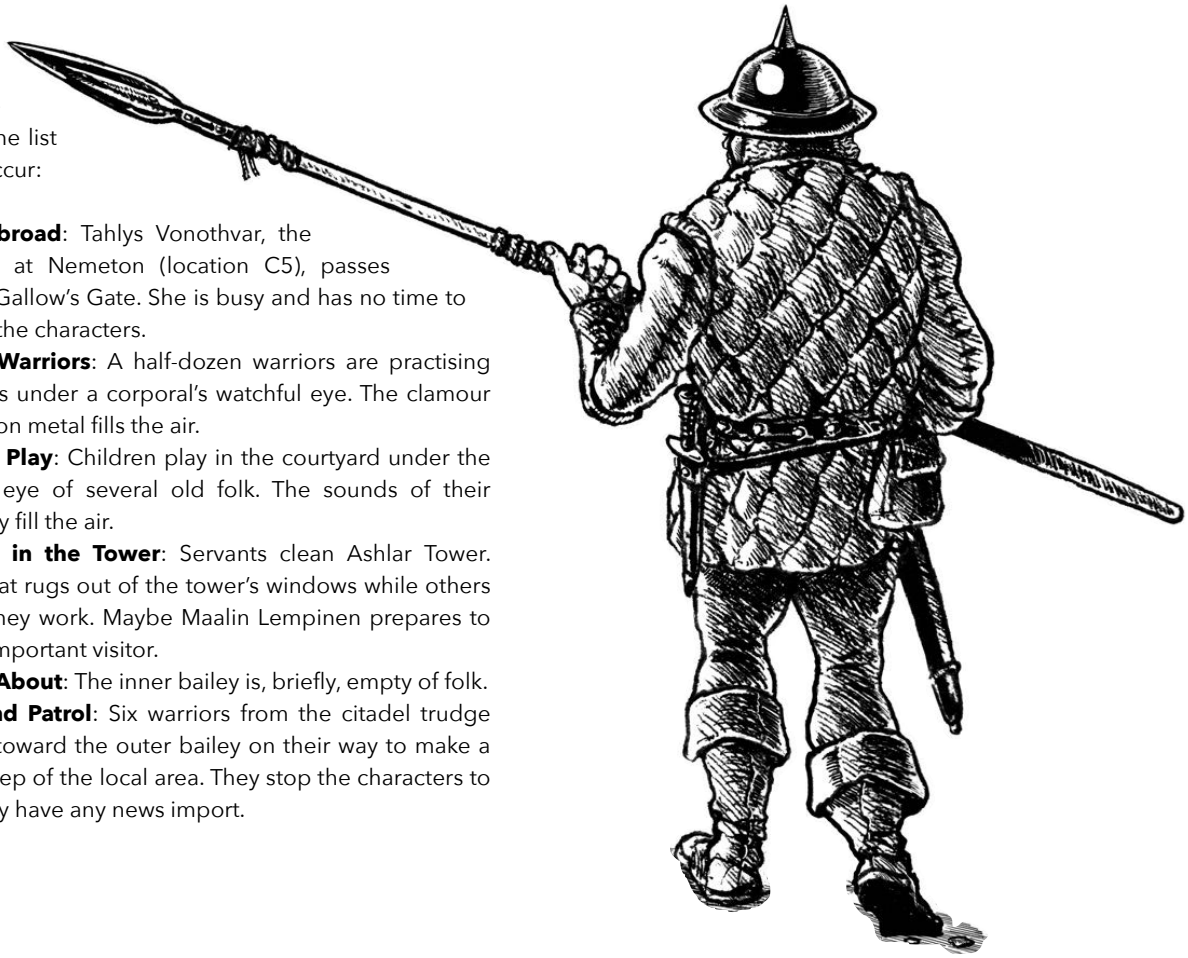
While the characters are in the inner bailey, one or more things from the list below may occur:

1. **Mage Abroad**: Tahlys Vonothvar, the Magician at Nemeton (location C5), passes through Gallow's Gate. She is busy and has no time to talk with the characters.
2. **Drilling Warriors**: A half-dozen warriors are practising their skills under a corporal's watchful eye. The clamour of metal on metal fills the air.
3. **Children Play**: Children play in the courtyard under the watchful eye of several old folk. The sounds of their joyful play fill the air.
4. **Servants in the Tower**: Servants clean Ashlar Tower. Some beat rugs out of the tower's windows while others chat as they work. Maybe Maalin Lempinen prepares to host an important visitor.
5. **No One About**: The inner bailey is, briefly, empty of folk.
6. **Outbound Patrol**: Six warriors from the citadel trudge through toward the outer bailey on their way to make a brief sweep of the local area. They stop the characters to see if they have any news import.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Gate Closed**: For some reason, Gallow's Gate is closed. The characters cannot gain entry until it is reopened.
2. **Drilling Warriors**: As #2 in "What's Going On" but one of the warriors challenges a character to a practice bout.
3. **Vigilant Sentries**: Warriors patrol the walls and occasionally peer down into the inner bailey. Likewise, other soldiers are visible atop Ilmarinen's Tower, but they keep watch out to sea.
4. **Odd Smoke**: Smoke with a distinctive red hue billows forth from the chimney of the Magician's Tower (location C5). No one pays any regard to the smoke.
5. **Artillerists Drilling**: Three artillerists are atop Ilmarinen's Tower (location D), maintaining and training on the ballista set there. From their shouts, it seems they are practising rapidly reloading the weapon.
6. **Mage Abroad**: Tahlys Vonothvar, the Magician at Nemeton (location C5), is returning to her tower after meeting Maalin Lempinen in the Donjon. She has a few minutes spare and does not mind speaking with the characters if they are polite and respectful.



C5: The Magician's Tower

This lofty five-storey tower rises high above the inner bailey. A chimney juts from its tiled roof, and a walkway runs around the tower's uppermost level.

Herein dwells the so-called Magician at Nemeton, Tahlys Vonothvar, and her apprentices. Tahlys is a revered and respected member of Maalin Lempinen's court. She has lived in the tower for almost 50 years. Many rumours swirl about Tahlys and the awesome powers she is said to control.

Notable Folk

Certain folk are often encountered at the Magician's Tower:

- **Tahlys Vonothvar** (LG middle-aged female half-elf wizard 9; Appendix C) works her magic and trains worthy apprentices at the tower as she has for over half a century. She is friendly and dedicated to ensuring Nemeton's safety. Her personal might has foiled several pirate raids in the last 20 years, and such attacks are now a rarity. She is happy to speak with good-aligned adventurers who seek to keep Solonor safe.
- **Rister Pakkanen** (CN male human wizard 2 [apprentice wizard]) invariably needs coin. Rister likes his drink, and he likes to gamble; both of these habits make him an indifferent apprentice. He is intelligent and talented, and Rister sees the potential for greatness in him—potential he is presently squandering.
- **Esteri Lemmikki** (NG female human wizard 2 [apprentice wizard]) works hard and diligently. Esteri comes from a poor family in Bleakhaven and serves Tahlys because the half-elf took pity on her and her station and was impressed with how hard Esteri sought a position with her. Esteri is driven to improve her lot and the lots of her family through her magical studies.

Tahlys Vonothvar's Succour

Tahlys Vonothvar is an important person on Solonor Island, and she has many draws upon her time. Rarely, will she make time to speak with itinerant adventurers who reach her front door. However, if she learns of a good-aligned band of adventurers who seem dedicated to protecting the island and its people she may lend her aid.

The Magician at Nemeton is not the kind of person to go adventuring in the wilderlands. However, she is wealthy and wise, and knows much about the environs. She is also skilled enough to craft magic items and the like. She may even—within reason—open her spellbooks to a like-minded wizard. Finally, she is also well-respected throughout the island and an introduction from her carries much weight with most of the islanders.

What's Going On?

While the characters are at the Magician's Tower, one or more things from the list below may occur:

1. **Strange Sounds**: Strange sounds of an indeterminate kind emanate from the tower's upper windows. (If this occurs at night, odd lights also flicker in the tower's upper windows.)
2. **No Answer**: No matter how hard the characters try to get the attention of those within the tower, no one answers the door.
3. **Tahlys Unavailable**: Tahlys (see "Notable Folk") is not available to meet with the characters. She might be engaged in research, working on a personal project or speaking with Maalin Lempinen on a matter of importance in the donjon (location C6).
4. **Delivery**: A wagon is pulled up outside the tower, and various boxes are being carefully unloaded under the direction of Tahlys's apprentices.
5. **Playing Children**: A small group of children are daring each other to run up to the tower door, knock and then run away. They play noisily, but none of them has plucked up the courage to actually knock on the door.
6. **Visitor**: A cloaked figure knocks on the tower door. The door opens quickly, and the figure steps inside.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Rister at Ease**: Rister Pakkanen is sitting on the tower's front steps, watching the world go by. He is idle and happy to chat with newcomers. He is also happy to use the opportunity to earn some coin if he can do some kind of minor favour for his new friends.
2. **Tahlys's Free**: The characters are in luck; if they seek an audience with Tahlys Vonothvar she is free and interested in talking with the party—particularly if a wizard is among their number.
3. **Tahlys's Busy**: Tahlys is deeply engaged in important research. Her apprentices are happy to chat with the party but do not disturb their mistress. This research takes 1d4 days to complete.
4. **Spell Scroll for Sale**: Tahlys has a minor spell scroll for sale. The scroll contains a 1st- or 2nd-level wizard spell.
5. **Rister Needs Money**: Rister Pakkanen (see "Notable Folk") answers the door to the characters and sees opportunity in the characters' presence. He intimates that his mistress is extremely busy and cannot be disturbed. He then laments his lack of coin. If the characters give him at least 5 gp, he deigns to see if his mistress is available. She isn't.
6. **Tower, Empty**: There is no one at the tower when the characters arrive. This could be a problem if they seek an audience with the Magician at Nemeton, or it could be a boon if they seek to rob the place.

C6: The Donjon

The donjon—grey, grim and worn through the weight of centuries—rears over the citadel's inner bailey.

The donjon is the oldest part of the Citadel on the Wilderlands and has been subjected to repeated cycles of building and destruction over the centuries. Its stones are worn, cloaked in the wear of centuries. Even trusted visitors are not admitted to the donjon without good cause; such folk are always accompanied by a guard.

The donjon features many chambers, rooms and locations. Some of the more notable locations include:

A. **The Great Hall**: Herein, Maalin Lempinen, Seneschal of the Skeleton Coast, hosts feasts, meets with folk of import and so on. The hall is vast and easily big enough to host 200 hundred revellers. Two great fireplaces warm the cavernous space. A small stage sometimes hosts performers while Maalin and her closest advisors or honour guests dine on a raised area at the opposite end of the hall.
B. **Armoury & Barracks**: The donjon's extensive barracks can hold many more soldiers than the current garrison can muster. Likewise, its extensive armoury is outfitted for a much larger force. In times of true danger, enough gear is stored here to equip many of Solonor's ordinary folk.
C. **The Cellars**: The citadel's cellars are a subterraneous world of dripping walls, vaulted ceilings, low arches and massive pillars of supernal strength replete with age-old graffiti carved by long-dead hands. In the deepest cellars, the heavy stench of dampness and mould hangs thickly in the air. Other locations in the cellars include a deep freshwater cistern and surprisingly extensive but little-used dungeons. A certain age-blackened door stands in the deepest part of the used cellars; what lies beyond is the subject of wild conjecture.

Notable Folk

Certain folk are often encountered at the donjon:

- **Maalin Lempinen, Seneschal of the Skeleton Coast** (LN female human fighter 6/thief 6/bard 6; Appendix C), rules Solonor Island and its people as her family has done for three centuries.
- **Valto Pakkanen, Castellan of Nemeton** (LN middle-aged male human fighter 6), devotes his life to Solonor Isle and its defence. A childhood friend of Maalin Lempinen, he would give his life for hers. He is an able administrator and oversees the day-to-day running of the citadel. His bravery and honesty are absolute.
- **Tuure Untamo** (LN old male human cleric [Conn] 5) serves as a scribe and advisor to Maalin Lempinen. He is old now and rarely leaves the citadel; the cold gets into his bones terribly, and he sees little profit in taxing his already weak body. He is wise in many things and is beloved of the seneschal.

What's Going On?

While the characters are at the donjon, one or more things from the list below may occur:

1. **Donjon in an Uproar**: Servants and staff are extremely busy. Perhaps Maalin plans a feast or is preparing for an honoured guest. The whole place bustles with activity.
2. **Drilling Artillerists**: Artillerists are training on the donjon's siege engines. They are clearly visible at work upon the battlements.
3. **Approaching Vessel**: A ship under full sail approaches Nemeton. The donjon's bell begins to ring loudly, and soldiers and artillerists rush to their posts.
4. **Portal Closed**: The donjon's formidable double portal is closed and guarded by two alert warriors. The doors are only opened long enough for the various folk coming and going.
5. **Music From Within**: The faint sounds of music come from within the donjon; a travelling band of troubadours is auditioning. They sound quite accomplished.
6. **The Daily Bustle**: The daily business of the donjon ebbs and flows around the characters. Servants rush about, guards patrol and so on.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **The Castellan's Inspection**: Valto Pakkanen (see "Notable Folk") inspects the garrison. Clad in shining plate armour, he is clearly visible as he stalks the battlements. He notices the characters and watches them from his vantage point.
2. **Lightly Guarded**: The donjon is lightly guarded. (Perhaps many of the warriors are ill, out on patrol, or whatever.) If the characters seek unauthorised access to the citadel, there will never be a better time!
3. **Seneschal, Abroad**: As the characters arrive, they literally bump into Maalin Lemlinen (see "Notable Folk") as she is leaving. Maalin plans to ride Solonor's coastal path to keep an eye on her dominion. A patrol of mounted warriors accompanies her. If the characters are quick (and polite), they could introduce themselves.
4. **Heavily Guarded**: The garrison is fully turned out and vigilant, and the gate is shut. The characters struggle to gain entry without an excellent reason.
5. **Castallan, Abroad**: Valto Pakkanen (see "Notable Folk") is engaged in important business when he spots the characters. Curious as to their reason for being here, he marches over to them and begins asking them searching questions. If he does not like their answers, they are ordered to leave.
6. **Tuure Untamo Ventures Forth**: Tuure Untamo (see "Notable Folk") is going to see his friend Tahlys Vonothvar (location C5). He is hobbling out of the donjon as the characters arrive.

The Town of Bleakhaven

Bleakhaven at a Glance

Ruler: Warden Tahvana Kaukiainen on behalf of Maalin Lempinen Seneschal of the Skeleton Coast
Government: Feudal overlord
Population: 754 (689 humans, 31 half-orcs, 9 halflings, 9 elves, 6 half-elves, 5 dwarves, 5 gnomes)
Alignments: LN, N, NG
Languages: Common
Resources & Industry: Fishing, shipbuilding

Founded after the inundation and utter ruination of Nylemouth 80 years ago, the town of Bleakhaven is the largest civilised settlement on the Skeleton Coast. Here dwell most of Solonor's folk in relative peace. The town benefits from a natural deepwater anchorage, and thus, merchant ships are a common sight in the harbour. Some vessels come to Bleakhaven carrying goods and travellers, while others merely stop here before continuing onwards. Yet more seek shelter behind the town's defences from the pirates that patrol the Bitter Sea in search of easy prey.

Adventurers are a common sight in Bleakhaven—drawn to the frontier by the opportunities for glory and advancement lurking therein. Solonor Island is a convenient and safe base from which to explore the surrounding wilderlands, and Bleakhaven offers many of civilisation's (basic) comforts.

For all its relative comfort and safety, Bleakhaven is a town perched on the edge of the wilderlands. Its folk are, in the main, practical-minded and resilient folk who will help their neighbours. All are ever-mindful of the dangers that lurk but a few miles to the east.

Trade & Industry

The vast majority of folk dwelling in Bleakhaven make their living, in some way, from the sea. The fishing is good off the coast, and fishing boats throng Bleakhaven's small harbour.

Most businesses in town support the fishing industry in one way or another, while others cater to the steady trickle of adventurers attracted to Solonor and the opportunities for adventure in the surrounding wilderlands. The town's merchants and artisans learnt long ago that such folk often have much gold and little sense. Free-spending adventurers, mercenaries and the like are welcome in Bleakhaven as long as they are well-behaved. Few of Bleakhaven's folk are wealthy—except certain merchants and the like—but there is little poverty in Bleakhaven; on the edge of civilisation, everyone works.

Law & Order

Bleakhaven is a tightly governed town. While its folk are, in the main, resilient and independent, they know that chaos, division and lawlessness will undoubtedly spell the town's doom. Warden Tahvana Kaukiainen watches over the town on behalf of his liege, Maalin Lempinen. Tahvana is a competent administrator dedicated to the betterment of Bleakhaven and its folk, and he is well-respected in town.

A small town watch of about ten individuals keeps the peace in Bleakhaven, and they can call upon the garrison at the Customs House in times of great need. The town also maintains a small militia of roughly 70 individuals. The militia trains once a month, but in truth, it would be little use if Solonor Island faced a serious threat.

Town Lore

A character may know something about the town of Bleakhaven, its history, environs and people. Such a character knows one or more of the following pieces of information:

- Bleakhaven was founded after Nylemouth was destroyed 70 years ago by a terrible flood. Its hardy folk mostly survive on the sea's bounty.
- Bleakhaven is a hard place to live, but the fortress at Nemeton keeps it safe from the foul denizens of the wilderlands. Sometimes, pirates from the Picaroon Peninsula raid Bleakhaven.
- Bleakhaven is an excellent place to make a new start. Life on the frontier is hard, and the town welcomes new blood; as long as the newcomers behave, few folk ask too many questions about their past.

Townfolk

Appearance: Often stockily built, Bleakhaven's folk are pale of skin and dark of hair and eye. Men are often bearded.

Dress: Townsfolk dress for the often inclement weather in durable, no-nonsense clothing. Most carry at least a dagger about their person, although few are interested in fighting for the sake of it.

Nomenclature: *female* Aune, Eeva, Elina, Helga, Ilta, Kaisa, Leena, Maalin, Sanni, Venla; *male* Albin*, Eerik, Eskeli, Hilppa, Juhana, Kultimo, Mauno, Pekka, Reko, Tuomo*; *family* Antero, Ehtaro, Hopea, Ilmarinen, Joutsi, Kainu, Leino, Mieho, Puukko, Tornia.

Whispers & Rumours

While in Bleakhaven, a character may hear one or more rumours. Consult "General Whispers & Rumours" to determine what they learn.

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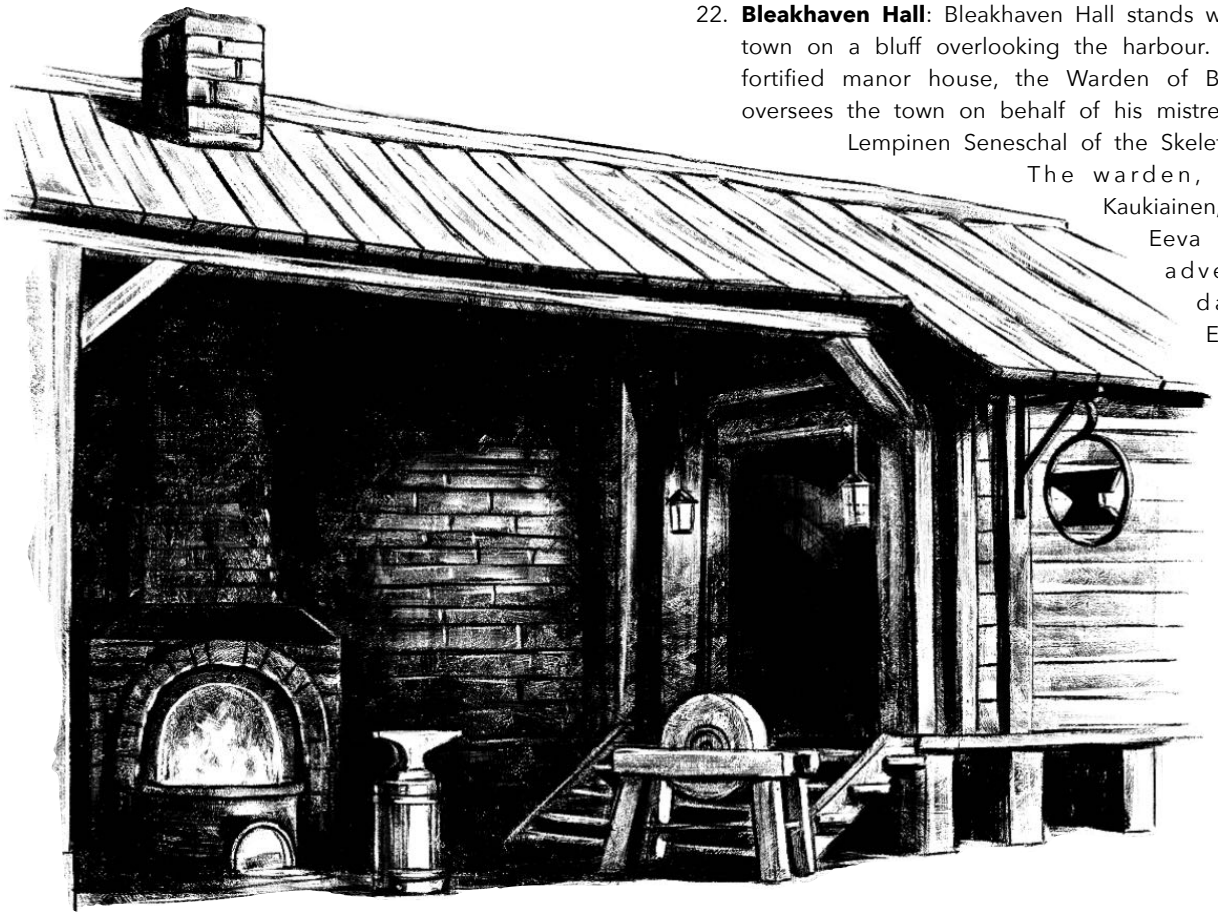
Notable Locations at a Glance

Most of Bleakhaven comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Bleakhaven Harbour**: Bleakhaven Harbour is the only sheltered deepwater anchorage on Solonor Island; thus, it is—in many ways—the most important place in Bleakhaven and one of the most important places on the island. Without the harbour, life on Solonor Island would rapidly become untenable. The harbour is the town's beating commercial heart.
2. **The Custom House**: The fortified Custom House has a commanding view of the harbour and its approaches. Its garrison is tasked with both protecting the harbour from attack and collecting the requisite taxes, tithes and tariffs. Here lives and works the exceptionally honest **Harbourmaster Heikki Kuningas**.
3. **Spire of the Storm Mistress**: Herein worship the followers of Serat (CN greater goddess of the sea, storms and voyages), led by High Priestess Salme Kuura. Anyone in Bleakhaven who makes their living from the sea worships here. The sea and its bounty are critical to Bleakhaven's survival, and the spire's clergy enjoy considerable influence throughout the town.
4. **Emporium of the Waves**: This general store caters to the needs of Bleakhaven's fisherfolk and maritime visitors. The Emporium of the Waves hides a dark secret —Loviisa Mietti and her husband Eljas run the shop and also lead a fanatical cult of extremists devoted to Serat, the Mistress of Storms. In a secret cellar fed by hidden flooded tunnels, these heretics sacrifice (by ritual drowning) those who will not be missed to placate their uncaring mistress.
5. **Hall of the Shining Light**: Herein worship the few followers of Darlen, the Shining Light (LG greater god of law, order, justice and the sun) extant on Solonor Isle. Although they are few in number, the hall's priests and acolytes work tirelessly to defend Bleakhaven and its folk from evil's encroachment. Klaus Hämäläinen leads the worshippers here. The holy warrior Pieti Ilmatoivia aids him in his sacred duty.
6. **The Slippery Mermaid**: This tavern caters to fisherfolk and dockworkers. It is a plain, no-frills place for cheap, hard drinking and late-night talking. The tavern's regulars are clannish and do not look kindly on strangers. The old widow Serafiina Ampuja runs the Slippery Mermaid. Her middle-aged son, Nikki Ampuja, aids her.
7. **Ihalempi's Plank & Nail**: The shipwrights of Ihalempi's Plank & Nail have the only dry dock on Solonor Island and, consequently, is the only place a large vessel can be repaired for scores of miles in any direction. Kuura Ihalempi, a third-generation shipwright, runs this thriving family business alongside his two adult children Rikiina and Penna.
8. **The House of Silver and Gold**: The House of Silver and Gold is a moneychanger, jeweller and loan bank. Locals call the place "Silver 'n Gold" and have little need for its services. Few fisherfolk have many coins to change, the inclination to buy jewellery or the collateral to afford the house's interest rates. This is a place for the town's traders, visiting merchants, adventurers and others with, or the need of, coin. Rauna Kaleva runs the House of Silver and Gold. She is fair, a little inflexible and keeps extensive records.
9. **The Lawgiver's Chapel**: Herein, gather Conn's (N greater god of community, family and rulership) worshippers to give praise to their lord. Most townsfolk pay lip service to Conn, but services are not well attended; most folk prefer to placate the Storm Mistress given their probable connection with the fishing trade. Tiina Antero believes wholly in the power of the law and rants endlessly in her sermons against the seething tides of chaos.
10. **Asikka's Place**: **Jaakko Asikka** is a priest of Abarin (N greater god of industry and artifice) and a successful merchant who makes his living serving the needs of Bleakhaven's visitors. He has gathered in his employ a selection of skilled artificers—tailors, cobblers, woodworkers, metalworkers and the like. He even has an alchemist among his staff. His place of business resembles a small, bustling marketplace.
11. **The Hole in the Wall**: This tavern caters to the fisherfolk and mariners visiting Bleakhaven. It's dark, cosy and a no-frills kind of place. The Hole in the Wall offers no food; rather, it is a place you can visit after a hard day at sea to drink and relax. The Hole in the Wall does not offer its room for overnight hire, it rents them by the hour. Several courtesans and doxies work here. Helena Jurva runs the Hole in the Wall and is fiercely protective of her workers.
12. **Mieho's**: Here dwell visitors to Bleakhaven too poor or frugal to pay for better accommodation. Mieho's is a no-frills boarding house. The rooms at Mieho's are basic, but at least they are dry and relatively safe. The boarding house is also a good place to lie low; no one here is overly interested in asking—or answering—questions.
13. **Coffinswell**: Coffinswell is no longer in use. Twenty years ago, a group of workmen deepening the well broke into what appeared to be a crypt. Before they retreated and sealed up the crypt, they discovered several sarcophagi of curious shapes and designs in the crypt. They were right to flee for the vampire Damuzi Nagsu slumbers here in his coffin-prison—as he has for centuries. Superstitious locals ascribed all manner of illnesses and even curses to the well's water.
14. **The Merry Wanderer**: This traveller's inn serves the steady trickle of visitors coming to Solonor who have the coin to spend on good accommodation. A shrine dedicated to Behron (N lesser god of travel) stands in the inn. Matias Kaukiainen owns the Merry Wanderer

and loves his work. He is a popular host and a respected pillar of the town's community.

15. **Valtari's Lootarium**: The retired adventurer Valtari Vasara runs this small shop which comprises the bottom floor of his two-storey house. Valtari will buy virtually anything a group of adventurers bring back to town. He loves wheeling and dealing with adventurers, and haggling sessions with him can take hours—mainly because they involve much storytelling and drinking.
16. **Kuutamo's**: Herein dwells the widow Vilina Kuutamo, one of Bleakhaven's wealthiest and most influential citizens. Vilina took over her husband's failing business when he died and turned it into a thriving success. She is a clever and perceptive businesswoman with many contacts among the ship's captains and merchants visiting Solonor Isle.
17. **The Flaming Hearth**: At the Flaming Hearth, the folk are welcoming, and the atmosphere is always cosy. Local folklore has it that the fire in the inn's small common room has burnt for decades and that if it goes out, doom will befall the inn. Other (surprisingly true) rumours—that the inn is haunted—circulate amongst the townsfolk. The widower, Olavi Hellikki, runs the inn. Unbeknownst to him, his wife, Eleonora, haunts the taproom.
18. **The Treasure Trove**: This pawnbroker and moneychanger is a necessary evil for life on the edge of the civilised world. The (apparent) owner, Niilo Vaania, is a man of influence who knows much of what goes on in and around town. As well as charging interest on his investments, Niilo deals in secrets, and his customers can secure a discount on his services if they tell him something he does not know. Tuulitar Rautia, a trusted servant of Maalin Lempinen, keeps Niilo's baser desires in check—for Niilo is actually an assassin given sanctuary in Bleakhaven in return for the occasional "service".
19. **Plants & Potions**: Herein dwells Bleakhaven's apothecary, the red-headed Tuure Tornia. Popular—with his customers and the local ladies—this thin, charming man lives alone. Tuure has a secret, however; he is a werefox.
20. **The Chapel on Warberry Hill**: Warberry Hill—craggy, wooded and little-visited—shelters the town from savage easterly winds raging in from the Bitter Sea. At the hill's zenith stands a ramshackle chapel of unknown origin. Rumours and legends cluster thickly about the simple chapel which has stood here since before Bleakhaven was founded.
21. **The Cenotaph of Drowned Souls**: Originally erected to honour those killed during the flooding of Nylemouth 70 years ago, this cenotaph has gradually gained a wider purpose and now serves as the marker for all those lost at sea.
22. **Bleakhaven Hall**: Bleakhaven Hall stands without the town on a bluff overlooking the harbour. From this fortified manor house, the Warden of Bleakhaven oversees the town on behalf of his mistress, Maalin Lempinen Seneschal of the Skeleton Coast. The warden, Tahvana Kaukiainen, his wife, Eeva and their adventurous daughter, Elli, live here.



Town Dressing

Bleakhaven is the major settlement on Solonor Island and is its mercantile heart. Many townsfolk make their living from the sea, and Bleakhaven is a busy place even when the fishing boats are out plying their trade. Use these lists to add moments of flavour as the characters move about the town.

Bleakhaven by Day

During the day, Bleakhaven is a busy place, but the harbour is particularly busy, as are Bleakhaven's various merchants and artificers. And, of course, the mundane business of daily life continues as it has for decades.

1. The streets are full of people going about their business; the characters make slow progress.
2. A wagon piled high with goods slowly makes its way along the street. Pedestrians curse and begrudgingly get out of the way.
3. The clamour of industry assails the characters' ears.
4. Dark clouds hang over the town; shortly, rain begins to fall, driving some folk inside. Other folk stolidly continue about their business.
5. Bright sunlight bathes the town in its warm glow; the mood among the townsfolk brightens perceptively.
6. A seagull flies low overhead, and bird excrement splatters the ground. An unlucky character may suffer a direct hit. If they do, nearby peasants find the event wildly amusing.
7. A fisherfolk carries a basket of fish, or perhaps crabs, along the street.
8. A flock of seagulls wheel and soar overhead, their raucous cries filling the air. Occasionally, a bird swoops down to snag a morsel, such as a discarded fish head or piece of bread.
9. An old couple totters down the street arm in arm; the man leans heavily on a thick walking stick.
10. A wagon piled high with driftwood moves slowly down the street.
11. A small child runs up to the party and offers to "show them around for a silver." Characters who merely pay the child to go away quickly get a reputation and are swarmed by children whenever they wander about town.
12. A blustery wind blows through the town, filling the air with the tang of salt and the sea.
13. A pack of small children run around wielding sticks as swords. Whooping and shouting with joy, they chase the town's endemic seagulls.
14. A sudden storm of shouting emanates from the harbour; an accident has occurred.
15. A merchant—newly arrived in Bleakhaven by ship—leads a train of servants and donkeys piled high with goods away from the harbour.
16. Another group of adventurers wanders the town, relaxing between adventurers. Roll on "NPC Adventurers" to determine their identities.
17. The street is packed; there is no apparent reason for this —simply, many people are out and about.
18. A crier walks along the street shouting. They could be shouting out offers from various businesses or announcing an upcoming event or proclamation.
19. Labourers carry the tools and materials of their trade as they head to their next job. They might not spot the characters and could bump into them.
20. The body of a dead whale has been spotted floating just off the coast. The sighting is welcome news, and the fisherfolk prepare to drag the corpse to a nearby cove for "processing".

Hiring a Fishing Boat

Some characters may want to explore Solonor's coast or visit Aralivar's Isle. If they are not competent sailors they'll likely need to hire a local to do so. For a journey with no obvious dangers, the characters will find no shortage of volunteers. A canny fisherfolk charges 2 sp a person for such journeys. Such a hireling will also offer to be on standby to bring the characters back for 1 gp a day (along with the per person cost for the actual return journey).

However, few fisherfolk are willing to risk their lives on the party's behalf. For more dangerous jobs, braver folk, a sample of whom appear below, must be sought out:

- **Ilta Himottu** (N middle-aged female human fighter 2) fought pirates in her youth for the duke of Ashlar. Retired to Bleakhaven after a near death experience she still hankers after excitement.
- **Eerik Kallas** (NG male human) knows no fear mainly because he is less than clever and lacks imagination or a sense of mortality. His fellows think he has the power to commune with the sea and are in awe of his sailing prowess—he is an excellent sailor.
- **Rideth Azarian** (CG female half-elf ranger 2) came to Bleakhaven a decade ago after surviving a shipwreck. Locals think she is no ordinary elf—that the blood of aquatic elves runs through her veins. She is decisive, strong and an excellent sailor.

Buying a Boat: If one or more of the characters can sail they may want to buy a boat of their own:

- **Rowboat**: Five rowboats are for sale; they cost 50 gp.
- **Fishing Boat**: One fishing boat is immediately for sale; it costs 300 gp. If the characters offer 500 gp they suddenly discover many more potential sellers.

Bleakhaven by Night

During the night, the tempo and character of life in Bleakhaven quietens. Most of the populace are human, and by dusk, they have completed their day's work. Most, therefore, rest except for those working in the town's various inns and taverns. And, of course, at night, the town's seedy underbelly—such as it exists—comes to life.

1. Flickering lights—partially visible through closed shutters —glimmer in the windows of the houses lining the street.
2. The town is quiet, and the distant sound of surf breaking against the shore fills the air.
3. The sound of merriment seeps from a nearby tavern.
4. Two drunks stagger along the street, engaged in an intense but ultimately idiotic conversation.
5. A foul-smelling wagon moves slowly along the street. The two labourers with the wagon repeatedly stop to shovel animal dung onto the wagon.
6. On the horizon, the running lights of a large ship come into view. As the characters watch, the ship glides silently toward the harbour.
7. Soft, furtive footsteps come from a nearby alley or side street. This could be a thief or someone else engaged in their private business.
8. Fires blaze far inland somewhere in the distant hills. Peasants seeing the fires mutter prayers to ward off evil.
9. Arm in arm, a young, amorous couple approaches. The pair only have eyes for each other.
10. A man wearing a voluminous cloak leans in a shadowed doorway. Occasionally, he swigs from a wine flask.
11. A soft rain falls, which mixes with the sea mist blowing into the town to reduce visibility to a few dozen feet.
12. A scream suddenly rents the night. It is not repeated.
13. A rowboat quietly nears the harbour. The three people in the boat are heavily swathed in dark cloaks and make an effort to row quietly. A shuttered lantern in the stern provides only a faint amount of light.
14. Two tipsy adventurers wander from one tavern to the next. If they spot the characters and invite them for a drink. Roll on "NPC Adventurers" to determine who the characters encounter.
15. A stray dog noses along the street in search of any dropped scrap of food.
16. The night air is cold; a chill blows in from the Bitter Sea.
17. A yowl and a clatter come from a nearby alley. Moments later, a large rat—pursued by a cat—runs from the alley and through the group.
18. Far out to sea, a ship burns. The screams of the crew are just audible from the shore.
19. A figure sits against a wall, moaning quietly to themselves. This could be a drunk unable to get home, a lookout for a burglary, a decoy for a mugging or a mugging victim.
20. The street seems deserted, and the characters have it all to themselves.

B1: Bleakhaven Harbour

Stout harbour walls enclose a sheltered bay replete with fishing boats and several ocean-going caravels and other craft. The harbour's docks are busy; fisherfolk go about their business while workers unload cargo from a merchant's vessel. A fortified manor house stands close to the docks, as do a myriad of small businesses.

Bleakhaven Harbour is the only sheltered deepwater anchorage on Solonor Island; thus, it is—in many ways—the most important place in Bleakhaven and one of the most important places on the island. Without Bleakhaven Harbour, life on Solonor Island would rapidly become untenable. The harbour is the town's beating commercial heart.

Notable Folk

Certain folk are often encountered at Bleakhaven Harbour:

- **Pa Hilppa Kare** (NE old male human fighter 1); location D) sees much of what goes on in the harbour and shares his knowledge for coin. Hilppa is greedy and merciless; he drives a hard bargain.
- **Albin Janakka** (N old male human [commoner]; location C) wanders the harbour, scavenging for old rope every morning before working in his shop.
- **Ahti Kupias** (CN young male human [commoner]) hangs around the docks and dreams of becoming a fisherman like his father. Anti is impetuous and rarely thinks through the consequences of his actions; thought and action are as one for him. He is always getting into minor trouble and scrapes.

Minor Harbourside locations

Many minor businesses cluster about Bleakhaven Harbour; most are of little obvious interest to adventurers:

A. **Fish & Fins**: This fishmonger buys and smokes fish. Their shop and workshop stink of fish; however, their smoked fish is of excellent quality.
B. **Greased Elbows**: This business provides unskilled labour. It has about a dozen labourers on its books but can rarely provide more than six on any given day. Aapro Kontio (N male human) runs the business.
C. **Old Rope**: Coils of old rope fill this small shop. The proprietor, Albin Janakka (N old male human [commoner]), buys or scavenges old ropes and weaves them into new ropes of varying lengths; often, such ropes have a distinctive "patchwork" appearance.
D. **Pa Hilppa's**: This small tavern is more of a booth than a proper tavern. Here, Pa Hilppa Kare (NE old male human fighter 1) offers cheap food and cheaper ale. Nothing is of good quality. Hilppa sees much and is a good source of local rumours and information.
E. ***Archer***: This picket boat lingers in the vicinity of the harbour, ready to greet new merchant ships and to respond to fishing boats in distress. Members of the Custom House's garrison crew *Archer*.

What's Going On?

While the characters are at Bleakhaven Harbour, one or more things from the list below may occur:

1. **Rain**: Rain lashes the town, but this does not stop the hardy fisherfolk from getting on with their jobs; foul weather does not daunt their brave hearts.
2. ***The Mermaid* Arrives**: The *Mermaid*—a merchant ship—slowly noses her way into the harbour. Sailors swarm over her rigging while others prepare to moor the ship to the harbour wall.
3. **Fixing Nets**: Fisherfolk, aided by their children, sit about fixing fishing nets. Some are in talkative moods, while others could care less about the characters. All, however, are open to earning easy money.
4. **Blessing on the Boat**: A crew have just finished repairing their boat. All devout worshippers of Serat, they have paid for a priest from the Spire of the Storm Mistress (location B3) to bless their vessel in hopes of fair weather and good catches.
5. **All at Sea**: Most of the berths in the harbour are empty—the town's fishing boats are out at sea. Consequently, the harbour is quiet, and few people are about.
6. **Berths Full**: A storm is thought to be coming; consequently, all the town's fishing boats are securely tied up in the harbour. Fisherfolk rush about—literally—battening down the hatches.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Boat in Trouble**: A fishing boat makes for the harbour; one of the crew has been badly injured and needs help. The rest of the crew make all haste to dock the vessel while one stands in the stern, calling for help. A small crowd gathers.
2. **Bored Fisherfolk**: As the characters wander the docks, two bored fisherfolk call out to the characters. They are in a talkative mood—if the characters fancy sharing a drink or two.
3. **Patrol**: A couple of the Custom House's garrison make their rounds of the docks. If the characters seem to be causing trouble or are new to Bleakhaven, the warriors stop to speak with them.
4. **Fisherman in Need of Silver**: Erkki Ihalempi (N middle-aged male human) needs some quick coin. He recognises the characters as adventurers and offers to ferry them about for 5 sp a day. He won't take them anywhere dangerous without guarantees for his safety and a substantially increased fee.

5. ***Archer* Putting to Sea**: The crew of *Archer* are getting ready to put to sea; a merchant ship approaches the harbour, and the crew works frantically to be ready.
6. **Something in the Water**: Something large disturbs the water about 100 feet from the harbour mouth. A small crowd and a few soldiers gather to watch the disturbance, but after an hour, it stops; what caused it remains a mystery.

B2: The Custom House

This stout, fortified building resembles a minor noble's fortified manor house. A catapult stands atop the building's lone tower. A flag bearing the sigil of a white swan on a black background flutters from the building's flagpole. Mailed warriors atop the battlemented tower keep watch out to sea.

The fortified Custom House has a commanding view of the harbour and its approaches. Its garrison is tasked with both protecting the harbour from attack and collecting the requisite taxes, tithes and tariffs from visiting merchants.

Notable Folk

Certain folk are often encountered at the Custom House:

- **Harbourmaster Heikki Kuningas** (LN male human; Appendix D) oversees the day-to-day activities at the harbour, collects taxes and is responsible for protecting the town from attack. Heikki is a busy person.
- **Sanni Neuvo** (NG female human fighter 3 [sergeant-at-arms]; Appendix D) aids Heikki Kuningas in his duties. Sanni is a trusted lieutenant and well-liked about the harbour. While loyal to Bleakhaven and its ruler, Sanni is more reasonable than the Harbourmaster when it comes to matters of taxation, fees and so on.
- **Ventla Meurakas** (LN old female human [commoner]) works as a scribe and records the details of all arrivals and departures from the harbour, along with detailed notes of taxes paid and owed. She is exacting—some would say pedantic—in all things and has beautiful handwriting. She is also a skilled painter and has gained a small following. Her works grace several of the more well-to-do buildings on Solonor Island.

What's Going On?

While the characters are at the Custom House, one or more things from the list below may occur:

1. **Soldiers at Watch**: Two soldiers patrol the Custom House's battlements and keep an eye out to see.
2. **Visiting Merchant**: A merchant, carrying their ship's manifest, arrives at the Custom House to haggle over how much tax they owe.
3. **Messenger Arrives**: A mounted messenger from the citadel at Nemeton arrives with an urgent message for the harbourmaster.
4. **Catapult Maintenance**: Three soldiers inspect the catapult atop the Custom House's roof. This is normal procedure and does not mean an attack is expected.
5. **Birds on the Roof**: A dozen seagulls perch on the Custom House's roof and catapult. They watch the harbour below, waiting for the fishing boats to return.
6. **Argumentative Merchant**: A visibly angry merchant storms out of the Custom House after their overt, failed attempt at bribing the harbourmaster.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Talkative Harbourmaster**: Heikki Kuningas (see "Notable Folk") is in a talkative mood and keen to display his importance to the town's smooth running. He chats with the characters and even tells them which ships and merchants are expected in port soon.
2. **Ship Approaching**: A large vessel approaches the harbour, and the harbourmaster joins the guards atop the Custom House. He brings with him a fabulously expensive spyglass.
3. **Ventla Rather Taken**: Ventla Meurakas (see "Notable Folk") is rather taken by one of the characters and asks them to sit for a sketch. She offers conversation and company in return. She knows much about local events and could be a good source of (accurate) information.
4. **Lotta Aboard**: **Lotta Miemo** (location B3) stops outside the Custom House to speak with a fellow worshipper and bask in the majesty of the endless ocean. She is in a good mood and is happy to chat with the characters.
5. **Fresh Fish**: An entrepreneurial fisherfolk tries to sell the characters a basket of fresh fish. If the characters are brusk or rude, they get a reputation around the harbour.
6. **Custom House Closed**: The harbourmaster is not accepting any more visitors for the day due to the pressures of "official business". The characters must come back another day.

B3: Spire of the Storm Mistress

A slender, five-storey–tower rises majestically from a stout building which overlooks the harbour.

Herein worship the followers of Serat, the Mistress of Storms (CN greater goddess of the sea, storms and voyages). Anyone in Bleakhaven who makes their living from the sea worships here. The sea and its bounty are critical to Bleakhaven's survival, and the spire's clergy enjoy considerable influence throughout the town.

The Offering

Training, advice and spellcasting services can all be had at the Spire of the Storm Mistress:

- **Spellcasting**: High Priestess Salme Kuura can cast up to 4th-level spells, while other priests at the spire can cast up to 3rd-level spells. The cost for such spellcasting is as follows: cantrips cost 5 gp, 1st-level spells cost 10 gp, 2nd-level spells cost 40 gp, 3rd-level spells cost 90 gp and 4th-level spells cost 160 gp. Followers of Serat enjoy a 10% discount on the costs noted above. If a spell requires a consumable costly material component, the character must also meet that cost.
- **Training**: Priests of Serat of up to 6th level can train to gain levels here at a 25% discount on the normal cost.
- **Weather Prediction**: The clergy provide weather prediction services for free at the daily service–something which the fisherfolk greatly value.
- **For Sale**: The clergy offer holy seawater for sale (25 gp per vial) and sometimes have minor wondrous items for sale. When the characters visit the Spire, there is a 25% chance that 1d2 of the following items is for sale.

    1. **Holy Seawater (25 gp)**: This holy water fills ceramic vials designed to shatter on impact. The Spire always has at least ten vials on hand.
    2. **Holy Wave Symbol (50 gp)**: Forged in silver and decorated with coral and tiny pearls, this beautiful holy symbol is a work of art. A character holding it to their ear can hear the sound of the sea.
    3. **Strong Fishing Net (15 gp)**: Blessed by the priesthood of Serat, this strong fishing net has thin wire woven into its fabric.
    4. **Berek's Travelogue (50 gp)**: This tatty leatherbound book details the travels of Berek through the wilderlands and about the Picaroon Peninsula. It contains many interesting facts about both places but was written 50 years ago; thus, some of the details therein may be somewhat out of date.
    5. **Buoyant Rowboat (300 gp)**: Crafted by a master shipwright, this sturdy rowboat only capsizes in the roughest seas. Its name is Wavecrest".
    6. **Thin Silk Rope (20 gp)**: This coil of 100-foot-long silk rope only weighs as much as a 50-foot-long coil.

Notable Folk

Certain folk are often encountered at the Spire:

- **High Priestess Salme Kuura** (CN female human cleric [Serat] 7; Appendix D) leads the worshippers at the Spire but is jealous of Lotta Miemo and the "unfair" advantage granted her by her aquatic heritage. Salme comes from a long line of fisherfolk and is dedicated to making their lives better.
- **Lotta Miemo** (CN female half-elf cleric [Serat] 5 {priest}) loves the sea–and is not shy about mentioning the blessing of her aquatic elf heritage. She knows this annoys the high priestess but does not care. Lotta takes every opportunity to swim in the sea.
- **Ilta Puukko** (CN female human cleric [Serat] 1 [acolyte]) looks exhausted. Ilta has been struggling to get decent sleep recently because of vivid dreams in which hooded figures drown people. These dreams relate to the cult at the Emporium of the Waves (location B4).

What's Going On?

While the characters are at the Spire of the Storm Mistress, one or more things from the list below may occur:

1. **Service**: A service is in progress, and the characters must wait to speak with a priest.
2. **Priests in Conclave**: Several of the temple's clergy are deep in a theological conversation; only religiously knowledgeable characters can follow the argument.
3. **Praying Priest**: Ilta Puukko (see "Notable Folk") prays before the altar–trying to make sense of the terrible dreams that have been plaguing her sleep of late.
4. **Blessing the Nets**: A fisherman, down on his luck, has brought his fishing nets to be blessed by the clergy. To a nonbeliever, the situation may seem slightly farcical.
5. **Offering**: A fisherwoman brings a basket of fish for the clergy, who accept her offering and bless her in return.
6. **A Disturbance**: A disturbance in the harbour–perhaps a fishing boat has returned with an injured crew member or something odd snagged in its nets–distracts the clergy, who all leave to see what has happened.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Bored Priest**: One of the clergy is bored and inquisitive. Thus, the characters get prompt attention but may find themselves enmeshed in a long conversation.
2. **Join Us**: The characters arrive just before a service begins and are invited to attend. If they do so, several of the clergy make unsubtle comments about donations before they discuss the party's business.
3. **Aquatic Predator**: A fisherman loudly complains that something big is fouling his nets and bumping his boat.

He wants the clergy to do something about it, but they refuse. Spotting the characters, he asks if they'll help.

4. **Sunken Fishing Boat**: A popular member of the congregation's fishing boat sunk a month ago, and without their livelihood, destitution beckons. The church has organised a fundraising campaign to purchase a new boat. Would the characters care to contribute?
5. **Lotta and Ilta Absent**: Lotta and Ilta (see "Notable Folk") are at the harbour meeting and speaking with members of the congregation; neither will return for several hours.
6. **Friendly Fisherfolk**: Recognising the characters as adventurers, a fisherwoman, Helka Jurva (N female human), offers to sail them around Solonor Island or over to Aralivar's Isle. She is knowledgable about the various coastal features of both islands and could make a useful hireling.

B4: Emporium of the Waves

An ornately painted but slightly weatherworn mural depicting a cresting wave decorates the frontage of this long, two-storey building. A sign reading "Emporium of the Waves" hangs above the building's double front door.

This general shop caters to the needs of Bleakhaven's fisherfolk and other maritime visitors. The Emporium of the Waves hides a dark secret, however—the owners and several of their staff are fanatical devotees of Serat, the Mistress of Storms. In a secret cellar fed by hidden flooded tunnels, these heretics drown those who will not be missed to placate their uncaring mistress.

The Offering

The emporium stocks many of the items a fisherfolk or their family may need. Here can be found rope, canvas, nails and nets alongside more homely items such as pots, utensils, general provisions and more.

Notable Folk

Certain folk are often encountered at the Emporium:

- **Loviisa Mietti** (CN[E] female human thief 2/cleric [Serat] 3 [cultist of Serat]) runs the emporium and the hidden cult of Serat with her husband. She is openly friendly and extremely organised. Terrified of drowning she believes that if she makes enough sacrifices to Serat, she will be spared such a fate. She hasn't been on a boat in years.
- **Eljas Mietti** (CN[E] male human thief 2/cleric [Serat] 3 [cultist of Serat]) runs the emporium and the hidden cult of Serat with his overbearing wife. In public, he is in charge, but in private, there is no doubt who runs things.
- **Aatto Keiho** (CN[E] male human fighter 2 [adherent of Serat]) works at the emporium and is an enthusiastic cult member; he loves watching sacrifices drown. Aatto presents as a friendly townsperson but is endlessly inquisitive about a customer's business—in an attempt to identify a suitable candidate for "Serat's Embrace".

What's Going On?

While the characters are at the Emporium of the Waves, one or more things from the list below may occur:

1. **Closed**: The emporium is unexpectedly closed; maybe the cult meets within to plot their next service.
2. **Delivery**: The emporium is receiving a delivery from a merchant ship, and chaos reigns. The characters may have to wait for service.
3. **Rearranging**: The staff are rearranging one of the shop's displays, and goods are scattered about the floor.
4. **Busy**: Several fisherfolk are here browsing. They are friendly but not interested in serving the characters; they don't have time and are not interested in facing more danger than they do in their daily lives.
5. **Help Wanted**: The Miettis are looking for another member of staff. They use this process to find their next sacrifice and only offer the job to travellers and strangers. The "lucky" applicant won't last long.
6. **Tidying Up**: Several staff members are cleaning the emporium's frontage when the characters arrive.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Faint Shouting**: A character passing the emporium might hear faint shout coming from an unidentifiable source. The character makes out the phrase, "Help me!"
2. **Muttered Conversation**: A perceptive character overhears Aatto Keiho (see "Notable Folk") muttering about finding someone for "Serat's Embrace".
3. **Inconvenient Witnesses**: Several fishermen are browsing the shop's shelves. They are all oblivious to the cult's presence in the shop, making them inconvenient witnesses if the characters are here to fight the cult.
4. **Curious Eljas**: Eljas Mietti (see "Notable Folk") is in the shop. If the characters are obvious adventurers, Eljas worries they might be investigating the cult. He engages the characters in conversation, and if their answers do not satisfy him, he commands several cultists to watch them for a few days to learn more.
5. **Chatty Eljas**: Eljas Mieti (see "Notable Folk") recognises the characters as adventurers and wants to distract them. He tells them 1d3 rumours (roll on "General Whispers & Rumours") but only imparts rumours that might lure the characters away from Bleakhaven.
6. **Have You Seen My Friend?**: Eetu Kylli (NG male human) is looking for his friend, Ari Neuvo. They both arrived in Bleakhaven a month ago, but Ari disappeared a week ago. Eetu speaks with the characters before going into the emporium to ask the same questions. This brings him to the cult's attention, and several days later, he also disappears.

B5: Hall of the Shining Light

The silver spire of this rambling monastery-like structure gleams in the sunlight. A small walled graveyard dotted with graves and mausoleums surrounds the building.

Herein worship the followers of Darlen, the Shining Light (LG greater god of law, order, justice and the sun). Although they are few in number, they work tirelessly to defend Bleakhaven and its folk from evil's encroachment.

Notable Folk

Certain folk are often encountered at the Hall of the Shining Light:

- **Klaus Hämäläinen** (LG male human cleric [Darlen] 7; Appendix D) knows that Darlen's faith is not widely followed, or even loved, by the townsfolk, who are more worried about their daily survival than their souls' final blessed destination. Nevertheless, he devotes himself to the town and its defence.
- **Pieti Ilmatoivia** (LG male human paladin 5; Appendix D) devotes himself to the wellbeing of his fellow townsfolk as a holy warrior should. He is always on the lookout for evil—in all its forms. If he learns the characters are planning an expedition to one of the notable dungeon sites in the area—the Monastery of Ineffable Evil or Ebbur Cave—he might offer to join them.
- **Esteri Mielo** (LG female human cleric [Darlen] 5 [priest]) fervently believes in the Shining Light. She is singular and focused and takes every opportunity to preach Darlen's message. Her fellow worshippers tolerate her; non-believers actively avoid her.

The Offering

Training, advice and spellcasting services can all be had at the Hall of the Shining Light:

- **Spellcasting**: Klaus Hämäläinen (see "Notable Folk") can cast up to 4th-level spells, while other priests can cast up to 3rd-level spells. The cost for such spellcasting is as follows: cantrips cost 5 gp, 1st-level spells cost 10 gp, 2nd-level spells cost 40 gp, 3rd-level spells cost 90 gp and 4th-level spells cost 160 gp. Followers of Darlen enjoy a 10% discount on the costs noted above. If a spell requires a consumable costly material component, the character must also meet that cost.
- **Training**: Priests of Darlen of up to 6th level can train to gain levels at the Hall of the Shining Light at a 25% discount on the normal cost.
- **For Sale**: The clergy offer holy water for sale (25 gp per vial) and sometimes have other special items for sale. However, they only sell such items to folk of suitable morals. When the characters arrive at the Hall, there is a 25% chance that 1d2 of the following items is for sale.
    1. **Scripture of Law (50 gp)**: This ponderous tome features beautiful illuminations and teachings, stories and lessons by some of the faith's early, prominent followers. It is a copy and not the original book.
    2. **Oversized Holy Water (50 gp)**: Twice the normal size, these flasks of holy water are designed to crack open when thrown. The temple has four such flasks.
    3. **Silver and Gold Holy Symbol (200 gp)**: This blazing sun symbol is overly large and can be mounted on a battle standard or displayed on a wall.
    4. **Broad Belt (5 gp)**: This broad leather belt has a belt buckle shaped like a Sun. It has three small concealed compartments.
    5. **Glimmering Longsword (350 gp)**: Artfully forged by a master weapon smith in far-off Languard, this silvered longsword is as hard as steel and holds a keen edge. It could be enchanted in the future.
    6. **Scroll of Spiritual Weapon (600 gp)**: Presented in a white lacquered leather scroll tube, this scroll has beautiful illustrations of shimmering longswords at its margins.

What's Going On?

While the characters are at the Hall of the Shining Light, one or more things from the list below may occur:

1. **Service**: A service is in progress, and the characters must wait to speak with a priest.
2. **Priests in Conclave**: Several of the clergy are loudly discussing the foul humanoids of the wilderlands and what should be done about them.
3. **Few Worshippers**: A few worshippers—engaged in private prayer—are at the hall, but otherwise, it is quiet.
4. **Praying Priest**: Klaus Hämäläinen (see "Notable Folk") is praying before the altar.
5. **Esteri Harangues a Visitor**: Esteri Mielo (see "Notable Folk") is haranguing a visiting merchant who came to the hall in the hopes of striking a deal with the clergy; he now regrets his choice.
6. **Atypical Service**: When the characters arrive, a wedding or funeral is being held at the Hall. The characters must wait respectfully for the service to end.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Help**: A member of the congregation has been injured and is being brought to the temple for magical healing. The normal business of the church is briefly suspended.
2. **Bored Priest**: One of the clergy is bored and inquisitive about the characters. Thus, the characters get prompt attention but may find themselves enmeshed in a long conversation with an inquisitive priest.
3. **Pieti Watches**: Pieti Ilmatoivia (see "Notable Folk") has heard that adventurers are in town and lingers at the Hall

in hopes of seeing them. He may approach the party if they pique his interest, or he may simply observe them.

4. **Klaus Preaches**: Klaus Hämäläinen (see "Notable Folk") is practising his next sermon. He speaks for a short while before making some notes on a scroll. He then starts the process again. He does not take kindly to interruptions; a hovering acolyte attempts to intercept the characters.
5. **Would You Make a Donation**: An acolyte approaches the characters and unsubtly attempts to get the characters to make a donation "for the protection of the town". The acolyte is temperamental and does not take kindly to being rebuffed. An argument could ensue.
6. **Badly Injured Adventurer**: A badly injured or diseased adventurer staggers into the church. Roll on "NPC Adventurers" to determine the adventurer's identity.

B6: The Slippery Mermaid

The faded fresco of a mermaid slipping through an amorous sailor's grasp decorates the front of this two-storey building.

This tavern caters to fisherfolk and dockworkers. It is a plain, no-frills place—a place for cheap, hard-drinking and late-night talking. The tavern's regulars are clannish and do not look kindly on strangers drinking here—unless they are generous with their coin; the regulars quickly adopt such folk.

The Offering

Simple food and drink can be had at the Slippery Mermaid:

- **Food & Drink**: Meal (smoked fish and seaweed, fish pie, fish stew; 3 sp), mug of ale (4 cp), pitcher of wine (2 sp).

Notable Folk

Certain folk are often encountered at the Slippery Mermaid:

- **Serafiina Ampuja** (N old female human [merchant]) runs the Slippery Mermaid. Her husband is long dead, and the tavern is her life. A beauty in her youth, she has worked here for decades. A perceptive character may notice that the face of the mermaid decorating the front of the tavern resembles Serafiina.
- **Nikki Ampuja** (NG middle-aged male human {commoner}) works at the tavern with his mother. Nikki is terrified of the sea but has successfully hidden his phobia from everyone. He hates the water and has a morbid fear of being eaten by some large aquatic predator. Nikki is welcoming and friendly; he dreams of expanding the tavern and seeks wealthy backers.

What's Going On?

While the characters are at the Slippery Mermaid, one or more things from the list below may occur:

1. **Quiet Tavern**: The taproom is quiet, and the few regulars—mostly old folk no longer able to work—present quietly nurse their drink and ignore the characters.
2. **Delivery**: The tavern is having an ale delivery, and the staff are busy rolling the barrels through the taproom and behind the bar.
3. **Near Empty**: A young boy industriously sweeps the floor while a lady of the night rests at a table after a busy shift. Both ignore the characters unless approached.
4. **Busy Tavern**: The taproom is busy, filled with hard-drinking fisherfolk relaxing after a hard day. All goes quiet when the characters arrive. Slowly, the hubbub of conversation returns as the characters reach the bar.
5. **No Ale**: During a busy night, the tavern runs out of ale. With no choice, Serafiina (see "Notable Folk") is forced to discount her wines and spirits to keep her customers happy. Excessive drunkenness ensues.
6. **A Bard**: Serafiina (see "Notable Folk") has offered a wandering performer the chance to perform at the Slippery Mermaid. She's not paying them; after each performance, the performer, Aapro Ikävalko (NG male human fighter 3), works his way around the common room looking for tips.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Hard-Up Fisherman**: Filppu Kalpio (N middle-aged male human) needs money and will take risks to get it. He approaches the characters and offers to sail them to Aralivar's Isle for 5 gp. He spins many yarns about the treasure said to yet lie buried on the island.
2. **Brawl Brewing**: A brawl is brewing; two rival crews are in the common room, and both are drinking heavily. The two crews engage in low-level sabotage of the other's vessel—dragging their nets, slashing sail and so on. The problem is coming to a head, and violence will ensue. Even the least perceptive character can sense the tension in the air.
3. **Rumours Swirl**: The regulars are discussing several new rumours when the characters arrive. Roll 1d4 times on "General Whispers & Rumours" to determine what the characters overhear.
4. **Morose Regulars**: The regulars are morose. One of their number has disappeared at sea and has suffered a fate unknown. The sailor—or his fishing boat—hasn't been seen for a week, and he is assumed dead.
5. **Good Catch**: The customers are happy—the catch has been fantastic over the last few days, and many of the fisherfolk are drinking a good proportion of their good fortune. Laughter and sea shanties fill the air.
6. **A Bard!**: As "What's Going On? #6 but Aapro stops at the characters' table and introduces himself. He's keen to ingratiate himself with potentially wealthy adventurers and offers to compose an epic poem celebrating their glorious heroics. Such a valuable service would require weeks, however, and he'd need to be on a retainer to give the project his best attention.

B7: Ihalempi's Plank & Nail

The sound of hammering and sawing fills the air near this private dock and shingle beach. Several fishing boats—in various states of repair—are pulled up on the beach.

The shipwrights of Ihalempi's Plank & Nail have the only dry dock on Solonor Isle and, consequently, it is the only place a large vessel can be repaired for scores of miles in any direction. Most of the work here is carried out on fishing boats and the like, but sometimes a merchant ship puts in here after a skirmish with pirates or an attack by some large aquatic predator.

The Offering

Ihalempi's Plank & Nail is the only shipwright of note on Solonor Island. For all that, prices for locals—or regular customers—are surprisingly reasonable.

Notable Folk

Certain folk are often encountered at Ihalempi's Plank & Nail:

- **Kuura Ihalempi** (N old male human [commoner]) runs the family business. He is a third-generation shipwright, and his skills and knowledge are much in demand.
- **Rikiina Ihalempi** (N middle-aged female human [commoner]) works alongside her father and knows that one day, the yard will pass to her.
- **Penna Ihalempi** (CN young male human [commoner]) works at the yard but doesn't really care much for the life. Penna loves sailing, and the only part of the job he likes is when he takes a ship out to test its repairs. Penna is wild, unpredictable and ill-disciplined; both his mother and grandfather despair at his attitude.

What's Going On?

While the characters are at Ihalempi's Plank & Nail, one or more things from the list below may occur:

1. **Arguing Fisherfolk**: Two fisherfolk have arrived at Ihalempi's Plank & Nail at the same time, and both of their vessels need the yard's attention. Naturally, both believe they got here first, and the pair are arguing loudly as both need their boats to feed their families.
2. **Busy**: The sound of hammering and sawing—the business of shipbuilding and repair—fills the air.
3. **Haggling Merchant**: A merchant has just arrived in Bleakhaven and needs some critical repairs to their ship. They are haggling with Kuura (see "Notable Folk") when the characters arrive.
4. **Yard Closed**: The yard is closed when the characters arrive and will remain closed for the rest of the day.
5. **Ship Leaving**: As the characters arrive, the dry dock finishes refilling, and the gate opens. Sailors in rowboats slowly pull a repaired ship out into the harbour.
6. **Dolphin**: A dolphin is in the harbour, and several workers have gathered to watch it.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Fishing Boat for Sale**: Ihalempi's Plank & Nail is selling a fishing boat which they have recently repaired and refitted. The boat is for sale for 1,950 gp, but hard haggling could reduce this price a bit.
2. **Yard Full**: Ihalempi's Plank & Nail is backed up with several months' worth of work. If the characters have a damaged vessel that needs repairing, they must wait or pay over the odds.
3. **Yard Quiet**: Ihalempi's Plank & Nail has a dearth of work at the moment, and the yard's shipwrights can immediately start work on the characters' vessel—that doesn't mean Kuura won't try to charge a premium for getting started immediately, though.
4. **Shortage of Raw Materials**: Ihalempi's has run short of a critical raw material such as seasoned wooden planks, sails or tar. Work requiring the relevant material is not possible until supplies arrive—which could take a week to a month or more.
5. **Accident**: The characters arrive mere minutes after a horrible accident in which a worker has broken a leg or arm. Chaos reigns when the characters arrive. If they can help with magical healing, Kuura is grateful.
6. **Dry Dock Doors Jammed**: Plank & Nail's dry dock gate has jammed, which means the dock cannot be flooded or drained, and any ship therein is trapped until the door's mechanism is fixed.

B8: The House of Silver and Gold

A freshly painted sign depicting a stream of gold and silver coins hangs over the door of this well-kept building.

The House of Silver and Gold is a moneychanger, jeweller and loan bank. Locals call the place "Silver 'n Gold" and have little need for its services. Few fisherfolk have many coins to change, the inclination to buy jewellery or the collateral to afford the house's interest rates. This is a place for the town's traders, visiting merchants, adventurers and others with, or the need for, coin.

A sign above the door clearly states that this place is under the watch and protection of the town.

The Offering

The House of Silver and Gold is a moneychanger, jeweller and loan bank:

- **Moneychanging**: Customers can change coins for a 5% fee. Typically, adventurers and merchants prefer to travel with gold or platinum, and Rauna Kaleva (see "Notable Folk") keeps a plentiful supply of both in her vault.
- **Loan Bank**: Customers can arrange loans of varying amounts, depending on the collateral they offer in

exchange. Interest rates are variable and negotiable but never drop below 10% a year.

- **Jeweller**: The House of Silver and Gold offers a variety of rings, earrings and the like for sale. Most such items cost 50 gp or less. Rauna Kaleva is also interested in buying gems and jewellery from adventurers but never offers more than 50% of their full value. See "What's For Sale?" to determine what is available.
- **Secure Storage**: The House of Silver and Gold has a secure vault in its cellar, and Rauna will use it to store customers' items for a small few. This fee is at her discretion and depends on what is to be stored. She does not knowingly store stolen goods, contraband and the like.

Notable Folk

Certain folk are often encountered at the House of Silver and Gold:

- **Rauna Kaleva** (LN middle-aged female human [commoner]) runs the House of Silver and Gold and has a reputation as a fair, if a little inflexible, businesswoman. She has an excellent memory for names and faces and keeps extensive records of all her business dealings.
- **Hilppa Ilakka** (LN male human fighter 3 [veteran warrior]) works here because he secretly loves Rauna. He is besotted with the older woman and dreams of winning her hand. Consequently, he is enthusiastic and diligent. He is Laaus's twin.
- **Laaus Ilakka** (LN male human fighter 3 [veteran warrior]) knows of his twin's love for Rauna but thinks it is a hopeless, doomed love. He wants to move on and see the world, but a sense of familial obligation stops him.

What's Going On?

While the characters are at the House of Silver and Gold, one or more things from the list below may occur:

1. **No Customers**: The House of Silver and Gold has no other customers, and the characters get prompt service.
2. **Sweeping**: One of the shop's assistants is cleaning up outside the shop. They stop sweeping to respectfully open the door for customers.
3. **Two Guards**: Both Hilppa and Laaus are present today. They are vigilant but respectful. One stays inside, while the other stands outside.
4. **Closed**: The House of Silver and Gold is closed. This could be because the shop hosts a favoured, important customer, Rauna Kaleva (see "Notable Folk") is away at a meeting, and so on.
5. **Shop Busy**: The House of Silver and Gold is busy, and the characters must wait some time for service. If they make a scene and demand quicker service, this does not go over well with Rauna.
6. **The Warden Visits**: Tahvana Kaukiainen (location 22), the Warden of Bleakhaven, visits the shop to chat with Rauna. He exchanges pleasantries with the characters and, if they acquit themselves well in the ensuing conversion, invites them to dinner at Bleakhaven Hall in a week's time.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Closed**: The House of Silver and Gold is closed; the characters will have to come back another time.
2. **Rauna Available**: Rauna Kaleva (see "Notable Folk") is available and has little else to do; she takes a personal interest in the characters and serves them herself.
3. **Gems Wanted**: Rauna Kaleva (see "Notable Folk") is collecting gems—both cut and uncut—for a customer in Ashlar. She enquires if the characters have any for sale and offers them a good price if they have suitable gems.
4. **Stocked Up**: Rauna Kaleva (see "Notable Folk") has more than enough gems at the moment and does not want to buy any more. Even if the characters persuade her to take what they have for sale, she does not give them a good price.
5. **No Guards**: Both Hilppa and Laaus are on a rare day off together. Consequently, the shop is without its normal vigilant guards.
6. **Opportunistic Thief**: Both Hilppa and Laaus are on a rare day off together. Consequently, the shop is without its vigilant guards. As the characters browse the shop, they notice a man, Konrad Ikitiera (NE male human thief 2), slip something into his pouch before swiftly making for the door. If the characters stop the theft, they gain Rauna's gratitude.

What's For Sale?

Rauna often has special items for sale—things sold, abandoned or forgotten by her customers. When the characters arrive at the House of Silver and Gold, there is a 50% chance that 1d2 of the following items is for sale. Use each entry only once:

1. **Platinum Ring (200 gp)**: Of curious design, this old platinum ring is oddly beautiful in a terrible way. The ring's head is wrought to depict a gaping, be-fanged snake's head. The snake's fangs are yet sharp.
2. **Gold Earrings (50 gp)**: These large hooped earrings are almost too large for a human to wear.
3. **Butterfly Brooch (50 gp)**: Of elven artifice, this beautiful butterfly brooch is wrought from pure silver.
4. **Old Coins: (var.)**: Of interest to collectors, these old coins come from a variety of distant lands.
5. **Heavy Gold Chain (100 gp)**: The heavy gold chain is the kind of thing a merchant or official would wear.
6. **Gold Ring (250 gp)**: This gold ring bears the crest of a fallen noble house—crossed longswords over a rampant goose beneath a blazing sun.

B9: The Lawgiver's Chapel

Ornate carvings depicting scenes of community and togetherness adorn this richly appointed chapel.

Herein, gather the worshippers of Conn (N greater god of community, family and rulership) to give praise to their lord. Most townsfolk pay lip service to Conn, but services are not well attended; most folk prefer to placate the Storm Mistress given their probable connection with the fishing trade.

Notable Folk

Certain folk are often encountered at the Lawgiver's Chapel:

- **High Priestess Tiina Antero** (LN female human cleric [Conn] 7; Appendix D) believes in the purity and sanctity of the law and in its use as both a weapon and shield to protect Bleakhaven from the "tides of chaos seething about it", as she often rants in her sermons.
- **Mauno Kokko** (LN male human cleric [Conn] 5 {priest}) adheres to the letter of the law and is an implacable enemy of all lawbreakers—no matter how good the reason for the unlawful actions. He has a soft spot for cats and has a half-dozen of them; they patrol the chapel and its surrounds, ably hunting for pests and vermin.
- **Arvi Jurva** (LN male human cleric [Conn] 1 [acolyte]) hails from Ashlar and doesn't like life on the frontier. He exudes unhappiness but does his best to guide the congregation. Arvi is the son of a wealthy merchant who thought having a son in the clergy could benefit the family business.

The Offering

Training, advice and spellcasting services can all be had at the Lawgiver's Chapel:

- **Spellcasting**: Tiina Antero can cast up to 4th-level spells, while other priests at the chapel can cast up to 3rd-level spells. The cost for such spellcasting is as follows: cantrips cost 5 gp, 1st-level spells cost 10 gp, 2nd-level spells cost 40 gp, 3rd-level spells cost 90 gp and 4th-level spells cost 160 gp. Followers of Conn enjoy a 10% discount on these prices. If a spell requires a consumable costly material component, the character must also meet that cost.
- **Training**: Priests of Conn of up to 6th level can train to gain levels at the Lawgiver's Chapel at a 25% discount on the normal cost.
- **For Sale**: The clergy offer holy water for sale (25 gp per vial) and sometimes also have minor wondrous items for sale. However, they only sell such items to folk who they see as friends of Bleakhaven. When the characters visit the chapel, there is a 25% chance that 1d2 of the following items is for sale.

    1. **Law and Duty (100 gp)**: This heavy and oversized copy of the Lawgiver's holy book features beautiful illuminations on the inner pages and a blessing from Tiina Antero (see "Notable Folk") on the inside cover. The book weighs 20 lbs. and would make an excellent gift for a believer, sage or other learned person. It is not particularly portable.
    2. **Clasped Hands Symbol (150 gp)**: This symbol wrought of white gold has a prayer to Conn etched on its rear in beautiful, flowing script. The symbol hangs on a silver chain. On command, the symbol glows with a soft, wavering radiance equal to that of a candle. In power, this effect is equivalent to a 1st-level *light* spell.
    3. **Treasure Map (50 gp)**: This scrap of parchment bears a crude map showing the location of buried treasure. Apparently, it was made in a hurry by a party of adventurers forced to leave a coin-hoard behind in the wilderlands. They buried the treasure but never returned to dig it up.
    4. ***+1 Silver Dagger* (500 gp)**: Forged long ago by the elves, this slender dagger of magically hardened silver has a worn haft and a small ruby set in its pommel. The sheath it fills is clearly not original.
    5. **Light Mace (320 gp)**: The head of this well-balanced light mace is forged in the shape of a clenched fist. The mace's shaft comprises beaten steel into which is etched a prayer to Conn.
    6. **An Indulgence (var.)**: For a fee, a penitent can gain absolution for a minor transgression of the law or of Conn's teaching. Such a transgression comes in the form of a beautifully illuminated scroll.

What's Going On?

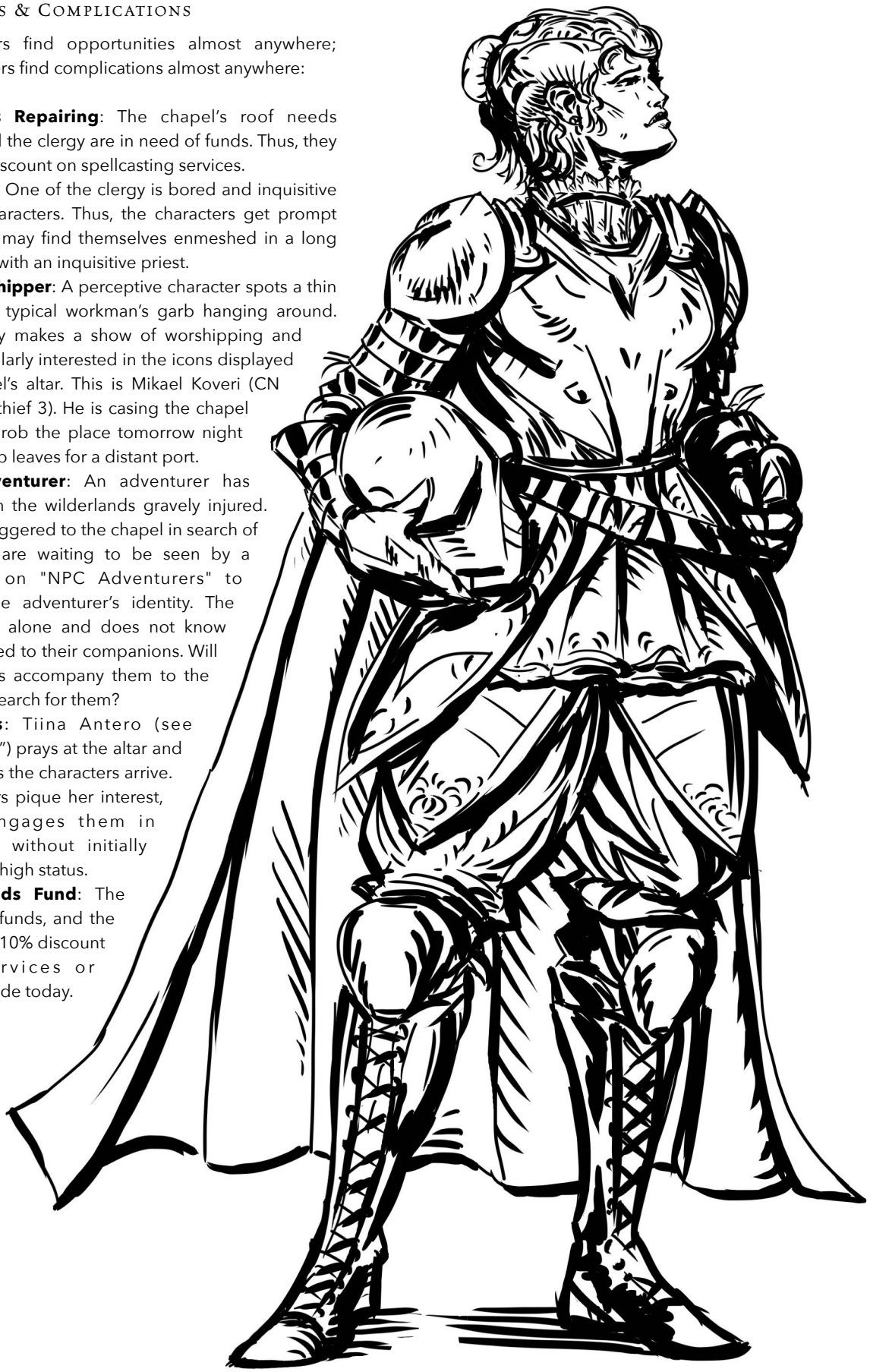
While the characters are at the Lawgiver's Chapel, one or more things from the list below may occur:

1. **Service**: A service is in progress, and the characters must wait to speak with a priest.
2. **Priests in Conclave**: Several of the temple's clergy are deep in a theological conversation; only religiously knowledgeable characters can follow the argument.
3. **Judgement**: Mauno Kokko (see "Notable Folk") is judging a minor property case and is hearing testimony from interested parties. This process is long and drawn out, much to the frustration of almost everyone involved.
4. **Workmen**: Workmen are erecting wooden scaffolding so they can inspect the roof for leaks. A bored priest watched their progress.
5. **Few Worshippers**: A few worshippers—engaged in quiet, private prayer—are at the chapel, but otherwise, nothing is going on.
6. **Atypical Service**: When the characters arrive, a wedding or funeral is being held at the chapel. The characters must wait respectfully for the service to end before a priest is available to speak with them.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Roof Needs Repairing**: The chapel's roof needs repairing, and the clergy are in need of funds. Thus, they offer a 25% discount on spellcasting services.
2. **Bored Priest**: One of the clergy is bored and inquisitive about the characters. Thus, the characters get prompt attention but may find themselves enmeshed in a long conversation with an inquisitive priest.
3. **Dodgy Worshipper**: A perceptive character spots a thin man wearing typical workman's garb hanging around. The man only makes a show of worshipping and seems particularly interested in the icons displayed on the chapel's altar. This is Mikael Koveri (CN male human thief 3). He is casing the chapel and plans to rob the place tomorrow night before his ship leaves for a distant port.
4. **Injured Adventurer**: An adventurer has returned from the wilderlands gravely injured. They have staggered to the chapel in search of healing and are waiting to be seen by a priest. Roll on "NPC Adventurers" to determine the adventurer's identity. The adventurer is alone and does not know what happened to their companions. Will the characters accompany them to the mainland to search for them?
5. **Tiina Prays**: Tiina Antero (see "Notable Folk") prays at the altar and finishes just as the characters arrive. The characters pique her interest, and she engages them in conversation without initially revealing her high status.
6. **Church Needs Fund**: The faithful need funds, and the clergy offer a 10% discount on any services or purchases made today.



B10: Asikka's Place

Flanked by neat rows of two-storey buildings, this short cobbled street is obviously a hub of commerce. The clamour of commerce fills the air. Signs—proclaiming the trade of the artificers within—hang from each of the buildings.

Jaakko Asikka is a priest of Abarin (N greater god of industry and artifice) and a successful merchant who makes his living serving the needs of Bleakhaven's visitors. He has gathered in his employ a selection of skilled artificers—tailors, cobblers, woodworkers, metalworkers and the like. He even has an alchemist in his employ. His place of business resembles more of a small marketplace than a merchant's shop.

Asikka's Place comprises a short cobbled street—more of an alley—flanked by small shops on both sides. Asikka himself lives in a stone two-storey building at the end of the alley while the various artificers in his employ (and their families) live above their places of work.

The Offering

The trades and products on offer at Asikka's Place are diverse. They include:

- Tailor
- Cobbler
- Woodworker
- Leatherworker
- Metalworker
- Bowyer/Fletcher
- Alchemist

Notable Folk

Certain folk are often encountered at Asikka's Place:

- **Jaakko Asikka** (N male half-elf cleric [Abarin] 5; Appendix D) came to Bleakhaven many years ago with a dream to bring innovation and progress to the frontier. It has been a long, slow process. A wealthy man, he has laboured long and hard to bring Abarin's worship to Solonor. Jaakko has interesting ideas about social and commercial organisation that could change the dynamics of society—if he was able to experiment on a large enough scale.
- **Stiina Lempinen** (N female human [merchant]) loves working for Jaakko; he encourages her to take risks and push the bounds of her alchemical understanding, and in this she needs little encouragement; her small shop is often the venue for some kind of exciting experiment. She is popular with local children for she sometimes crafts colourful pyrotechnics to entertain them.
- **Heikki Otava** (N male human thief 4) works for Jaakko as a watcher. Jaakko is aware of the dangers of thievery to his enterprise and so has hired a thief to watch over his business and employees. Heikki is skilled in the arts of acting and disguise and assumes many different roles while carrying out his duties.

What's Going On?

While the characters are at Asikka's Place, one or more things from the list below may occur:

1. **Relaxed Shoppers**: A few visitors mooch about the shops at Asikka's Place. The place seems quiet.
2. **Urchins**: A few young children play in the street in between, asking visitors for any spare coppers they might have.
3. **Alley Cleaner**: A nondescript man sweeps up rubbish before dumping it in a wheelbarrow. This is Heikki (see "Notable Folk") watching over the street.
4. **Busy**: Many folk are visiting Asikka's Place; perhaps a group of adventurers have returned from a foray into the wilderlands, or a ship has recently put into the harbour.
5. **Strange Smell**: An odd smell that makes one's nostrils tingle fills the air. It is strongest near the alchemist's shop; other shoppers are giving the place a wide berth.
6. **Repairs**: A small group of labourers is repairing a section of sunken cobbles. A wagon filled with tools and material partially blocks the street.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Argument**: Two of the artificers are arguing about some trivial matter, and the pair may soon come to blows.
2. **Asikka Out and About**: Asikka is wandering the street, chatting with the various artificers in his employ. If he spots the characters, the friendly man introduces himself. He is always keen to get the measure of new visitors and is on the lookout for a fellow worshipper of Abarin.
3. **Another Adventurer**: Another adventurer who has time to kill has come to Asikka's Place. Roll on "NPC Adventurers" to determine their identity. They are happy to chat with like-minded individuals.
4. **Talkative Urchin**: A few young children play in the street in between, asking visitors for any spare coppers they might have. Giving an urchin money is a mistake—word quickly gets around, and the characters are besieged by peasant children eager for free money.
5. **Closed**: Oddly, every shop on the road is shut; Asikka has called a meeting to discuss matters of import.
6. **Pick Pocket**: A daring urchin, Lauri Ilma (CN male human), tries to pick a character's pocket; they likely fail and then run off. Other urchins try to cover their escape.

B11: The Hole in the Wall

This white-washed two-storey building has but a few windows, and they are all shuttered. Faint sounds of merriment come from within. A picture painted onto the whitewash depicts a cave entrance.

This tavern—affectionally known as "the Hole" by regulars—caters to the fisherfolk and mariners visiting Bleakhaven. It's dark, cosy and a no-frills kind of place. The Hole in the Wall offers no food; rather, it is a place you can visit after a hard day at sea to drink and relax.

The Hole in the Wall does not offer its rooms for overnight hire; instead, it rents them by the hour. Courtesans and doxies—of both sexes—work here. Some are locals, while others have come to Bleakhaven seeking their fortune or perhaps fleeing from someone or something.

The Offering

Drink and exceptionally temporary "accommodation" can be had at the Hole in the Wall:

- **Food & Drink**: Mug of ale (4 cp), pitcher of good wine (2 sp), pitcher of bad wine (1 sp).
- **Accommodation**: The Hole in the Wall rents its rooms by the hour (1 sp).

Notable Folk

Certain folk are often encountered at the Hole in the Wall.

- **Helena Jurva** (CG female human fighter 2 [veteran archer]; Appendix D) runs the Hole in the Wall and is fiercely protective of her workers. Helena has seen much of the world but has settled in Bleakhaven because she likes the atmosphere. She purchased the tavern from the previous owner and is busily engaged in improving it. In addition to her skills as an archer and ostler, she is an excellent woodworker.
- **Eeva Miekka** (N female human [commoner]) works at the Hole in the Wall because to return to her home town would mean death. There she is accused of murder, and she cannot prove her innocence. She perpetually worries that someone will recognise her.
- **Kerttu Ilakka** (N middle-aged female human [commoner]) grows increasingly cynical as she ages. She knows that soon she'll be too old for her line of work and that she must find a new way to support herself; a wealthy "friend" would be ideal. She is on the prowl.

What's Going On?

While the characters are at the Hole in the Wall, one or more things from the list below may occur:

1. **Packed**: The tavern is packed; most of the customers are fisherfolk here to forget the day's hardships.
2. **Quiet**: The tavern is quiet, and the characters can easily find a seat. The atmosphere is subdued.
3. **Fixings**: While it is quiet, Helena Jurva (see "Notable Folk") is working on repairing a table. Happily focused on her task, she hums quietly to herself.
4. **Angry Customer**: An angry customer storms out of an upstairs room, shouting loudly. They stomp down the stairs, still shouting and leaving, slamming the tavern's door behind them.
5. **Packed and Loud**: The tavern is busy, and the patrons are in good form tonight. Occasionally, the throng breaks into sea shanties; everyone joins in.
6. **Short Staffed**: The tavern is short-staffed—Eeva Miekka (see "Notable Folk") has not turned up for her shift because she thinks she recognised a visitor from her home town.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Want Company?** Once the characters have got their drinks and settled at a table, a doxy approaches them and asks if anyone would like company.
2. **Quiet**: The tavern is quiet, and the characters can easily find a seat. The workers are happy to chat and know much about local goings on. The characters can learn 1d4 rumours if they spend 1d4 gp on drinks and the like.
3. **Argument**: Two seamen argue over the company of one of the tavern's doxies. The argument rapidly escalates, and a brawl ensues.
4. **Annoying Drunk**: One of the customers is exceptionally drunk and fancies a chat with the characters. They do not take any hint to go away short of a threat of violence.
5. **Other Adventurers**: The characters are not the only adventurers in the tavern. Roll 1d4 times on "NPC Adventurers" to determine who else is present.
6. **Chatty Kerttu**: Kerttu Ilakka (see "Notable Folk") likes to get to know new customers, and so she comes over to introduce herself; she brings a round of drinks—she has learnt this almost always gets her a seat at the table.

Encounter: New Friends

Visitors to Bleakhaven often end up at the Hole in the Wall —sometimes out of mere curiosity or boredom. Thus, this is a good place to encounter other adventurers, mercenaries, sailors and the like. If the characters seek a hireling, henchperson or a new member to their party this is a good place to seek out such a person.

Brawls are not uncommon here—the combination of alcohol and "high expectations" can fuel misunderstandings and the like. A brawl is a great opportunity for the characters to meet a likeminded adventurer—perhaps the newcomer saves a character from a savage beating—and a new friendship is formed.

B12: Mieho's

A sign depicting a bed hangs over the entrance to this unassuming two-storey building.

Here dwell visitors to Bleakwater too poor or frugal to pay for better accommodation. Mieho's is a no-frills boarding house. The rooms at Mieho's are basic, but at least they are dry and relatively safe. The boarding house is also a good place to lie low; no one here is overly interested in asking—or answering—questions. The main building stands near several outbuildings—mainly used for storage and the like.

The Offering

Mieho's is a boarding house and offers cheap, no-frills accommodation for those unwilling or unable to pay for anything better:

- **Accommodation**: Guests at Mieho's can stay in the dormitory (1 sp per night) or rent one of the spartan private rooms. Mieho's has five single rooms (1 gp per night) and one large room that can sleep four people (3 gp per night).
- **Stabling**: Mieho offers basic stabling for its guest's mounts, but such facilities are rarely used.
- **Lifestyle**: Characters staying at Mieho's can enjoy a poor (2 sp/day) or modest (1 gp/day) lifestyle.

Notable Folk

Certain folk are often encountered at Mieho's:

- **Vilina Mieho** (N middle-aged female human [commoner]) owns and runs Mieho's, as did her father before her and his mother before him. She is a busy, no-nonsense woman who has had much of her kindness and compassion leached out of her by the constant sob stories of her clientele. Vilina's philosophy is simple: if you want something, you must pay for it.
- **Jegor Mieho** (NG male human [commoner]) works as a handyman. Son of Vilina, he is the only one of her children to work at the boarding house. Jegor is compassionate and wants to help people; this infuriates his mother who sees him as weak and gullible. Jegor is good at his job and can fix almost anything given enough time and the right tools.
- **Klaus Hellikki** (N middle-aged male human [commoner]) does odd jobs around town while living at Mieho's. Actually, he is the boarding house's longest resident. He is scrawny, unshaven and a familiar sight around Bleakhaven. Klaus can be encountered almost anywhere in town repairing a wall, painting something, labouring or otherwise engaged in physical tasks. He's a man of few words, but he sees much of what goes on. He's happy to share his observations—for a price.

What's Going On?

While the characters are at Mieho's, one or more things from the list below may occur:

1. **No Room**: Mieho's is full and has no space for tonight.
2. **Rooms Available**: The boarding house has several small, poorly furnished rooms available. The rooms are draughty and grimy but cheap.
3. **Get Out!**: As the characters arrive, Vilina Mieho (see "Notable Folk) is ejecting a customer who can no longer afford their room. Kosti Lemmäs (CN male human **commoner**) is lazy and can't be bothered to work, hence his low station. He is an indifferent sailor but a good drinking companion—if he is not paying.
4. **Laughter and Song**: Sounds of merriment filter out of the dormitory's windows. Some of Mieho's clientele are getting to know each other over a few drinks.
5. **Fight!**: Two of Mieho's guests have got into a fight and roll around the courtyard kicking and punching each other. No one seems bothered enough to intervene.
6. **Aimless Guests**: A few of Mieho's guests lounge in front of the building or watch the street from the windows above. None of the guests seem in a hurry to do anything or go anywhere.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Lounging Seaman**: A scruffily dressed man lounges outside the boarding house. Pekka Janakka (N male human fighter 2) is a seaman temporarily between berths as he waits for a vessel going to the right port. He has got nothing to do and all day to do it. He's bored and strikes up a conversation with the characters. He knows 1d2 rumours.
2. **Beating a Rug**: Jegor is beating a threadbare rug clean when the characters arrive. He is only too happy to stop and chat with them. If he can help the characters—without placing himself in danger—he will.
3. **Jegor on Duty**: Vilina is out on business, and Jegor is overseeing the boarding house. He is friendly and welcoming. Perceptive characters may realise they can get a good deal from the trusty and friendly handyman.
4. **Aggressive Seaman**: As #1 above, but Pekka has taken issue with being evicted and is threatening Vilina with dire bodily harm if she makes him leave. A character intervening on Vilina's behalf earns her gratitude.
5. **Aimless Guests**: As #5 in "What's Going On?" but a few of the aimless loungers are available for hire if the characters need cheap, unskilled labour. All are happy to work on a day rate—as long as the work involves no danger (and preferably little effort).
6. **No Room**: Mieho's is full and has no single rooms available—unless the characters pay well over the odds.

B13: Coffinswell

A low stone wall surrounds this disused boarded-over well. Weeds grow around the well.

Coffinswell is no longer in use. Forty years ago, a group of workmen deepening the well broke into what appeared to be a crypt. Before they retreated and sealed up the crypt, they discovered several sarcophagi of curious shape and design in the crypt. The workmen walled up the entrance they had made into the crypt. Subsequent diggings deepened the well, and the water level rose, hiding the crypt's entrance. Since then, the superstitious locals have ascribed all manner of illnesses and even curses to the well's water. Now, none willingly draw water from it.

Notable Folk

Certain folk are often encountered at Coffinswell:

- **Aili Ihalempi** (N female human [commoner]) hangs about Coffinswell most mornings. She rarely sleeps well, and her dreams often feature the well in some form or another. Some people think she is mad; she might not be mad, but she is obsessed with the place. She has scraggly brown hair and wears a patchwork shawl of many colours pulled tight around her thin shoulders.
- **Damuzi Nagsu** (CE male human vampire) slumbers in his coffin-prison as he has done for centuries. Trapped by a rival and buried here as a (un)living punishment, he has long "outlived" the feud that saw him incarcerated here. A literal shrivelled husk of his once vital unliving glory, Damuzi has learnt to send his consciousness forth to suckle upon the mental energy of those who slumber nearby. In this way he has managed to draw sustenance and to survive. He awaits the day he is freed.

What's Going On?

While the characters are at Coffinswell, one or more things from the list below may occur:

1. **Children Playing**: A few children play near the well. They are running around and throwing sticks at each other; the rules of the game are not entirely clear.
2. **Malevolent Crow**: A large black crow perches on the wall encircling the well. It fixes its eyes on the characters and caws loudly. If approached, it caws again loudly before flying away.
3. **Hurrying Townsperson**: A townsperson walks hurriedly past the well. A perceptive character notices the person casts only a brief look at the well and makes a sign to ward off evil.
4. **Old Man**: An old man gazes thoughtfully at the well from the shadow of a nearby building. He is in no mood to talk with strangers and wanders away, muttering to himself if engaged in conversation.
5. **Dark Shadows**: The well's low wall seems to cast an uncommonly deep, long shadow on the ground. A perceptive character notices that townsfolk passing by go out of their way to avoid walking in the shadow.
6. **Watchful Cat**: A cat sits motionless atop the well's boards, its yellow, unblinking eyes taking in all that occurs nearby. After a while, it jumps up and stalks away.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Naughty Child**: Bored, a child kicks at the stone wall and then tries to lever up one of the well's boards. A passing labourer quickly intervenes and cuffs the child around the ears.
2. **Odd Noises**: Muffled noises—subdued splashing and moaning—emanate from the well. Any nearby locals resolutely ignore the sounds.
3. **No One Around**: No one is around when the characters reach Coffinswell. If they plan to investigate the well, they have no witnesses. (Although passersby will notice the well's lid has been removed.)
4. **Dead Man**: A man lies on his front in the shadow of the well's low wall. Investigation reveals the man is dead—slain by a single, brutal thrust to his heart. The murder weapon is nowhere in sight. Oddly, the man's ample coins purse remains on his belt.
5. **Miasmic Vapours**: A perceptive character spots wisps of a faint, mist-like vapour rising from the well. The effect is brief, and no one else notices it. Perhaps it was a trick of the light.
6. **Odd Smell**: A strange, musty smell hangs in the air about the well. A stiff breeze soon disperses the smell, which had a slight resemblance to rotting flesh.

Encounter: Fallen In

An inquisitive child—dared by his friends—has pried up the boards covering Coffinswell and climbed into the well. Inevitably, the child has fallen and cannot get out and is in danger of drowning. A small crowd quickly gathers—drawn by the cries for help—but no one makes a move into the accursed well.

If the characters help extract the child one of them will likely have to climb into the well as the child is too scared to hang onto a rope dropped down to them. If a character does enter the well during the course of the rescue they notice something odd low down just above the water level. It looks like a natural passageway once intersected the well but that it has been sealed with large mortared stones. One of the stones has fallen away to reveal a narrow part-flooded passageway leading away into the darkness. The crypt holding Damuzi Nagsu's (see "Notable Folk") oddly shaped sarcophagus lies at the end of twisting passage.

B14: The Merry Wanderer

This inn has the look of a well-maintained quality establishment. Its sign—that of a smiling traveller—is freshly repainted, and hanging baskets filled with flowers hang from its frontage.

This traveller's inn serves the steady trickle of visitors coming to Solonor who have the coin to spend on good accommodation. The inn boasts outbuildings, a small (rarely used) stable and guest accommodation along with a shrine dedicated to Behron (N lesser god of travel) centred around a statue of a man leaning on a quarterstaff.

Bleakhaven's wealthy folk also come to the Merry Wanderer; the food here is the best in Bleakhaven, and it is a good place to meet and do business with wealthy visitors.

The Offering

Food, drink and accommodation can all be had at the Merry Wanderer:

- **Food & Drink**: Meal (smoked fish and vegetables, fish or chicken pie; 3 sp), mug of ale (4 cp), pitcher of good wine (2 sp).
- **Accommodation**: Guests cannot sleep in the common room but must instead take a private room. Rooms are large and comfortably furnished. One-, two- and four-bed rooms are available for 5 sp, 1 go and 4 gp per night, respectively. All rooms have locks on their doors and sturdy shutters on the windows. The inn has two suites available for well-to-do clients (4 gp per night).
- **Horse and Carriage**: Guests can hire the Merry Wanderer's carriage and horses for 5 gp a day. This price includes a skilled coachman and an attentive, brawny attendant armed with a cudgel to keep the riff-raff away.
- **Lifestyle**: Characters staying at the Merry Wanderer can enjoy a modest (1 gp/day), comfortable (2 gp/day) or wealthy (4 gp/day) lifestyle.

Notable Folk

Certain folk are often encountered at the Merry Wanderer:

- **Matias Kaukiainen** (LN middle-aged male human {merchant}) owns the Merry Wanderer and loves his work. Sociable and kind, Matias is a popular host and a respected pillar of the town's community. Owning the Merry Wanderer gives him access to all manner of contacts and opportunities, and he is widely thought of as a "fixer"—someone who can ensure the right people meet. From humble beginnings, he has risen far.
- **Hannes Arijoutsi** (N middle-aged male human [commoner]) works at the Merry Wanderer as a server behind the bar and an odd-job man. He is handy and knows many practical skills; he is also an excellent judge of character and enjoys watching the customers and making up stories about them.
- **Iikka Otava** (NG male human fighter 2) hides in Bleakhaven after a mistaken case of identity forced him to flee Languard, the capital of Ashlar. Wanted in Languard for several murders he did not commit Iikka now works here as a barman and (rarely needed) bouncer. He is affable but volunteers little about himself. He owns a heavy cudgel and accompanies wealthy folk when they travel in the inn's coach.

What's Going On?

While the characters are at the Merry Wanderer, one or more things from the list below may occur:

1. **Quiet**: The Merry Traveller's taproom is quiet, and the few regulars—mostly visitors to the town quietly nursing their drinks. They ignore the characters.
2. **Delivery**: A wagon has pulled up the courtyard, and labourers are busy unloading boxes, barrels and sacks. The sound of their labour and conversation fills the air.
3. **Travellers at the Shrine**: A group of travellers visit the shrine to Behron to pray for a safe journey. They each leave a small offering before departing.
4. **Labourers Labouring**: A few labourers are in the courtyard making minor repairs to one of the buildings.
5. **Wagon Waiting**: One of the inn's patrons has hired a wagon to take them to Nemeton. The carter waits outside for his patron.
6. **Busy**: The taproom is busy—even crammed—and there are no spare tables; it's standing room only at the bar.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Rumours Swirl**: The regulars are discussing several new rumours, when the characters arrive. Roll 1d4 times on "General Whispers & Rumours" to determine what the characters overhear.
2. **No Rooms**: The Merry Wanderer is full for the night and has no rooms to let. Matias Kaukiainen (see "Notable Folk") apologises, but there is nothing he can do. He recommends the characters try Mieho's (location B12), the Flaming Hearth (location B17) or the Silverleaf Inn in Nemeton (location N5).
3. **Meeting Matias**: Matias (see #5 below) is in the taproom and speaks with the characters. He is interested in the party and its business but has an ulterior motive: how can he turn the characters' presence to his advantage and gain?
4. **Map For Sale**: Antti Koira (N male human fighter 3) needs to raise money for passage off Solonor. He has a treasure map showing Cold Brook Hollow in the Swerkwood. The map is illustrated with all manner of terrible and imaginative imagery. The map's legend tells of a treasure buried deep within the cave at the head of the ravine.

5. **Stories and Legendry**: Matias Kaukiainen has hired a bard, Edvard Janakka (NE male human thief 3), to entertain her customers. Unbeknownst to her, Edvard is a spy for the pirates of the Picaroon Peninsula. He has come here to watch the merchant ships coming and going and to get a feel for the town's defences. He makes an effort to meet any merchants in the inn.

6. **Inquisitive Ilkka**: Iikka (see "Notable Folk") thinks he recognises one of the characters from his days in Languard. This concerns him greatly, and he subtly attempts to learn more about the group and their reasons for being in Bleakhaven. If the characters learn of his interest, they might wonder why a simple tavern worker is so interested in them.

B15: Valtari's Lootarium

The faded sign of a chest overflowing with loot hangs above the front door of this neat and tidy building.

The retired adventurer Valtari Vasara runs this small shop which comprises the ground floor of his two-storey house. Valtari Vasara retired from adventuring two decades or so ago but couldn't bring himself to give up life on the frontier. Valtari's Lootarium was his compromise. He loves wheeling and dealing with adventurers, and haggling sessions with him can take hours—mainly because they involve much storytelling and drinking.

A large high-walled yard and a warehouse-barn lie behind his house. He stores the majority of his stock in the barn before shipping them off several times a year to more civilised places. He sells the bulk of his stock as scrap but also deals in the kind of things adventurers often liberate from the clutches of their slain foes.

Notable Folk

Certain folk are often encountered at Valtari's Lootariuum:

- **Valtari Vasara** (NG old male human ranger 8; Appendix D) loves life on the frontier and mixing with adventurers. He loves telling stories of the old days and has a great trove of lore regards the surrounding wilderlands. Still fit and strong as he approaches his 60th year Valtari trains every day with sword, shield and bow.
- **Turo** (N male dire wolf) survived the death of his druidic master and now lives with Valtari. Blessed with great intelligence, strength and size, thanks to the druidical bond with his dead master, Turo is the undisputed pack leader of Valtari's exceptionally well-trained half-dozen guard mastiffs.
- **Hille Vasara** (NG female human ranger 4) loves Valtari as a daughter loves her father. Hille is an orphan—her parents killed in a fishing boat accident—and has lived with the retired adventurer for over 20 years. In turn, Valtari sees her as his daughter. She shares his love of the outdoors and is an accomplished animal trainer.

The Offering

Valtari will buy virtually anything a group of adventurers bring back to town. He might not offer a good price, but he can be a reliable source of income. He even takes broken weapons, sundered shields and all manner of damaged equipment; to Viltari, everything has value.

What's Going On?

While the characters are at Valtari's Lootarium, one or more things from the list below may occur:

1. **Barking Dogs**: The barking of obviously large, powerful dogs reaches the characters' ears from over the wall of Valtari's yard. One near-ear-splitting bark silences the others instantly.
2. **Busy**: The Lootarium is busy; another adventuring party has just sold Valtari a literal wagonload of junk.
3. **Industrious Labourers**: Valtari has hired labourers to box up some of his merchandise as he prepares to send it to Ashlar for sale.
4. **Guard Mastiffs About**: Several of Valtari's large guard dogs lounge about the shop. All are tired and busily engaged in sleeping or dozing.
5. **Quiet**: The Lootarium is empty of other customers when the characters arrive. Thus, they receive prompt service.
6. **Closed**: The Lootarium is closed.

Opportunities & Complications

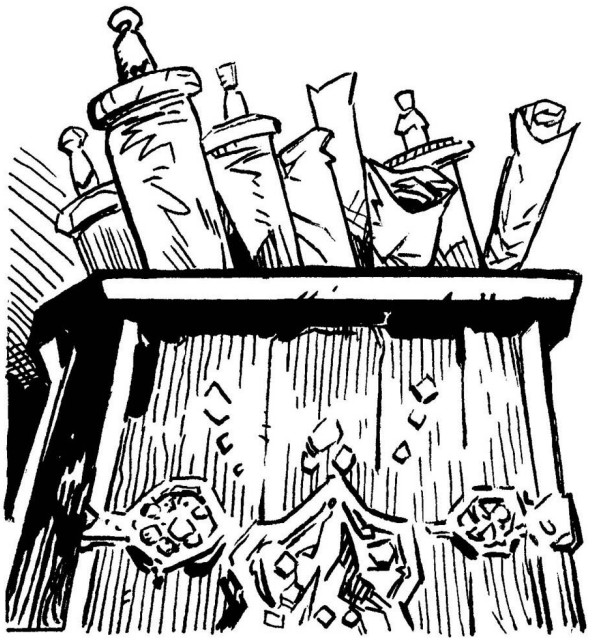
Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Turo Watches the Store**: Valtari is briefly elsewhere, and he has left Turo to watch the store. (Nothing ever gets stolen while Turo is around). Characters entering the shop are greeted by the sight of a huge wolf lounging half asleep on the floor. The dog immediately awakes when the characters enter and fixes them with a disconcertingly intelligent stare.
2. **Valtari Bored**: Valtari is bored; if the characters try and sell him something, they are in for an epic haggling session. Similarly, if they try to buy one of Valtari's special items, they are letting themselves in for similar treatment. Either way, however, they may learn some interesting facts about the wilderlands.
3. **Other Adventurers**: A group of 1d4 adventurers is at the Lootarium chatting with Valtari. (Roll on "NPC Adventurers".) A haggling session is about to begin. Characters in a hurry are likely to fail to conduct their business in a timely fashion.
4. **Dead Thief**: Last night, a thief tried to break into the Lootarium. Viltari's guard mastiffs tore the unfortunate apart. When the characters arrive, Valtari Vasara (see "Notable Folk") is wheeling a covered wheelbarrow from the shop's yard. Perceptive characters may spot blood dripping from the barrow.
5. **Practise**: The clamour of metal on metal tells of what appears to be a fight in the shop's yard. Investigation reveals that Valtari is doing his daily weapon practising. He stops practising when the characters arrive, takes a drink of water and then asks what he can do for them. He may challenge one of the characters to a practice bout—the result could affect the price of whatever the characters are trying to buy (or sell).
6. **Closed**: The Lootarium is closed, but a perceptive character hears sounds of work going on from the storage barn behind the shop. Characters investigating find Valtari cataloguing his recent purchases.

What's For Sale?

Viltari often has special items for sale. When the characters visit the Lootarium, there is a 50% chance that 1d2 of the following items is for sale. Use each entry below only once:

1. **Magic Arrows (50 gp each)**: This quiver holds five *+1 arrows*. The arrows are painted white and have red and blue fletchings.
2. **Travelling Pavilion (100 gp)**: A marvel of engineering and design, this small pavilion—suitable for a wealthy merchant or noble—fits into just four small sacks. It is large enough to sleep six human-sized individuals, and each sack weighs 15 lbs.
3. **Wilderland Map (10 gp)**: This map shows all the major landmarks, rivers and ruins of note on the mainland. It comes with a waterproof scroll case.
4. **Weatherproof Cloaks (5 gp each)**: These oversized grey cloaks are proof against all but the strongest rain. They each have a deeply cowled hood and voluminous sleeves and are designed to fit over armour.
5. **Crude Iron Medallion (25 gp)**: This seemingly crude and chunky iron medallion is crafted in the shape of a miniature dagger. The medallion has a secret, though: it contains a secret compartment big enough for a potion vial or other tiny object.
6. **Secondhand Equipment**: Valtari keeps a vast array of secondhand equipment in his warehouse, all available for only 75% of the normal price. Rolling this result indicates Valtari has exactly what the characters need.
7. **Scabbard (5 gp)**: This scabbard, sized for a longsword, is slightly too long for a normal weapon. The scabbard features a secret compartment at its tip sized to hold a potion or poison vial.
8. **Cracked Spyglass (400 gp)**: A small crack runs down the front of this spyglass, creating a distorted image.
9. **Small-Sized Rent Chain Armour (35 gp)**: The last owner of this chain armour, a halfing, was stabbed in the back—a large hole hints at their probable fate. An armourer could fix the damage for 10 gp.
10. **Iron-Shod Walking Stick (3 gp)**: Shod with a black wrought iron tip, this heavy oak walking stick can also serve as a cudgel and deals damage as a club. The stick's grip is worn smooth with use.
11. **Spiked Collar (2 gp)**: Sized for a large hound, this iron collar is festooned with wicked spikes.
12. **Dog Barding (90 gp)**: Sized for a large hound, this studded leather armour could do with a good wash. It is well-used but in good condition.
13. **Well Worn Saddle (5 gp)**: Supremely comfortable, this old leather saddle has seen much use. The pommel is of horn and worn smooth. The saddle has two integrated pouches—one on either side—suitable for small flat items such as a scroll or map.
14. **"Silver" Ore Statuette (50 gp)**: Carved from rock studded with ore, this beautiful, lightweight statuette depicts a prancing unicorn. In reality, the ore is not silver; it is mithral! A knowledgeable character might be able to identify the ore and realise the statuette is so fine it could be enchanted in a manner similar to a *figurine of wondrous power*.
15. **Arrow Bag (2 gp)**: This sailcoth arrow bag has a willow basket liner sized for 24 arrows. The bag has a drawstring cap to keep the arrows securely in place. There is room in the cap for several spare bowstrings.
16. **Iron Sling Bullets (5 sp)**: Carved into the likeness of a clenched fist, these iron sling bullets are reusable—if they can be found after use.
17. **Glimmering +1 Longsword (350 gp)**: Soot and dirt coat the blade of this old-looking longsword. An examination of the blade reveals it has been deliberately coated. Cleaning the sword reveals the blade is as reflective as a mirror. The sword's pommel is of magically hardened glass. The sword's name, *Eron*, is etched into the glass. Speaking the name aloud causes the pommel to radiate soft yellow magical light as a candle. Speaking the word aloud again extinguishes the light.
18. **Large Empty Book (40 gp)**: Protected by thick leather covers held together with a large iron clasp, this book holds 200 gossamer-thin pages. The book is suitable for use as a spellbook. A loop in the iron clasp is designed to fit a padlock.
19. **Wolf's Head Belt Buckle (2 gp)**: Cast in black iron, this large belt buckle is wrought in the shape of a snarling wolf's head.
20. **Box of Scrolls (var. gp)**: This box contains a dozen or so scrolls. (None are magic—unless you deem otherwise.) Some of the scrolls could be blank. Alternatively, they could bear maps of the local area, travelogues by long-departed adventurers, treaties on various subjects and so on. Consider placing a scroll here containing an adventure hook of your own devising.



B16: Kuutamo's

This large two-storey house stands slightly back from the street. Its walls are freshly whitewashed, and brightly painted scenes of the sea decorate its shutters.

Herein dwells the widow Vilina Kuutamo, one of Bleakhaven's wealthiest and most influential citizens. Vilina took over her husband's failing business when he died and turned it into a thriving success. She is a clever and perceptive businesswoman with many contacts among the ship's captains and merchants visiting Solonor Isle.

Vilina Kuutamo's business is an import and export business. She deals in anything legal if there is profit to be made. Vilina's home sees a steady stream of visitors. Notable visitors see the great lady herself, while others deal with her trusted factotum, Ukko Kallas.

The Offering

Vilina holds a vast amount of stock in the meticulously organized two-storey warehouses behind her house. Almost anything from the standard equipment lists can be found here. Vilina will also custom order items for customers but requires a 50% deposit to do so for rare or expensive items.

Notable Folk

Certain folk are often encountered at Kuutamo's:

- **Vilina Kuutamo** (LN middle-aged female human [merchant]; Appendix D) manages her business and lives here. She is clever, perceptive and much respected throughout the town. Her word carries much weight with many of the other businesses and merchants.
- **Ukko Kallas** (LN old male human fighter 2) loyally serves Vilina as he did her husband and his father before him. Ukko is exceptionally intelligent and wildly organised. Not much gets past Ukko.
- **Sirja Kuutamo** (CN female human fighter 5) does whatever her mother says, but her wild and carefree spirit often creates avoidable problems. She is often away overseeing the family's dealings in Ashlar or another far-flung place.

What's Going On?

While the characters are at Kuutamo's, one or more things from the list below may occur:

1. **Delivery**: Several wagons have trundled up from the harbour filled with goods destined for Vilina's warehouses. Labourers unpack and organize the deliveries in the courtyard.
2. **Visiting Merchant**: A self-important merchant has arrived at the shop. They want to meet with Vilina (see "Notable Folk") and brush past the characters—after all, their business is important, not like that of a pack of itinerant adventurers.
3. **Open**: The shop is open for business as normal, and Akko (see "Notable Folk") approaches the characters to see what he can do for them. If the group seems interesting or notable in some way, he remembers their names and discusses them later with his mistress.
4. **Packing Up**: Kuutamo's staff are packing up several bundles of furs ready to be transported to a ship waiting in the harbour.
5. **Patron Adventurer**: An adventurer (roll on "NPC Adventurers") has just finished speaking with Akko (see "Notable Folk") and leaves as the characters arrive.
6. **Closed**: Kuutamo's is closed to customers for some reason. Perhaps Vilina is dealing with an important problem or opportunity, or a family event is going on. No matter, the characters must return another day.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Vilina Available**: The great lady herself is available when the characters arrive and, on a whim, decides to deal with the characters herself.
2. **Sirja's Home**: Sirja (see "Notable Folk") is at home when the characters visit. She takes a fancy to one of the group and unsubtly courts them.
3. **Too Much Stock**: Kuutamo's holds too much stock of a certain item the characters seek to buy. They get a 25% discount, if they double the amount they buy.
4. **Out of Stock**: Kuutamo's is out of stock of a crucial piece of equipment. Ukko (see "Notable Folk") offers to order more, but the item will likely take a month or so to arrive.
5. **Other Adventurers**: Other adventurers (roll 1d4 times on "NPC Adventurers") are at Kuutamo's. The adventurers are browsing and may—or may not—know each other.
6. **I Need Guards**: Vilina (see "Notable Folk) is planning to receive a shipment from Languard—capital of the Duchy of Ashlar. She fears the pirates of the Picaroon Peninsula may know of the shipment and asks the characters to sail to Languard so they can accompany it back to Solonor Isle. She declines to say what the shipment comprises.

What's For Sale?

Vilina often has special items for sale. When the characters visit, there is a 50% chance that 1d2 of the following items is for sale. Use each entry below only once:

1. **Spyglass (1,000 gp)**: Purchased from a retiring ship's captain, this spyglass is a particularly fine specimen. It is of burnished brass and enables up to three times magnification. It comes with a custom leather case to protect it from the vicissitudes of travel.
2. **Magnificent Warhorse (1,000 gp)**: Vilina imported this stallion for an adventurer who disappeared into the wilderlands. The horse has chain barding and is trained

for war. Few people on Solonor want, or need, such a steed; canny characters could get a good bargain.

3. **Barrels of Oil (5; 5 gp each)**: These stout barrels each hold 40 pints of oil and weigh about 60 lbs.
4. **Bolts of Silk (30 gp)**: Each bolt is enough to make a dress or other large garment. Three bolts of white silk, one of black silk and two of red silk, are available.
5. **Owlbear Fur (500 gp)**: This bundle of fur and feathers was expertly cut from a slain owlbear. A skilled tailor could craft a unique cloak from the hide.
6. **Alchemical Equipment (200 gp)**: These three small chests hold all the equipment an alchemist would need to set up a small laboratory.

B17: The Flaming Hearth

Smoke rises from the chimney of this stout stone building. A sign bearing a stylised painting of a blazing fire stands by the inn's front door.

At the Flaming Hearth, the folk are welcoming, and the atmosphere is cosy. Local folklore has it that the fire in the inn's common room has burnt for decades and that if it goes out, doom will befall the inn. Other (true) rumours—that the inn is haunted—circulate amongst the superstitious townsfolk.

The Offering

Food, drink and accommodation can all be had at the Flaming Hearth:

- **Food & Drink**: Meal (half a roast chicken with vegetables, fish pie, fish stew; 3 sp), mug of ale (4 cp), pitcher of good wine (2 sp).
- **Accommodation**: Guests can sleep in the common room (1 sp) or take a private room (5 sp or 1 gp) of varying quality. Rooms are large and comfortably furnished. All rooms have locks on their doors and sturdy shutters on the windows.
- **Lifestyle**: Characters staying at the Flaming Hearth can enjoy a poor (2 sp/day), modest (1 gp/day) or comfortable (2 gp/day) lifestyle.

Notable Folk

Certain folk are often encountered at the Flaming Hearth:

- **Olavi Hellikki** (NG middle-aged male human {commoner}) loves owning the Flaming Hearth. It gives him a reason and purpose to live after the death of his beloved wife, Eleonora, five years ago. She loved the place, and he feels close to her when he is here.
- **Reko Meurakas** (N young male human [commoner]) sleeps in the common room and is tasked with keeping the inn's fire smouldering. He swears he's seen a ghostly figure in the room, but no one really believes him.
- **Eleonora Hellikki** (NG middle-aged female human ghost) haunts the inn—bound to the place by her husband's love and her love for him. She rarely reveals herself except through subtle doings—closing a door, catching something fragile as it falls and so on. Sometimes, she manifests late at night and just sits by the fire—a translucent figure amid the gloom.

What's Going On?

While the characters are at the Flaming Hearth, one or more things from the list below may occur:

1. **Quiet**: The common room is quiet—a couple of regulars drink quietly at the bar.
2. **Busy**: The Flaming Hearth is busy, and all its private rooms are taken.
3. **The Fire Gutters**: The inn's famed fire burns low. Several regulars take it upon themselves to feed it a few logs. Shortly thereafter, the fire blazes again!
4. **Stacking Wood**: A server carries a sack of wood into the common room before piling the logs by the fire.
5. **Visiting Merchant**: A visiting merchant is trying to sell Olavi (see "Notable Folk") a half-dozen barrels of imported ale but doesn't want to open a cask so the ostler can actually taste it.
6. **Gossiping Locals**: The locals are gossiping about minor events of local interest; none of the stories shared is of particular interest to a brave and heroic adventurer.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Empty**: The inn has no other guests, and all its rooms are available for hire.
2. **Gossiping Locals**: One of the characters overhears two locals talking about the inn's ghost. If the character asks for more information, the two—sensing a source of free drinks—spin many (increasingly outlandish) yarns.
3. **Rumourmongering Locals**: A group of locals are chatting. Roll on "General Whispers & Rumours" to determine what story the characters hear.
4. **Drunk Adventurers**: Two drunk adventurers (roll on "NPC Adventurers") sit at a table laughing and drinking. They are celebrating a recent foray into the wilderlands and have gold to spend drinking with new friends.
5. **Did That Move?** A perceptive character notices a log starting to slip from the common room's fire. Something seems to stop it from falling, and then it slowly slides back into the fire! No one else notices the strange event.
6. **Fire!** Shouts of "Fire! Fire!" from the cook cause a general stampede of staff and regulars to the kitchen. Strangely, by the time they get there, the fire has gone out—seemingly of its own accord. A perceptive character examining the scene may sense an unseen presence.

B18: The Treasure Trove

This stout building has bars on the shuttered windows. The shop's windows display a wide array of miscellaneous items.

The Treasure Trove—pawnbroker and moneychanger—is a necessary evil for life on the edge of the civilised world. On the frontier, life is hard. If someone needs quick and ready funds, they come to the Treasure Trove. The (apparent) owner, Niilo Vaania, knows that life is cheap on the frontier but that life on the frontier does not come cheap. Niilo Vaania is a man of influence who knows much of what goes on in and around town. As well as charging interest on his investments, Niilo deals in secrets, and his customers can secure a discount on his services if they tell him something he does not know.

The Offering

Various services are available at the Treasure Trove:

Moneychanging: For a 3% fee, Niilo changes copper and silver into more portable forms of wealth. The Treasure Trove holds a good supply of gold and platinum in its vault.

Pawnbroker: Niilo charges a 5% monthly fee for his pawnbroking services. If a customer fails to pay three months in a row, Niilo puts up their pawned item for sale.

Notable Folk

Certain folk are often encountered at the Treasure Trove:

- **Niilo Vaania** (NE male human assassin 8; Appendix D) runs the Treasure Trove but is not its master. He is an unwilling servant of Maalin Lempinen, Seneschal of the Skeleton Coast. In other lands, Niilo is a wanted man; Solonor is his sanctuary. While a thoroughly selfish individual, he realises that (for now) he must play his part. That doesn't mean he isn't above making some money on the side. Niilo finds dealing with the townsfolk boring but enjoys chatting with adventurers—who often have juicer secrets and gold to spare. He can be friendly and charming.
- **Tuulitar Rautia** (NG female human fighter 4; Appendix D) keeps an eye on Niilo. She is a trusted servant of Maalin Lempinen and works here to keep Niilo's baser desires in check. She is chatty and friendly and enjoys working here—it certainly beats guard duty at the citadel.

What's Going On?

While the characters are at the Treasure Trove, one or more things from the list below may occur:

1. **Closed**: The Treasure Trove is closed for some reason. The characters will have to come back another time.
2. **Busy**: Several patrons—ordinary townsfolk—are in the shop, and the characters must wait to be served.
3. **Argument**: Niilo and Tuulitar (see "Notable Folk") are arguing. The characters' arrival brings the argument to an abrupt halt. An uneasy silence ensues.
4. **Desperate Adventurer**: An adventurer is here to pawn a beloved item, but Niilo (see "Notable Folk") is unconvinced as to its worth; an animated conversation is ongoing as the characters arrive.
5. **Rearranging the Displays**: Tuulitar (see "Notable Folk") is re-arranging the display cases, and the shop's stock is scattered about.
6. **Drunk Customer**: A drunk fisherman has come to demand his pawned item back—but he doesn't want to pay for it. Niilo (see "Notable Folk") is impervious to his increasingly irate protestations.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere. Unlucky adventurers find complications almost anywhere:

1. **Broke Adventure**r: An adventurer (roll on "NPC Adventurers") needs gold and is here to pawn a beloved item. The adventurer is evasive about why they need the gold, and Niilo senses an interesting secret.
2. **Chatty Niilo**: Niilo (see "Notable Folk") is free when the characters arrive. Marking them as obvious adventurers, he takes a keen interest in them and turns on the charm. A perceptive character may notice Tuulitar loitering nearby—seemingly busy but really listening intently to the conversation.
3. **Tuulitar Away**: Tuulitar has briefly stepped out, and Niilo is keen to deal with the characters quickly—this is a rare opportunity to gain some advantage for himself.
4. **Angry Adventurer**: An adventurer (roll on "NPC Adventurers") has returned to reclaim their pawned item, only to discover Niilo has sold it. The adventurer is not happy and making all sorts of dire threats.
5. **Welcoming Tuulitar**: Tuulitar (see "Notable Folk") is outside sweeping; she stops and hails the characters. She has a few moments to chat and gladly does so with the characters.
6. **Children Hanging Around**: A pack of annoying peasant children hang about outside the shop, waiting to beg for spare coin from wealthy adventurers; the children are exceptionally persistent.

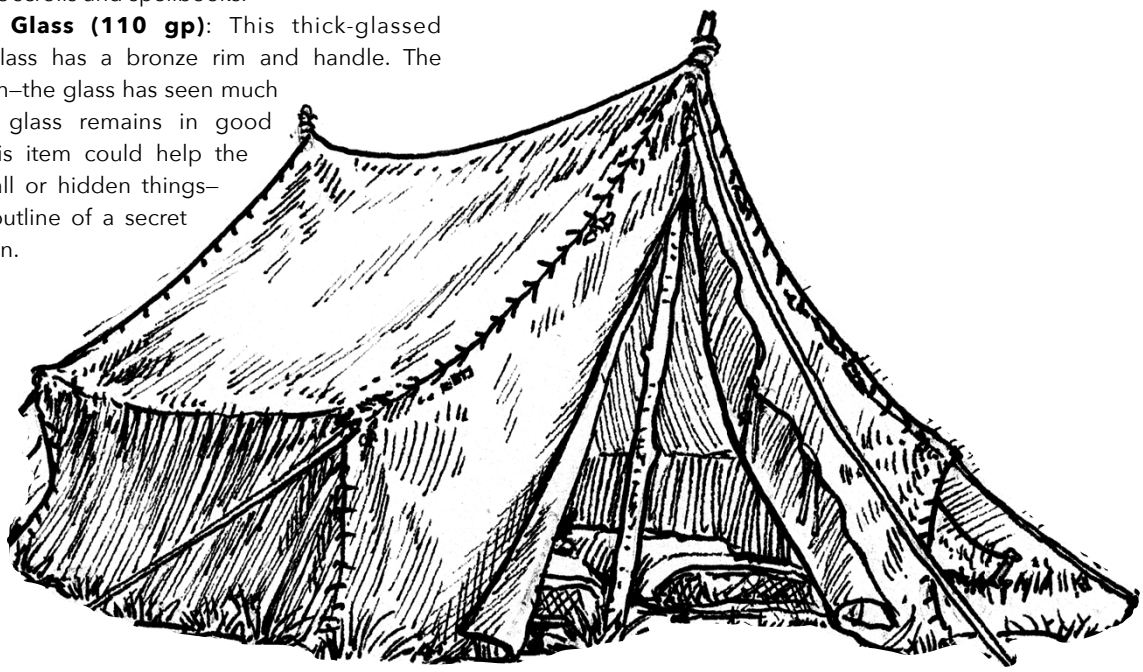
What's For Sale?

Various items are for sale at the Treasure Trove—the leavings of defaulted payments, disappeared adventurers and the like. Among the various mundane items, some or all the following items may be for sale:

1. **Thieves' Tools (100 gp)**: This beautiful set of lightweight thieves' tools comes in a custom leather pouch. The whole kit only weighs 1 lb.
2. **Ornate Plate Armour (650 gp)**: The etching of an eagle with its wings outstretched decorates the breast- and backplates of this well-crafted suit of plate armour. (It is likely that the buyer will have to get the suit custom fitted

to their frame; this can be done at Asikka's Place [location B10]).

3. **High Leather Boots (50 gp)**: These mid-calf length ankle boots have secret compartments in the heels big enough for a gem, coin or potion vial. Each also has an inbuilt sheath suitable for a dagger.
4. **Dagger Wrist Sheath (10 gp)**: This wrist sheath conceals a slender dagger (included in the price) up the wearer's sleeve. The dagger can be deployed with a flick of the wrist.
5. **Impressive Feathered Hat (5 gp)**: This wide-brimmed red velvet hat has a spray of colourful feathers thrust into its hatband. The wearer is sure to be noticed!
6. **Small Coffer (25 gp)**: This small iron coffer is decorated with extensive, exquisite carvings depicting a ship under sail floundering in a storm. The ship is so detailed tiny sailors are visible on the deck and in the rigging. Pressing firmly on the ship's figurehead—a rearing swan—unlocks the coffer.
7. **Damaged Lute (25 gp)**: This once-fine lute is missing all its strings. The lute is of beautifully stained wood, but in certain lights, the varnish seems to hold a deeper shadow within. The lute is of a quality fit for a noble or skilled bard. The name "Theoden" is gracefully etched into the back.
8. **Cracked Mace (3 gp)**: This mace has a hairline crack in its handle, which is easily missed by a cursory examination. The first time it hits something, the handle snaps off. The mace has a pear-shaped head of dense iron; several minor dents are visible on the head.
9. **Lightweight Tent (7 gp)**: This lightweight tent weighs half as much as a normal tent and packs into a small included bag but still sleeps two people comfortably.
10. **White Feather Quills (1 gp each)**: Taken from young swans, these unused quills are of suitable quality for scribing magic scrolls and spellbooks.
11. **Magnifying Glass (110 gp)**: This thick-glassed magnifying glass has a bronze rim and handle. The handle is worn—the glass has seen much use—but the glass remains in good condition. This item could help the user find small or hidden things—such as the outline of a secret door and so on.
12. **Hunting Horn (15 gp)**: Attached to a well-worn leather strap, this hunting horn—a bull's horn—has a long curve to it. It produces a deep but haunting, beautiful sound when blown.
13. **Waterproof Traveller's Cloak (3 gp)**: Lined with sailcloth, this heavy, bulky, hooded bearskin cloak is warm and waterproof.
14. **Interesting Skull (1 gp)**: This humanoid skull has two small horns protruding from its forehead and an oversized protruding lower jaw from which protrudes two large tusks.
15. **Sturdy Lantern (15 gp)**: This iron lantern has been built for endurance. It weighs half as much again as a normal lantern, but its inner reflectors are of highly polished iron, and its oil reservoir is twice as large as normal.
16. **Waterproof Boots (5 gp)**: These supple, black leather knee-high boots are comfortable and waterproof. The right boot has a scabbard suitable for a dagger sewn into it.
17. **Dwarven Warhammer (30 gp)**: Of dwarf-craft, this heavy warhammer's head and haft are of steel. Beautiful carvings of the mountains decorate the weapon's haft.
18. **Ladder (1 gp)**: This wooden ladder comes in four five-foot-long lengths that can be affixed to one another. The wood is lightweight but strong.
19. **Box of Costumes (2 gp)**: An array of simple, good-quality clothes fill this large wooden box. The clothes need cleaning but could make a good addition to a disguise kit used in an urban setting.
20. **Steel Priest's Shield (15 gp)**: This shield has attachments at the back, which can be used to hold a single scroll in place. The wielder can thus read the scroll without putting away their shield.



B19: Plants & Potions

Gardens surrounded by a moss-wreathed drystone wall surround this one-storey cottage and attached outbuildings and barn.

Herein dwells Bleakhaven's apothecary, the red-headed Tuure Tornia. Popular—with his customers and the local ladies—this thin, charming man lives alone. Herbs grow throughout his vegetable garden in great profusion; it is here and in the nearby gloomy woods of Warberry Hill that Tuure Tornia gathers that which he needs for his trade. Tuure has a secret, however; he is a werefox.

The Offering

Various items and services can be had at Plants & Potions:

- **Healing**: Tuure will mend broken bones, tend fevers and perform other miscellaneous tasks. He charges 1 sp for a consultation or one-off session. Patients requiring full-time care can stay with Tuure for 1 gp a day. Kindhearted, Tuure waives these fees for children and those he knows cannot pay.
- **Guide**: Tuure is well known as someone who knows his way around Warberry Hill. If the characters want a guide to the place, his name inevitably crops up. As long as he has no urgent patients, he is happy to show the characters around for 1 gp a day.

For Sale: Various items are for sale at Plants & Potions:

- **Herbs (variable cost)**: Tuure has a wide range of herbs available for the visiting herbalist, healer or apothecary.
- **Mistletoe (1 gp/sprig)**: Harvested on a night of the full moon, these fresh sprigs of mistletoe are of particular interest to druids.
- **Healer's Kit (10 gp)**: This small pack holds clean bandages, splints and other medical supplies as well as a selection of Tuure's special unguents.

Notable Folk

Certain folk are often encountered at Plants & Potions:

- **Tuure Tornia** (NG middle-aged male human werefox; Appendix D) hides his true identity with the practised ease of a natural lycanthrope—one born with the condition. Tuure came to Bleakhaven two decades ago to escape those hell-bent on hunting down his kind. He has tried to keep himself to himself, but lately, he has developed feelings for his apprentice, Maarit.
- **Maarit Rautia** (CG female human {commoner}) assists Tuure in the garden and with his patients. She is well on the way to becoming a skilled apothecary herself but has fallen hard for her suave, charming teacher.
- **Eevi Rautia** (CN young female human [commoner]) helps her mother with gardening but knows nothing about the healing arts. She has recently found some interesting tracks in the garden and likes to go "monster hunting" in her spare time. Tuure has seen her on her "expeditions" and worries about what she might see.

What's Going On?

While the characters are at Plants & Potions, one or more things from the list below may occur:

1. **Coughing**: The sound of coughing and spluttering comes from the outbuilding Tuure uses to treat his disease-riddled patients.
2. **Gardening**: A middle-aged woman and child, Maarit and her daughter, Eevi, (see "Notable Folk") are busily engaged in gardening. Maarit greets the characters and asks if she can help them. Eevi watches them curiously.
3. **Broken Arm**: A man with his arm in a sling takes his leave of Tuure as the characters arrive.
4. **Something's Cooking**: The faint smell of some kind of cooking reaches the characters' nostrils. A thin trail of smoke drifts from an outhouse's chimney.
5. **Tuure in the Garden**: Tuure is in the garden with Maarit explaining an obtuse piece of herb lore. Perceptive characters might notice that the two stand dangerously close to one another and that their gazes linger a little too long on each other's faces.
6. **Odd Smell**: Tuure is brewing several odd potions for a patient. Greyish smoke drifts from the chimney of one of the outbuildings, and an odd smell fills the air.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Monster Hunting**: Eevi (see "Notable Folk") rushes up to the characters and breathlessly explains that she is on a monster hunt! Would the characters like to come with her? (If they come with her, she leads them around and around the garden, but they find no monsters.)
2. **Tuure Away**: Tuure (see "Notable Folk") is away, gathering herbs and plants when the characters arrive. Maarit (see "Notable Folk") does her best to help them but explains that Tuure might not be back until late. They are welcome to wait if they would like.
3. **The Plague?** A sailor has staggered into Plants & Potions complaining of fever and sickness. He also has a rash all over his face and neck, and the townsfolk who have seen him worry that plague has come to Bleakhaven. A small group has gathered—at a decent distance—outside Tuure's home to await news.
4. **Tuure Seeing a Patient**: Tuure (see "Notable Folk") is with a patient—a sick child and their worried parents—when the characters arrive. They must wait or come back some other time.
5. **Eevi Pounces**: Eevi (see "Notable Folk") is hiding in the garden, waiting for a monster to blunder past. If any of the characters are of odd ancestry or they have strange

animals with them, she yells, leaps out and brandishes a stick at them. She is obviously playing. If an adventurer plays along with her game she tells them about the interesting tracks she has found in the garden—tracks that are no longer visible.

6. **Another Adventurer**: Another adventurer (roll on "NPC Adventurers")—down on their luck and unable to afford magical assistance—has come to Plants & Potions in search of healing. The adventurer has a bandage over their right ankle and seems to be suffering from some form of sickness or disease. They do not look well.

B20: The Chapel on Warberry Hill

A dense wood grows thickly over this craggy hill. The crumbling ruin of a chapel stands atop the hill's zenith.

Warberry Hill—craggy and wooded—shelters the town from savage winds raging in from the Bitter Sea. At the hill's zenith stands a ramshackle chapel of unknown origin. Rumours and legends cluster thickly about the simple chapel which has stood here since before Bleakhaven was founded.

Folklore hangs thickly about the chapel on Warberry Hill. Some say storm-wrecked sailors raised the chapel in thanks to Serat, the Storm Mistress, for sparing their lives, while others believe a sailor's grieving widow built the place as somewhere to pray for her drowned husband's soul. Yet others point to the building's queer and uncanny timeworn architecture as proof that the chapel is much, much older. Whatever the truth of the matter, the building looms large in the minds of the townsfolk, and it is a shunned place.

The ramshackle stone building clings to the dark, jagged crest of Warberry Hill and commands a sweeping view of the Skeleton Coast and the Bitter Sea's wave-flecked waters. A dense wood of oak, holly, birch, hazel and hornbeam cloaks the hill. But two paths ascend the hill all the way to the chapel, and they are twisted and overgrown. Warberry Hill is a place of shadow and gloom where time seems to hang heavy in the air. Few townsfolk come here, although Maalin Lempinen, Seneschal of the Skeleton Coast, periodically mulls plans to transform the chapel into a watchtower. Thus far, she has been dissuaded from this course.

What the Characters Know: Through personal knowledge, chatting with locals or research, the characters know something about the chapel on Warberry Hill:

- An old ramshackle chapel of unknown origin stands atop Warberry Hill. Folklore and legend hang thickly about the chapel, which predates the town.
- Plans are occasionally mooted to turn the chapel into a watchtower, but they never come to anything.
- Warberry Hill is a place of shadow and gloom where time seems to hang heavy in the air. Few folk wander the wooded hill. Some say it was a place sacred to druids and hierophants in the olden days.

What's Going On?

While the characters are on Warberry Hill, one or more things from the list below may occur:

1. **Silent**: The wood is silent and seemingly devoid of bird and animal life. Gloom hangs heavy in the air, and it is chill under the tree canopy.
2. **Something in the Undergrowth**: The crunch of leaves and the swaying of bushes presage the arrival of a large badger. It regards the characters without fear for a moment before scuttling off into the undergrowth.
3. **Wise Owl**: An owl perches on a branch high up in the canopy. It regards the characters with unblinking eyes as they pass by. Some characters will likely not even spot the silent, well-camouflaged predator.
4. **The Sighing Wind**: A breeze blowing in from the Bitter Sea caresses the wood's boughs. They clatter and rustle as if the trees are talking to one another.
5. **A Fox**: With a red flash, a large fox darts from the undergrowth, rushes across the trail in front of the party and then disappears into another bush.
6. **Dark Clouds**: Dark clouds scud across the sky, plunging Warberry Hill into deep gloom. The temperature also drops—it is cold in the woods.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Tracks**: The characters come across a strange set of tracks leading toward the ruined chapel. The tracks are an oddity and resemble a human's sort of dragged shuffle. They take a very circuitous route to the hill's zenith. The characters cannot find a similar set of tracks descending the hill.
2. **Someone's Watching**: One of the characters gets the sudden impression that someone—or something—is watching them. The feeling persists as long as they are in the woods.
3. **Apothecary at Large**: Tuure Tornia is in the woods searching for herbs. He is happy to chat briefly with the characters but wants to get home before dusk falls. He is surprised to encounter other folk in the woods and marks the characters well. For a week or so, he is more cautious in roving about in his fox form.
4. **Axe in a Tree**: The characters discover an old rusty axe wedged into a gnarly old oak's trunk. The axe has clearly been here for years—the oak's trunk has grown around the weapon's blade.
5. **Lost**: Inexplicably, the characters get lost following a dead-end path that leads nowhere. They must backtrack and try another route to the hill's summit.
6. **Slip and Fall**: One of the party slips and falls, badly twisting their ankle. They take one point of damage, and their movement is halved until the wound is healed.

B21: The Cenotaph of Drowned Souls

Beautifully carved into the shape of a cresting wave, this 20-foot-tall chunk of stone stands on a hillside overlooking Bleakhaven's harbour.

Originally erected to honour those killed during the flooding of Nylemouth 70 years ago, this cenotaph has gradually gained a wider purpose and now serves as the marker for all those lost at sea.

The Cenotaph of Drowned Souls stands on a low hill with views over Bleakhaven Harbour and the ruin of Nylemouth. Worn paths from the town proper lead up the hill through the wildflowers growing about the monument. Folk come here to remember their lost loved ones. Every year on the anniversary of Nylemouth's destruction, many of the townsfolk gather here for a service of quiet reflection. Led jointly by the priests of Conn and Serat, this rare multi-denominational service is a quiet, dignified affair. The townsfolk treat this day as a day of rest; all businesses are closed, and the town's taverns and inns provide only quiet and sombre entertainments.

What the Characters Know: Through personal knowledge, chatting with locals or research, the characters know something about the Cenotaph of Drowned Souls:

- The Cenotaph of Drowned Souls was erected to commemorate all those killed when the village of Nylemouth was destroyed by flooding 70 years ago.
- Over time, the cenotaph's purpose has changed; now, it is a place of remembrance for all those lost at sea.
- The townsfolk hold a service of remembrance at the cenotaph on the anniversary of Nylemouth's destruction.

What's Going On?

While the characters are at the Cenotaph of Drowned Souls, one or more things from the list below may occur:

1. **Quiet**: There is no one else at the Cenotaph when the characters arrive; they have the place to themselves except for the seagulls riding the winds blowing in from the Bitter Sea.
2. **Mourner**: A townsfolk quietly stands before the cenotaph, remembering their lost loved one. They are not in the mood for conversation.
3. **Ship on the Horizon**: A ship in full sail slips over the horizon and makes for Bleakhaven's harbour.
4. **Evil-Eyed Seagull**: A monstrously fat seagull perches atop the cenotaph. It fixes the characters with a steady, malign stare.
5. **Muttered Colloquy**: Two townsfolk have chosen this place for a private meeting. They are not best pleased with the characters' arrival and leave soon afterwards.
6. **Rain**: As the characters reach the cenotaph, it begins to drizzle. After about 20 minutes, the rain intensifies, drenching anyone out in the open.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Planning to Dig**: An adventurer (roll on "NPC Adventurers") newly arrived in Bleakhaven has got it into their head that treasure may lie below the cenotaph. If it is daytime, they are merely investigating the site. If the characters are here at night, the adventurer is digging at the cenotaph's base.
2. **Salme Remembers**: High Priestess Salme Kuura (location B3 "Notable Folk") is here praying for the souls of all those lost at sea. Once she has finished her prayers, she is happy to chat with the characters.
3. **Angry Mourner**: Maunu Hopea (N middle-aged male human) is angry at the loss of his beloved son. If the characters do not show the proper respect in the cenotaph's environs, he harangues them. If they do not apologise, he badmouths them around town.
4. **Curious Children**: Two children, Albin (CN young male human) and Elina (CN young female human), are curious about what the characters are doing at the cenotaph and come to have a look. If the characters appear friendly, they ask incessant questions.
5. **Dark Rumours**: A local gossip sees the characters poking about the cenotaph and thinks they are up to no good. They tell their friends; slowly, the "news" makes its way around Bleakhaven.
6. **Ghostly Figure**: As the characters climb the hill toward the cenotaph, one of the group thinks they see a translucent figure standing by the monument. By the time the characters reach the cenotaph, the translucent figure has disappeared.

B22: Bleakhaven Hall

This three-storey fortified manor house perches on a windswept bluff overlooking the town.

Bleakhaven Hall stands without the town on a bluff overlooking the harbour. From this fortified manor house, the Warden of Bleakhaven oversees the town on behalf of his mistress, Maalin Lempinen Seneschal of the Skeleton Coast.

While Tahvana and his family are often spotted about town, the main business of administering the place is conducted here. Bleakhaven Hall maintains a small garrison of a dozen warriors and twice as many servants, administrators and officials. Outbuildings—a stable and various barns—a small garden and a ha ha surmounted by a low stone wall surrounding the hall.

Notable Folk

Certain folk are often encountered at Bleakhaven Hall:

- **Tahvana Kaukiainen, Warden of Bleakhaven** (LN middle-aged male human fighter 6; Appendix D), loyally serves the Lempinen family by watching over and

administering Bleakhaven as his family has done for generations. He is a devoted husband and father. Indefatigable in his duties, he has trouble balancing his work and his family.

- **Eeva Kaukiainen** (LN middle-aged female human) loves her husband and has found deep contentment in the rugged, windswept wilds of the frontier. Eeva supports many of the faiths in Bleakhaven as a way to help others and exercise subtle political power. Where her husband is straightforward, Eeva is more subtle.
- **Elli Kaukiainen** (NG female human fighter 2; Appendix D) chaffs at the safety and security her family's position affords her. She gets out and about as much as possible and loves camping wild on the island. She dreams of exploring the wilderlands, but thus far, her parents have forbidden her from doing so. Elli is not wild or impetuous; rather, she seeks to measure herself against the world.

What's Going On?

While the characters are at Bleakhaven Hall, one or more things from the list below may occur:

1. **Servants at Work**: Several servants are at work outside; a few are tending the garden while another exercises the Kaukiainen's horses. The servants are attentive and respectfully ask visitors if they can help.
2. **Elli Out and About**: Elli Kaukiainen (see "Notable Folk") is leaving for a walk, when the characters arrive. A young guard, Albin Tuto (LN male human fighter 1)—desperate to impress the young woman—accompanies her. He demands to know the characters' business in a self-important manner.
3. **Eeva in the Garden**: Eeva Kaukiainen (see "Notable Folk") is taking a turn in the manor's garden, accompanied by a friend. She notices the characters but does not approach them.
4. **Raining**: It is raining, and no one is in the garden. As servant approaches and challenges any strangers wandering about the gardens. If the stranger is heavily armed, a guard challenges them instead.
5. **The Warden is Busy**: Tahvana Kaukiainen (see "Notable Folk") is at home but working. Various people come to see him during the day, and the characters must wait for hours if they have turned up on the off chance of meeting the warden.
6. **Patrolling Warriors**: Two warriors are patrolling the garden—a servant thought they saw someone skulking about. Unless the characters are skulking about in the garden, the warriors ignore them—assuming that they are respectable visitors.

Opportunities & Complications

Lucky adventurers find opportunities almost anywhere; unlucky adventurers find complications almost anywhere:

1. **Tahvana Kaukiainen in Bleakhaven**: If the characters have come here to see Tahvana Kaukiainen (see "Notable Folk"), they are out of luck; the warden is about his business in town.
2. **Tahvana Kaukiainen Available**: The Warden of Bleakhaven is available for an impromptu audience. (It behoves him to know about every group of heavily armed adventurers in the town, and he makes an effort to meet such folk).
3. **Other Adventurers**: The characters arrive at Bleakhaven Hall just as another 1d4 adventurers are leaving. Roll on "NPC Adventurers" to determine who the characters encounter here.
4. **Eeva Curious**: Eeva Kaukiainen (see "Notable Folk") is taking a turn in the manor's garden, accompanied by a friend. She notices the characters and wanders over to greet them. If they are polite and seem interesting, she might invite them to a dinner in a week or so.
5. **Guards on Alert**: The hall's garrison is on alert and fully turned out. The soldiers are wary and demand to know the characters' business. The characters are not admitted to the hall; they must return another day.
6. **Elli Training**: Elli Kaukiainen (see "Notable Folk") is in the garden shooting arrows at various targets when the characters arrive. If they are obvious adventurers, she engages them in conversation and may even offer an impromptu competition to any archers present. If the characters make a good impression with Elli she might introduce them to her parents.

Encounter: A Summons

Tahvana Kaukiainen, Warden of Bleakhaven (see "Notable Folk") is well informed about goings on in "his" town. He takes particular care to know about the various adventurers coming to Bleakhaven—such folk can be useful tools or persistent problems for the town. Once the characters have been in the town for a few weeks or so—or immediately if they get into trouble or do something heroic to help the town—he summons them to Bleakhaven Hall (location B22):

- **Good Reputation**: If the characters have a favourable reputation in the town, Tahvana invites them to dinner to better get to know them. His wife and daughter are also present for the dinner.
- **Bad Reputation**: If the characters have caused trouble in town or have otherwise not ingratiated themselves with the locals Tahvana summons them to an afternoon meeting. He makes it very clear in the meeting what happens to troublemakers.

Appendices

Appendix A: Glossary

Use this glossary to quickly reference basic details about a notable locale, location, personality or other feature.

Using the Glossary

The notes below explain how to read the various entries in this glossary. Every entry has the same general format. Each entry has one or more bracketed tags that provide basic information. For example:

- **Adventure Site**: This entry pertains to a location or geographical feature ripe for adventure.
- **Deity**: This entry pertains to a deity, demon or devil.
- **Geographic Feature**: This entry pertains to a geographical feature such as an ocean, hill or swamp. Some geographical features are small—a single hill, for example, Warberry Hill—while others are huge, for example, the Bitter Sea.
- **Locale of Interest**: This entry denotes a landmark of interest such as a river, hill, valley and so on.
- **Settlement**: This entry denotes a settlement such as a town, village or fortification.
- **Location**: This entry denotes a location in a settlement.
  - Locations with the prefix N are in or near the Village of Nemeton.
  - Locations with the prefix C are in or near the Citadel at Nemeton.
  - Locations with the prefix B are in or near the town of Bleakwater.
- **Personality**: This entry denotes a person of note or interest. A subsequent notation indicates the location(s) most associated with the personality.
- **Site of Legendry**: This entry denotes a locale wreathed in legendry and adventurous tales.
- **Tribe**: This entry details a humanoid tribe known to dwell in the surrounds.

Entries containing (Cf. "XX") direct you to another Raging Swan Press publication that presents more information on the relevant subject. For example, (Cf. *Deities & Demons*.)

The Glossary

Aatto Keiho (personality [CN{E} male human fighter 2 {adherent of Serat}]; location B4): Aatto works at the Emporium of the Waves and is an enthusiastic cult member; he loves watching sacrifices drown.

Abarin (deity): N greater god of industry and artifice; the Creator, the Great Craftsman; worshipped by Jaakko Asikka (location B10). (Cf. *Deities & Demons.*)

Ahti Kupias (personality [CN young male human commoner]; location B1): Ahti hangs around the docks and dreams of becoming a fisherman like his father. He is always getting into minor trouble and scrapes.

Aili Ihalempi (personality [N female human {commoner}]; location B13): Aili hangs about Coffinswell most mornings. She rarely sleeps well, and her dreams often feature the well. Some people think she is mad; she might not be mad, but she is obsessed with the place.

Aino Laulaja (personality [CN female human fighter 3 {veteran warrior}]; location C3): Aino escaped the Picaroon Peninsula and ended up at Nemeton serving aboard the *Defiant*. Wild at heart, she is not evil and lacks the merciless bent required to be a "good" pirate.

Albin Janakka (personality [N old male human {commoner}]; location B1[C]): Albin wanders the harbour, scavenging for old rope every morning before spending the afternoon in his shop.

Albin Jurva (personality [LN male human fighter 2 {corporal-at-arms}]; location N2, Appendix B): Corporal-at-arms at Water Gate, Albin is grouchy and lacks social graces. He easily falls for a pretty lady's wiles.

Albin Kaleva (personality [LN middle-aged male human fighter 3 {sergeant-at-arms}]; location N7): Albin owns Trader Kaleva's. He is a retired member of the citadel's garrison and a respected local figure.

Aralivar's Isle (geographic feature): Named for the legendary bard and pirate captain, Vilimzair Aralivar, this chunk of wave-lashed stone lies to the north of Solonor. Rumours speak of lost treasures hidden on the isle.

Archer, the (location B1[E]; ship): This picket boat lingers in the vicinity of the harbour, ready to greet new merchant ships and to respond to fishing boats in distress.

Arms & Armour (location N8): Here works the dwarven smith Morsun Torevin and his apprentices.

Arvi Jurva (personality [LN male human cleric {Conn} 1 {acolyte}]; location B9): Arvi hails from Ashlar and doesn't like life on the frontier. Arvi is the son of a wealthy merchant who thought having a son in the clergy could bring benefit to the family business.

Ashlar, Duchy of: 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. (Cf. *Glossography of Ashlar*.)

Asikka's Place (location B10): Jaakko Asikka is a priest of Abarin and a successful merchant who makes his living serving the needs of Bleakhaven's visitors. He employs skilled artificers—tailors, cobblers, woodworkers, metalworkers and the like. He even has an alchemist in his employ.

Aymer's Gorge (locale of interest [Swerkwood]): An ancient oak forest alive with birdsong fills Aymer's Gorge. Amid the trees, a river wends its way through three deep pools and over four waterfalls. It is a good place to camp.

Baelvain Silverleaf (personality [CG middle-aged male elf fighter 5/wizard 6]; location N5, Appendix B): Baelvain

owns the Silverleaf Inn (location N5) and is a retired adventurer. He is well-regarded.

Behron (deity): N lesser god of travel; the Farwanderer; worshipped at the Wishing Tree (location N10). (Cf. *Deities & Demons.*)

Bitter Sea, the (geographic feature): The Bitter Sea is aptly named. A hard, merciless place of roiling swells, sudden storms and numerous dangers, it has claimed many mariners' lives and wrecked many ships.

Black Stone Head (locale of interest): This barren, windswept headland features a black stone monolith of curious design and unknown origin.

Bleak Cove (locale of interest [Solonor Island]): This hidden cove is accessible only by climbing or by sea.

Bleakhaven Hall (location 21): This impressive manor is the administrative centre for Bleakhaven and the home of the Kaukiainen family. It stands on a bluff without the town.

Bleakhaven Harbour (location B1): The only sheltered deepwater anchorage on Solonor Island; thus, it is—in many ways—the most important place in Bleakhaven and one of the most important places on the island. Without Bleakhaven Harbour, life on Solonor Island would rapidly become untenable. The harbour is the town's beating commercial heart.

Bleakhaven, town of (settlement): Founded 70 years ago after Nylemouth's destruction, Bleakhaven commands the only deepwater harbour on Solonor Isle.

Bone Point (locale of Interest [Scarred Hills]): This splintered spur of rock juts outwards from the surrounding hills. From some angles, the spur looks like a broken leg bone —hence its name. A skirmish was fought here long ago when a band of raiding orcs were trapped and killed on the hill. Their weathering bones still lie amid the hill's sparse undergrowth.

Bound Oak, the (locale of interest [Solonor Island]): A well-known way-marker, natural boundary and meeting place, the tree is said to be a magic portal to the faerie realm.

Brandy Cove (locale of interest [Solonor Island]): This cove is named for the contraband allegedly brought ashore here by smugglers.

Broken Hill (locale of interest [Wuthermoor]): Standing stark on the moor, a score or more stone cists dot this hill's oddly flat summit. The mysterious cists have long since been looted, but rumours speak of secret shafts plunging deep into the hill from one or more burial sites.

Bugbears of the Burnt Bones (tribe): The Burnt Bones are a small tribe that relies on stealth, cunning and ambush to survive. They burn the bones of their enemies to ash and rub themselves with the leavings. They believe this gives them the powers of those they have slain. The Bugbears of the Burnt Bones dwell in Ebbur Cave.

Cenotaph of Drowned Souls, the (location B21): Originally erected to honour those killed during the flooding of Nylemouth 70 years ago, this cenotaph has gradually gained a wider purpose and now serves as the marker for all those lost at sea.

Locations By Category

There are many locations of interest to adventurers visiting Solonor Island and its environs.

Settlements

- Bleakhaven (town)
- Citadel at Nemeton (fortification)
- Nemeton (village)

Locale of Interest

- Aymer's Gorge (Swerkwood)
- Bleak Cove (Solonor Island)
- Bone Point (Scarred Hills)
- Brandy Cove (Solonor Island)
- Broken Hill (Wuthermoor)
- Crystal Caverns (Scarred Hills)
- Dancing Pools (Fenmire)
- Elina's Arch (Aralivar's Isle)
- Finale's Leap (Wuthermoor)
- Giant's Wall (Swerkwood)
- Hound Rock (Wuthermoor)
- Jetty Cove (Solonor Island)
- Long Barrow (Fenmire)
- Murky Hollows (Fenmire)
- Penna's Grave (Solonor Island)
- Pluck's Gorge (Swerkwood)
- Sea Queen's Grotto (Aralivar's Isle)
- Solalith's Dell (Swerkwood)
- Star Hill (Solonor Island)
- Star Pit (Solonor Island)
- Strangler's Head (Solonor Island)
- The Fat Man (Solonor Island)
- The Golden Cliffs (Solonor Island)
- The Muckle (Solonor Island)
- Three Ugly Giants (Fenmire)
- Willithar's Cave (Solonor Island)
- Windy Ridge (Wuthermoor)
- Wrecker's Cove (Solonor Island)

Adventure Sites

- Black Stone Head (Fenmire)
- Cold Brook Hollow (Swerkwood)
- Gillon's Pit (Wuthermoor)
- Hideaway Mine (Swerkwood)
- Kildrak's Folly (Fenmire)
- Ruin of Nylemouth
- Sparkwell (Fenmire)
- The Bound Oak (Solonor Island)
- Warberry Hill (Solonor Island)

Site of Legendry

- The Ebbur Cave (Swerkwood)
- The Monastery of Ineffable Evil (Wuthermoor)

Chapel of Arms, the (location N6): This small church in the village of Nemeton is dedicated to the hero-god Kalron.

Chapel on Warberry Hill, the (location B20): Warberry Hill—craggy and wooded—shelters the town from savage easterly winds raging in from the Bitter Sea. At the hill's zenith stands a ramshackle chapel of unknown origin. Rumours and legends cluster thickly about the simple chapel which has stood here since before Bleakhaven was founded.

Coffinswell (location B13): Twenty years ago, a group of workmen deepening the well broke into what appeared to be a crypt. Before they retreated and sealed up the crypt, they discovered several sarcophagi of curious shapes and designs in the crypt. Superstitious locals ascribed all manner of illnesses and even curses to Coffinswell's water, and thus they do not use the well.

Cold Brook Hollow (adventure site [Swerkwood]): Under a rocky overhang, at the head of a shadowed ravine, lurks Cold Brook Hollow. The aptly named Cold Brook flows from a deep cave and through a vine-strangled ring of curious monoliths. Low rumblings and a hideous fetor periodically flow from the cave's depths.

Conn (deity): LN greater god of community, family and rulership; The Father, the Lawgiver. (Cf. *Deities & Demons.*)

Crystal Caverns (locale of Interest [Scarred Hills]): Three cathedral-sized caverns, hand-cut by dwarves long ago, radiated outwards from the crystal-clear aquamarine waters of a subterranean lake. Sometimes, brave locals explore the sloped entrance cavern and swim in the lake, but none have dared the deep caves in years.

Custom House, the (location B2): The fortified Custom House has a commanding view of Bleakhaven Harbour (location B1) and its approaches. Its garrison is tasked with both protecting the harbour from attack and collecting the requisite taxes, tithes and tariffs.

Dancing Pools, the (locale of interest [Fenmire]): Three deep, spring-fed pools nestle in the centre of a wide set of 56 standing stones. Some of the stones lie on their sides, and many of them sport faded pictograms of animals, birds and the like. A few larger pictograms atop the standing stones, and not visible from ground level, depict things of altogether more sinister mien. Druids sometimes come here to enact their wild, ages-old orgiastic rites.

Damuzi Nagsu (personality [CE male human vampire]; location B13): Damuzi slumbers in his coffin-prison as he has done for centuries. Trapped by a rival and buried here as a (un)living punishment, he has long "outlived" the feud that saw him incarcerated here. A literal shrivelled husk of his once vital unliving glory, Damuzi has learnt to send his consciousness forth to suckle upon the mental energy of those who slumber nearby. In this way, he has managed to survive. He awaits the day he is freed to feast and live once again.

Darlen (deity): LG greater god of law, order, justice and the sun; worshipped at the Hall of the Shining Light (location B5). (Cf. *Deities & Demons.*)

Defiant, the (location C3; ship): This heavily armed warship is Maalin Lempinen's personal vessel. It normally cruises the waters around Solonor Island and the pirates of the Picaroon Peninsula have learnt to give it a wide berth.

Donjon, the (location C6): The donjon is the oldest part of Nemeton citadel and has been subjected to repeated cycles of building and destruction over the long centuries of its existence. Its stones are worn, cloaked in the wear of centuries. Even trusted visitors are not admitted to the donjon without good cause; such folk are always accompanied by a guard.

Dumlak Brokk (personality [CE male half-orc fighter 4]; location N10): Dumlak claims to be the only survivor of an adventuring party destroyed by foul humanoids in the wilderlands. He is actually a spy for the Orc of the Death Moon tribe.

Eagle's Gate, the (location C1): Eagle's Gate is Nemeton citadel's main gate, and as such, is always heavily defended. In times of trouble or potential trouble, the gate is closed and barred from within.

Eagle Rock (locale of interest): Eagle Rock is a weathered, spray-slick chunk of rock jutting out into the Bitter Sea. The formidable Citadel at Nemeton stands atop it.

Ebbur Cave, the (site of legendry): See the facing sidebar.

Edvard Kalpio, Harbourmaster (personality [N old male human {commoner}]; location N3): Crippled in a boating accident five years ago, Edvard is excellent at his job but open to bribery.

Eero Keiho (personality [LN old male human {commoner}]; location N2): Responsible for noting who passes through Water Gate (location N2), Eero takes his job seriously and does not enjoy the coarse humour often exhibited by visiting adventurers.

Eeva Kaukiainen (personality [LN middle-aged female human {noble}]; location B21): Eeva loves her husband and has found deep contentment in the rugged, windswept wilds of the frontier. She supports many of the faiths in Bleakhaven as a way to help others and exercise subtle political power. Where her husband is straightforward, Eeva is more subtle.

Eeva Miekka (personality [N female human {commoner}]; location B11): Eeva works at the Hole in the Wall because to return to her home town would mean death. There, she is accused of murder, and she cannot prove her innocence. She perpetually worries that someone will recognise her, and she appears timid as a result.

Eevi Rautia (personality [CN young female human {commoner}]; location B19): Eevi helps her mother with gardening work but knows nothing about the healing arts. She has recently found some interesting tracks in the garden and likes to go "monster hunting" in her spare time. Tuure has seen her on her "expeditions" and worries about what she might find or see.

Eleonora Hellikki (personality [NG middle-aged female human ghost]; location B17): Eleonora haunts the Flaming Hearth Inn—bound as she is to the place by her husband's love and her love for him. She rarely reveals herself except through subtle doings—closing a door, catching something fragile as it falls and so on. Sometimes, she manifests late at night and just sits by the fire—a translucent figure amid the gloom.

Elina's Arch (locale of interest [Aralivar's Isle]): This triangular rock arch overlooks a windswept beach. A druid used to live in a cave under the arch.

Eljas Kaleva (personality [CN old male human {commoner}]; location N7, Appendix B): The prior owner of Trader Kaleva's (location N7) but now "moon-touched", Eljas suffers from dementia.

Eljas Mietti (personality [CN{E} male human thief 2/cleric {Serat} 3 {cultist of Serat}]; location B4, Appendix D): Eljas runs the Emporium of the Waves and the hidden cult of Serat with his overbearing wife. In public, he is in charge, but in private, there is no doubt who runs things.

Elli Kaukiainen (personality [NG female human fighter 2]; location B22, Appendix D): Elli chaffs at the safety and security her family's position affords her. She gets out and about as much as possible and loves camping wild on the island. She dreams of exploring the wilderlands, but thus far, her parents have forbidden her from doing so.

Emporium of the Waves (location B4): This general store caters to the needs of Bleakhaven's fisherfolk and maritime visitors. The shop hides a dark secret—the owners and several of their staff are fanatical devotees of Serat. In a secret cellar fed by hidden flooded tunnels, these heretics sacrifice those who will not be missed to placate their uncaring mistress.

Esteri Lemmikki (personality [NG female human wizard 2 {apprentice wizard}]; location C5): Apprentice to Tahlys Vonothvar Esteri works hard and is driven to improve her lot and that of her family through her studies.

Esteri Mielo (personality [LG female human cleric {Darlen} 5 {priest}]; location B5): Esteri fervently believes in the Shining Light and is adamant that everything would be better for Solonor Island and its people if everyone shared her view. Her fellow worshippers tolerate her; non-believers actively avoid her.

Fat Man, the (locale of interest [Solonor Island]): This massive, hollow yew is said to be hundreds of years old.

Fenmire, the (geographic feature): This wide, low-lying marsh straggles along the coast to the northeast of Black Stone Head. Tribes of lizardfolk dwell in its depths.

Finale's Leap (locale of interest [Wuthermoor]): Legend has it, the mad gnome Finale built a small clapper-style bridge over this narrow, deep gorge to escape a pursuing demon. When the demon rushed across the bridge, the stone cracked in the middle, and the demon fell into the gorge, where it has remained trapped ever since. Wherever the truth of the story, the bridge's splintered remains yet jut out across the gorge.

The Ebbur Cave

Site of Legendry

The pre-eminent destination for adventurers based on Solonor Island, the horrors lurking in the Ebbur Cave loom large in local folklore and legend.

Named for the Ebbur River's black waters, which flow from its vast mouth, the Ebbur Cave is immense; for much of its five-mile length, it is around 600 feet high and 450 feet wide. Three gigantic sinkholes pierce the Ebbur Cave's ceiling. Small, dense forests—pockets of fecund life amid the darkness—grow on the piles of rubble under the sinkholes, fed by the light and water streaming in from the world above.

Foul things dwell in the darkness of Ebbur Cave. Tribes of evil humanoids—orcs, goblins, hobgoblins, and more—driven from the lands above dwell in the cave. Each tribe jealously guards its home—typically a small complex of side passageways and caves. Sometimes, the tribes coexist in an uneasy peace, while at other times, the red tide of war flows through the cave.

The tribes known to inhabit the Ebbur Cave include:

- Bugbears of the Burnt Bones
- Gnolls of the Everflame
- Goblins of the Rotting Head
- Hobgoblins of the Scarlet Banner
- Kobolds of the Poison Blade
- Orcs of the Death Moon
- Orcs of the Flayed Standard

The fecund humanoids breed with frightening rapidity and sometimes raid humanity's tenuous enclave on the Skeleton Coast for treasure and slaves. Thus, always, there is a need for bold adventurers—armed with swords and spells—to sally forth into the wilderlands to check this ever-present humanoid menace.

A few adventurers claim to have reached Ebbur Cave's farthest reaches. They tell of desperate battles against strange and terrible monstrous things lurking in the dark and of the crumbling, ramshackle ruins of great antiquity squatting atop a high escarpment of water-smoothed stone. All tell of the feeling of lurking menace and evil hanging over the ruins. Explorers who actually reach and enter the ruins describe them as replete with shrunken archways, spiralled shafts from which a singular musky smell emanates and disturbing carvings depicting a race of cruel-faced, half-human, half-snake creatures.

Not for many years has an expedition claimed a successful exploration of the ruins. Many folk do not believe that the ruins even exist—believing them to be nothing more than the fanciful stories of vainglorious adventurers deep in their cups.

Fish & Fins (location B1[A]): This fishmonger stinks but sells excellent smoked fish.

Flaming Hearth Inn, the (location B17): At the Flaming Hearth Inn, the folk are welcoming, and the atmosphere is always cosy. Local folklore has it that the fire in the inn's small common room has burnt for decades and that if it goes out, doom will befall the inn. Other (surprisingly true) rumours—that the inn is haunted—circulate amongst the townsfolk.

Forest of Gray Spires, the (geographic feature): Beyond the Wuthermoor, atop a lofty plateau, stands the legend-wreathed Forest of Gray Spires. Here, tall, slender spires of grey rock tower above the densely packed trees clustering thickly about their flanks.

Giant's Wall, the (locale of Interest [Scarred Hills]): Surrounding by mature oaks and elms alive with birdsong and topped by a thick hedge of brambles and gorse, this earthwork encircles a bare hilltop. Perceptive explorers can discover the vague outline of a building atop the hill, but whatever was here has long since rotted away.

Gillon's Pit (adventure site [Wuthermoor]): Overgrown ruins surround the remains of this failed mining venture. The mine's main passage descends steeply into the cliff for about 100 feet before ending in a collapse. Several side galleries radiate outwards from the main tunnel, but none penetrate any appreciable distance into the cliffs. Bats dwell in the mine and come forth at night to hunt the surrounding woodlands. Local legends whisper of vampires and ghosts dwelling in the mine.

Gnolls of the Everflame (tribe): This tribe of vicious gnolls is said to worship a terrible fire demon. They dwell amid the ruin of a bizarre subterranean temple of unknown, but undoubtedly prehuman, origin buried deep somewhere in Ebbur Cave.

Goblins of the Rotting Head (tribe): These goblins worship the ever-regenerating head of a troll as a god and savant—seeing its increasingly mad proclamations and lamentations as divine guidance. The Goblins of the Rotting Head dwell in Ebbur Cave.

Golden Cliffs, the (locale of interest [Solonor Island]): Half-buried stone huts of ancient artifice perch atop these cliffs and afford incredible views of the setting sun.

Greased Elbows (location B1[B]): This business provides unskilled labour to visiting merchants.

Hall of the Shining Light (location B5): Here, the few followers of Darlen, the Shining Light, worship. The hall's priests and acolytes work tirelessly to defend Solonor Island and its folk from evil's encroachment.

Hannes Arijoutsi (personality [N middle-aged male human {commoner}]; location B14): Hannes works at the Merry Wanderer as a server and odd-job man. He knows many practical skills; he is also an excellent judge of character and enjoys watching the customers and making up stories about them.

Harbourmaster Heikki Kuningas (personality [LN male human]; location B2, Appendix D): Heikki oversees the day-to-day activities at the harbour and collects taxes and so on.

Heikki Otava (personality [N male human thief 4]; location B10): Heikki works at Asikka's Place as a watcher. Jaakko knows the danger thievery poses to his business and has hired a thief to watch over his business and employees. Heikki is skilled in the arts of acting and disguise.

Helena Jurva (personality [CG female human fighter 3 {veteran archer}]; location B11, Appendix D): Helena runs the Hole in the Wall (location B11) and is fiercely protective of her workers. She has seen much of the world but has settled in Bleakhaven because she likes the atmosphere. She purchased the tavern outright from the previous owner and is busily engaged in improving it. In addition to her skills as an archer and ostler, she is an excellent woodworker.

Helga Ilakka (personality [LN female human fighter 3 {sergeant-at-arms}]; location N2, Appendix B): Helga is sergeant-at-arms at Water Gate; she takes her job extremely seriously.

Helka Raita (personality [LN female human fighter 1 {soldier}]; location N3): Helka watches over the harbour, and she has many friends among the fisherfolk.

Heta Talvikki (personality [NG female human fighter 2 {corporal-at-arms}]; location C1, Appendix C): Heat dreams of promotion and eventually becoming castellan.

Hideaway Mine (adventure site [Swerkwood]): Aptly named, Hideaway Mine stands beyond a huddle of ivy-clad stone buildings. This abandoned tin mine is haunted, locals say. Bandits sometimes use it as a lair but seldom stay long. The mine's flood-prone deeper galleries intersect with a subterranean lake.

High Priest Klaus Hämäläinen (personality [LG male human cleric {Darlen} 7]; location B5, Appendix D): Klaus knows that Darlen's faith is not widely followed, or even loved, by the townsfolk, but nevertheless, he devotes himself to the town and its defence.

High Priestess Salme Kuura (personality [CN female human cleric {Serat} 7; location B3, Appendix D): Salme leads the worshippers at the Spire of the Storm Mistress but is jealous of Lotta Miemo and the "unfair" advantage granted her by her aquatic elven heritage.

High Priestess Tiina Antero (personality [LN female human cleric {Conn} 7]; location B9, Appendix D): Tinna believes in the purity and sanctity of the law and in its use as both a weapon and shield to protect Bleakhaven from the "tides of chaos seething about it", as she often rants in her sermons.

Hille Vasara (personality [NG female human ranger 4]; location B15): Hille loves Valtari as a daughter loves her father. She is an orphan—her parents were killed in a fishing boat accident. In turn, Valtari sees her as his daughter. She is an accomplished animal trainer.

Hilppa Ilakka (personality [LN male human fighter 3 {veteran warrior}]; location B8): Hilppa secretly loves Rauna Kaleva and dreams of winning her hand. He is Laaus's twin.

Hobgoblins of the Scarlet Banner (tribe): These disciplined and militaristic warriors dip their battle banners and pennants in the blood of their vanquished foes. The followers of the Scarlet Banner sometimes serve as mercenaries for the other tribes. The hobgoblins dwell somewhere in Ebbur Cave.

Hole in the Wall, the (location B11): This tavern caters to the fisherfolk and mariners visiting Bleakhaven. It's dark, cosy and a no-frills kind of place. The Hole in the Wall offers no food; rather, it is a place you can visit after a hard day at sea to drink and relax. The Hole in the Wall does not offer its rooms for overnight hire—it rents them by the hour. Several courtesans and doxies work here.

Horag Bargi (personality [N male half-orc fighter 2]; location C2 [B]): Horag thrives on hard work and has the muscles and respect to prove it. A firm favourite in the garrison, Horag often works late into the evening before visiting the Alehouse (location C2 {E}).

Hound Rock (locale of interest [Wuthermoor]): Viewed from certain angles, this strangely-shaped chunk of bare stone looks like a dog's head.

House of Silver and Gold, the (location B8): The House of Silver and Gold is a moneychanger, jeweller and loan bank. Locals call the place "Silver 'n Gold" and have little need for its services. Few fisherfolk have many coins to change, the inclination to buy jewellery or the collateral to afford the house's interest rates. This is a place for the town's traders, visiting merchants, adventurers and others with, or the need for, coin.

Huari Nuninrae (personality [NG female half-elf fighter 3 {veteran archer}]; location C2 [C]): Hear thirsts for knowledge and is perhaps the most skilled archer in the citadel; she works as a bowyer/fletcher.

Ihalempi's Plank & Nail (location B7): The shipwrights of Ihalempi's Plank & Nail have the only dry dock on Solonor and, consequently, is the only place a large vessel can be repaired for scores of miles in any direction.

Iikka Otava (personality [NG male human fighter 2]; location B14): Iikka hides in Bleakhaven after a mistaken case of identity forced him to flee Languard, the capital of Ashlar. Wanted for several murders he did not commit Iikka now works here as a barman and (rarely needed) bouncer. He is affable but volunteers little about himself.

Ilmarinen's Cove (location C3): From Wave Gate (location C2f), a narrow path of slick, steep stairs descended to this small sheltered cove.

Ilta Puukko (personality [CN female human cleric {Serat} 1 {acolyte}]; location B3): Ilta looks exhausted and has been having vivid dreams in which hooded figures drown people. These dreams relate to the cult operating under the Emporium of the Waves (location B4).

Inner Bailey, the (location C4): Grim walls of grey stone surround Nemeton citadel's inner bailey. The donjon overlooks the inner bailey, as does the Magician's Tower. No attacker has breached the inner bailey in centuries. Several locales of note stand in or near the inner bailey; they comprise Ashlar Tower (location C4a), the Well (location C4b), married quarters for the garrison (location C4c), Ilmarien's Tower location C4d) and the Captain's Tower (location C4e).

Jaakko Asikka (personality [N male half-elf cleric [Abarin] 5 [priest]]; location B10, Appendix D): Jaakko came to Bleakhaven years ago with a dream to bring innovation and progress to the frontier. He has interesting ideas about social and commercial organisation.

Jegor Mieho (personality [NG male human {commoner}]; location B12): Jegor is a handyman. Son of Vilina, he is the only one of her children to work with her at the boarding house. Jegor is compassionate and wants to help people; this infuriates his mother, who sees him as weak and gullible. Jegor is good at his job and can fix almost anything given enough time and the right tools.

Jetty Cove (locale of interest [Solonor Island]): A stone jetty juts out into this sheltered cove's waters. A (reputedly) inbred family of fisherfolk live here.

Joakim Aikio (personality [LG male human {commoner}]; location N8): Joakim aspires to equal or better Morsun Torevin with his weapon craft. Slightly delusional about his abilities, he is easily tongue-tied by a pretty woman.

Kalervo Ehtaro (personality [N middle-aged male human cleric {Kalron} 5/fighter 3]; location N6, Appendix B): Kalervo leads the clergy at the Chapel of Arms (location N6). he is a skilled warrior dedicated to his lord and to perfecting his skills.

Kalron (deity): N hero-god of battle, martial skill and heroic struggle; the Warrior; worshipped at the Chapel of Arms (location N6). (Cf. *Deities & Demons.*)

Kerttu Ilakka (personality [N middle-aged female human {commoner}]; location B11): Kerttu grows increasingly cynical as she ages. She knows that soon she'll be too old for her line of work and that she must find a new way to support herself; a wealthy "friend" would be ideal. She is on the prowl.

Major Deities of Solonor

While the worshippers of many deities, demons and devils visit Solonor Island, some divine beings are of particularly importance to the island and its folk.

- **Abarin**: N greater human god of industry and artifice
- **Behron**: N lesser human god of travel
- **Conn**: LN greater human god of community, family and rulership
- **Darlen**: LG greater human god of law, order, justice and the sun
- **Kalron**: N human hero-god of battle, martial skill and heroic struggle
- **Serat**: CN greater human goddess of the sea, storms and voyages

Kildrak's Folly (adventure site [Fenmire]): This ruined house is slowly sinking into Fenmire. The moss and mould of long abandonment lie heavily upon this old manor. Its cellars are part-flooded, and much of its roof has collapsed, leaving a waterlogged shell in danger of imminent collapse. Fifty years ago, the mad dwarf Kildrak built a secluded home in the Fenmire. Savage tales of his murderous rage, capricious nature and battles against the lizardfolk dwelling nearby still circulate in the taprooms of Nemeton and Bleakhaven.

Klaus Hellikki (personality [N middle-aged male human {commoner}]; location B12): Klaus does odd jobs around town while living at Mieho's. He is the boarding house's longest resident. He can be encountered almost anywhere in town repairing a wall, painting something, labouring or otherwise engaged in physical tasks. He's a man of few words, but he sees much of what goes on.

Kobolds of the Poison Blade (tribe): These kobolds are sneaky and devious and use poison and traps to slay their enemies. Their home is a confusing and cramped warren of caverns accessible from a series of shifting, unstable rubble piles—leavings of ancient collapses in Ebbur Cave.

Kustaa Rahikka (N male human cleric [Kalron] 5/fighter 3 {warrior priest}; location C2 [H]): This one-armed priest officiates at the Warrior's Hall.

Kuura Ihalempi (personality [N old male human {commoner}]; location B7): Kuura runs the busy family business, Ihalempi's Plank & Nail (location B7). He is a third-generation shipwright.

Kuutamo's (location B16): Herein dwells the widow Vilina Kuutamo, one of Bleakhaven's wealthiest and most influential citizens. Vilina took over her husband's failing business when he died and turned it into a thriving success. She is a clever and perceptive businesswoman with many contacts among the ship's captains and merchants visiting Solonor Isle.

Laaus Ilakka (personality [LN male human fighter 3 {veteran warrior}]; location B8): Laaus knows of his twin's love for Rauna but thinks it is a hopeless, doomed love.

Lauri Seppo (personality [N male human fighter 1 {soldier}]; location C1): Lauri keeps an eye out for money-making opportunities and will do favours for wealthy adventurers.

Lawgiver's Chapel, the (location B9): Herein gather the worshippers of Conn. Most townsfolk pay lip service to Conn, but services are not well attended; most folk prefer to placate the Storm Mistress given their probable connection with the fishing trade.

Long Barrow (locale of interest [Fenmire]): Dug into the side of a muddy knoll, this ancient stone barrow has three side chambers radiating from a central crawlway. Adventurers have repeatedly explored Long Barrow, and most assume nothing of value remains within. A double line of carven stone obelisks—some now leaning at drunken angles—lead up to the barrow's entrance.

Lotta Miemo (personality [CN female half-elven cleric {Serat} 5 {priest}]; location B3): Lotta loves the sea—and is not shy about mentioning the blessing of her aquatic elf heritage. She takes every opportunity to swim in the sea.

Loviisa Mietti (personality [CN{E} female human thief 2/cleric {Serat} 3 {cultist of Serat}]; location B4, Appendix D): Loviisa runs the Emporium of the Waves and leads the hidden cult of Serat with her husband, Elias. She harbours a deep fear of drowning.

Lydia Goodhill (personality [NG female halfling fighter 1/thief 2]; location N8): Lydia has an orc's propensity for sudden violence and assumed insult. Sometimes when she cannot assuage her battle lust, she temporarily joins an adventuring party heading into the Wilderlands.

Maalin Lempinen, Seneschal of the Skeleton Coast (personality [LN female human fighter 6/thief 6/bard 6]; location C6, Appendix C): Maalin rules Solonor Island as her family has done for three centuries. She is obsessed with her duty and destiny; she is devoted to her people.

Maarit Rautia (personality [CG female human {commoner}]; location B19): Maarit assists Tuure Tornia. She is well on the way to becoming a skilled apothecary herself but has fallen hard for her charming teacher.

Magician's Tower, the (location C5): Herein dwells the so-called Magician at Nemeton, Tahlys Vonothvar, and her apprentices Rister Pakkanen and Esteri Lemmikki. Tahlys is a revered and respected member of Maalin Lempinen's court and a staunch defender of Solonor Island.

Matias Kaukiainen (personality [LN middle-aged male human {merchant}]; location B14): Matias owns the Merry Wanderer Inn and loves his work. Sociable and kind, Matias is a popular host and a respected pillar of the town's community. Owning the Merry Wanderer gives him access to all manner of contacts and opportunities, and he is widely thought of as a "fixer" and someone who can ensure the right people meet.

Mauno Kokko (personality [LN male human cleric {Conn} 5 {priest}]; location B9): Mauno adheres to the letter of the law and is an implacable enemy of all lawbreakers—no matter how good the reason was for the unlawful actions. He has a soft spot for cats.

Merry Wanderer, the (location B14): This traveller's inn serves the steady trickle of visitors coming to Solonor who have the coin to spend on good accommodation. The inn features a shrine dedicated to Behron.

Mieho's (location B12): Mieho's is a no-frills boarding house; its rooms are basic, but relatively safe. The boarding house is also a good place to lie low; no one here is overly interested in asking—or answering—questions.

Mikki Rautia (personality [LN middle-aged male human fighter 3 {sergeant-at-arms}]; location C1, Appendix C): Mikki embodies all that is good in a professional warrior. Brave, loyal and possessing initiative, his wary eyes miss little. Mikki is a hard man to befriend for an adventurer.

Monastery of Ineffable Evil, the (site of legendry): See the facing sidebar.

Morsun Torevin (personality [LG male dwarf fighter]; location N8, Appendix B): This skilled dwarven smith

owns Arms & Armour; he is skilled enough to craft weapons suitable for enchantment.

Mother, the (deity): N greater goddess of the seasons, sun and moon; the Mother. (Cf. *Deities & Demons.*)

Muckle, the (geographic feature [Solonor Island]): This blowhole pierces a great slab of rock dominating a wide shingle beach.

Murky Hollow (locale of interest [Fenmire]): This low-lying stretch of woodland is perpetually mud-choked. Locals know to avoid the region's cloying ooze and rapacious stinging insects as little of value or worth lies in this sunken morass. Sometimes, outlaws and the like hide on the small islands rising above the muck.

Nemeton, Citadel on the Wilderlands (settlement): The Citadel at Nemeton stands atop Eagle Rock and protects Solonor Isle and its folk from the humanoids of the wilderlands. The citadel is a formidable fortification.

Nemeton, village of (settlement): The village of Nemeton lies at the tip of Solonor Isle; it is the settlement closest to the mainland—adventurers, thus, often stay here.

Niilo Vaania (personality [NE male human assassin 8]; location B18; Appendix D): Niilo runs the Treasure Trove but is not its master. He is an unwilling servant of Maalin Lempinen, Seneschal of the Skeleton Coast. Niilo finds dealing with the townsfolk boring but enjoys chatting with adventurers—who often have juicer secrets and gold to spare. He can be friendly and charming.

Nikki Ampuja (personality [NG middle-aged male human {commoner}]; location B6): Nikki works at the Slippery Mermaid with his mother, Serafiina. He is terrified of the sea. He dreams of expanding the tavern and seeks wealthy backers to fund his scheme.

Olavi Hellikki (personality [NG middle-aged male human {commoner}]; location B17): Olavi loves owning the Flaming Hearth Inn. It gives him a reason and purpose to live after the death of his beloved wife, Eleonora, five years ago.

Old Brusi Laulaja (personality [CN old man human {commoner}]; location N3): This old sailor and borderline alcoholic hangs around Nemeton Harbour (location N3).

Old Rope (location B1[C]): Coils of old rope fill this small harbourside shop.

Orcs of the Death Moon (tribe): These feral orcs howl at the moon—worshipping it as a goddess—and sacrifice their captives in great bonfires during the dark of the moon. The Orcs of the Death Moon dwell in Ebbur Cave.

Orcs of the Flayed Standard (tribe) They flay their slain foes and decorate their home with their skins. They even wear the dried skins as clothes. The Orcs of the Flayed Standard dwell in Ebbur Cave.

Orcus (deity): CE demon lord of death and the undead; the Charnel One, the Lord of Blood, the Undead Demon, Prince of the Dead. A few of his foul (undead) worshippers lurk in the dungeons below the Monastery of Ineffable Evil.

Monastery of Ineffable Evil

Site of Legendry

Dark, brooding and fear-haunted, this grim, titan ruin—shadow-cloaked and legend-shrouded—squats atop a crumbling, vertiginous escarpment deep in the Scarred Hills. An edifice of ineffable, unspeakable evil, the monastery is known by many names—the Hideous Fane, the Chapel of Evil and the Ruin of Vile Darkness—by those who dare to speak of it at all. The folk of Solonor Island view the deserted shell-like ruin wreathed in the moss and mould of long abandonment with unutterable loathing.

Folklore, of a certain obscure evasiveness, telling of hideous acts of unspeakable blasphemies, haunts the place. Dark worship, appalling ceremonies and indescribable rites are ascribed to the adherents of the monastery's forbidden and unknown patron. The wind wails and howls around the ruin, and macabre traditions ascribe the wailing to the innumerable souls who have died screaming on the monastery's blood-soaked altars.

The crumbling ruin comprises a singular and peculiar composite architecture that hints at an ancient, pre-human origin. A field of tumbled, lichen-covered stones surrounds the jumble of tottering ruins clinging to the cusp of its tenuous perch upon the very edge of the Wuthermoor where it overlooks the forested Scarred Hills below. Below the ruin, a waterfall—fed by the dark, cold waters of an unnamed subterranean river—bursts from its uncharted course to tumble into the frigid waters of Wraithmere lake.

The monastery was once a sprawling place—the centre of Orcus's (CE demon lord of death and the undead) worship in elder times. It has fallen far since its priests claimed hegemony over the surrounding lands, and now little but dilapidation, ruin and decay remain aboveground.

Grod, the Hobgoblin King, warlord of the Skull Breaker tribe claims the upper dungeon level below the ruined monastery as his domain. From here, he plots his conquest of the surrounding tribes and territory—his tribe is the strongest and most numerous of the tribes dwelling in the locality; it is his right to forge himself an empire.

Terrible though it is, the monastery holds an even more hideous secret—the Domain of the Undying One. This blasphemous shadow-echo of the Monastery of Ineffable Evil—is a small demiplane carved from the Plane of Shadow and bound to the monastery through ancient and surpassing evil rituals. Its foundations are the innumerable souls sacrificed to Orcus's malign glory. The Domain serves as a gate and passage between the Material Plane and the portion of the Abyss under Orcus's dominion. An elder horror—the skeletal red dragon Sygaxmajier—slumbers herein. This deathless guardian protects a gate to the portion of the Abyss claimed by his eternal and deathless master—and waits patiently for it to open again.

Outer Bailey, the (location C2): The outer bailey is as far as most visitors to Nemeton citadel get. Here, the garrison trains and so on. The buildings arrayed around the courtyard are a mixture of accommodation for the garrison, servants and their families and vital services. They comprise stables (location C2a), blacksmith (location C2b), bowyer/fletcher (location C2c), warehouse (location C2d), alehouse (location C2e), Wave Gate (location C2f), Warrior's Hall (location C2g) and the Father's Hall (location C2h).

Pa Hilppa Kare (personality [NE old male human fighter 1]; location B1[D]): Hilppa sees much of what goes on in the harbour and shares his knowledge for coin. He is greedy, merciless and drives a hard bargain.

Pa Hilppa's (location B1[D]): This small tavern is more of a booth than a proper tavern and offers cheap food and cheaper ale. This is a good source of local rumours and information for inquisitive adventurers.

Penna's Grave (locale of interest [Solonor Island]): Few folk visit this well-known but reputedly haunted grave.

Penna Ihalempi (personality [CN young male human {commoner}]; location B7): Penna loves sailing. He is wild, unpredictable and ill-disciplined; both his mother and grandfather despair at his attitude.

Picaroon Peninsula (geographical feature): Human, goblin and orc pirates based in and around the town of Deksport claim this wooded peninsula.

Pieti Kekko (personality [NG male human fighter 2 {corporal-at-arms}]; location C3): Pieti is the *Defiant's* first mate. He loves ale, song and sailing. Pieti is a free spirit; he hates being cooped up inside.

Pieti Ilmatoivia (personality [LG male human paladin 5]; location B5, Appendix D): Pieti is always on the lookout for evil—in all its forms, as a paladin should. If he learns the characters are planning an expedition to one of the notable dungeon sites in the area—the Monastery of Ineffable Evil or Ebbur Cave—he might offer to join them.

Plants & Potions (location B19): Herein dwells the red-headed apothecary, Tuure Tornia. Popular—with his customers and the local ladies—this thin, charming man lives alone. Tuure has a secret: he is a werefox.

Pluck's Gorge (locale of interest [Swerkwood]): Named for the legendary parrot companion of the pirate-bard Vilimzair Aralivar, who was once thought to dwell within, Pluck's Gorge is a deep, enchanting place enclosed by rocky, moist walls festooned with lichens and the like. Within the gorge, stunted trees grow amid a jumbled field of moss-wreathed boulders.

Priitta Arpia (personality [N middle-aged male human fighter 5]; location N6): Priitta is an excellent warrior and a devout follower of Kalron. She yearns to use her skills for the good of the common folk.

Rauna Kaleva (personality [LN middle-aged female human {merchant}]; location B8): Rauna runs the House of Silver and Gold and has a reputation on the island as a fair, if a little inflexible, businesswoman.

Rauni Kultimo (personality [NG female human {commoner}]; location N5): Rauni is a friendly and popular part of the Silverleaf Inn's staff. She has a "delightful" cackle.

Reeta Ilma (personality [NG old female human {commoner}]; location N5): Reeta works the bar at the Silverleaf Inn (location N5) as she has done for four decades. Her powers of sarcasm are well-developed and ever-ready.

Reko Meurakas (personality [N young male human {commoner}]; location B17): Reno sleeps in the Flaming Hearth's common room at night and is tasked with keeping the inn's fire smouldering. He swears he's seen a ghostly figure in the room with him, but no one really believes him.

Rikiina Ihalempi (personality [N middle-aged female human {commoner}]; location B7): Rikinna works alongside her father and knows that one day the yard will pass to her.

Rister Pakkanen (personality [CN male human wizard 2 {apprentice wizard}]; location C5): Rister apprentices to Tahlys Vonothvar. He likes his drink and likes to gamble; both habits make him an indifferent apprentice.

River Nyle: (geographic feature): The River Nyle has its headwaters somewhere on Wuthermoor. Its flooding is mostly responsible for the Fenmire (and led to the destruction of the village of Nylemouth 70 years ago). Fogs and mists often rise from its waters to blanket the surrounding land. Some say these mists are not natural.

Ruin of Nylemouth (adventure site): The village of Nylemouth was destroyed in a terrible flood 70 years ago. Survivors of the tragedy founded Bleakhaven.

Sanni Mieho (personality [CN young female human {commoner}]; location N9): Sanni is four years old. If left unattended, she may try and play with a character's weapon, follow them about asking endless questions and so on. She is Valpuri Mieho's daughter.

Sanni Neuvo (personality [NG female human fighter 3 {sergeant-at-arms}]; location B2, Appendix D): San aids Heikki Kuningas in his duties. Sanni is a trusted lieutenant and well-liked about the harbour.

Scarred Hills, the (geographic feature): Scoured by narrow gorges and sheltered, tree-choked valleys, the Scarred Hills rise up from the Skeleton Coast toward the Wuthermoor to the east.

Sea Queen's Grotto (locale of interest [Aralivar's Isle]): A large stone—looking suspiciously like a throne—dominates this tidal sea cave.

Sentinel Hill (locale of interest): Overlooking the ruin of Nylemouth, Sentinel Hill is aptly named; sometimes, the garrison at Nemeton maintains a watch here.

Serafiina Ampuja (personality [N old female human {merchant}]; location B6, Appendix D): Serafiina runs the Slippery Mermaid. Her husband is long dead, and the tavern is her life. Serafiina is world-weary and fiercely loyal to her patrons.

Serat (deity): CN greater goddess of the sea, storms and voyages; the Mistress of Storms, the Uncaring. Serat is worshipped openly at the Spire of the Storm Mistress

(location B4) and secretly by the cult at the Emporium of the Waves (location B5) (Cf. *Deities & Demons.*)

Sihvo Rauma (personality [LN male human fighter 3 {sergeant-at-arms}]; location C3, Appendix C): Sihvo captains the *Defiant*. A skilled sailor, he has an intimate knowledge of the surrounding coast.

Silverleaf Inn, the (location N5): This inn near Water Gate (location N2) caters to adventurers, mercenaries and sellswords. Baelvain Silverleaf, a retired adventurer, owns the place.

Sirja Kuutamo (personality [CN female human fighter 5]; location B16): Sir does whatever her mother says, but her wild and carefree spirit often creates avoidable problems. She is often away overseeing the family's dealings in Ashlar or another far-flung place.

Skeleton Coast, the (geographic feature): Inhospitable, storm-wracked and pirate-haunted, the Skeleton Coast is a hard place to thrive (or even survive). Few safe havens exist on the Skeleton Coast.

Skull Breaker Hobgoblins (tribe): Grod, the Hobgoblin King, leads the Skull Breaker tribe—the strongest and most numerous of the foul humanoid tribes lurking in the wilderlands near Solonor Island. Grod dreams of uniting—through force or guile—the other tribes in the environs and using them to forge for himself an empire. The tribe dwells in the dungeons beneath the Monastery of Ineffable Evil and Grod claims the surrounding territory as his own.

Slippery Mermaid, the (location B6): This tavern caters to fisherfolk and dockworkers. It is a plain, no-frills place. The Slippery Mermaid is a place for cheap, hard-drinking and late-night talking. The tavern's regulars are clannish and do not look kindly on strangers.

Solalith's Dell (locale of interest [Swerkwood]): Mosses and ferns give this narrow wooded valley a primitive, primeval atmosphere. A small stream gurgles forth to birth a small pool, all but blocking access to the dell. Only a narrow rock shelf allows explorers to reach the dell without getting wet.

Solonor, the island of (geographic feature): This tidal island is linked to the mainland by St Cuthbert's Crossing (location N1)—a causeway of slippery stone only exposed at low tide.

Sparkwell (adventure site [Fenmire]): Legendry hangs thickly about this secluded water-filled shaft of unknown depth. Reputedly the site of an ancient battle between powerful wizards both swallowed by the ground itself at the height of their struggle, strange events are often reported here. In the recent past, mists and scintillating lights of strange, otherworldly hues have been reported emerging from the well's waters.

Spire of the Storm Mistress (location B3): Herein worship the followers of Serat (CN greater goddess of the sea, storms and voyages). Anyone in Bleakhaven who makes their living from the sea worships here. The sea and its bounty are critical to Bleakhaven's survival, and the spire's clergy enjoy considerable influence throughout the town.

St. Cuthbert's Crossing (location N1): This causeway of slick stone is only revealed at low tide. It links Solonor Island to the mainland.

Star Hill (locale of interest [Solonor Island]): This conical hill offers incredible views of the surrounds and the night sky.

Starpit (locale of interest [Solonor Island]): Solonor's only lake, the Starpit is said to have been formed by a god-hurled Vile Star.

Stiina Lempinen (personality [N female human {merchant}]; location B10): Stiina loves working for Jaakko; he encourages her to take risks and push the bounds of her alchemical understanding. She is popular with local children, for she sometimes crafts colourful pyrotechnics to entertain them.

Strangler's Head (locale of interest [Solonor Island]): This spit of land juts out into the Bitter Sea. It is named for a grisly murder committed long ago.

Swerkwood, the (geographic feature): A tangle of stunted and gnarled wind-blasted trees, the Swerkwood is a wet and gloomy place; many foul things lurk under its numberless boughs.

Taavi Auto (personality [N old male human cleric [Behron} 5]; location N10, Appendix B): Arthritis has crippled Taavi; he tends the Wishing Tree because he can no longer easily travel as he once did.

Important Folk of Solonor

By dint of their position, personal power or wealth, some folk are particularly important on Solonor Island.

- Bailiff of Nemeton Vilutar Vasara (Nemeton village; Appendix B)
- Castellan Valto Pakkanen (Nemeton citadel [location C6]; Appendix C)
- Harbourmaster Heikki Kuningas (location B2; Appendix D)
- High Priest of Darlen Klaus Hämäläinen (location B5; Appendix D)
- High Priest of Kalron Kalervo Entaro (location N6; Appendix B)
- High Priestess of Conn Tiina Antero (location B9; Appendix D)
- High Priestess of Serat Salme Kuura (location B3; Appendix D)
- Maalin Lempinen, Seneschal of the Skeleton Coast (Nemeton citadel [location C6]; Appendix C)
- Sihvo Rauma, captain of the Defiant (location C3; Appendix C)
- Tahlys Vonothvar (location C5; Appendix C)
- Vilina Kuutamo (location B16; Appendix D)
- Warden of Bleakhaven Tahvana Kaukiainen (Bleakhaven [location B22]; Appendix D)

Tahlys Vonothvar (personality [LG middle-aged female half-elf wizard 9]; location C5, Appendix C): Known as the Magician at Nemeton, Tahlys works her magic and trains worthy apprentices at her tower as she has for over half a century. She is friendly and dedicated to ensuring Nemeton's safety. Her personal might has foiled several pirate raids in the last 20 years, and such attacks are now a rarity. She is happy to speak with good-aligned adventurers who share her goal of protecting Solonor.

Tahvana Kaukiainen, Warden of Bleakhaven (personality [LN middle-aged male human fighter 6]; location B21, Appendix D): Tahvana loyally serves the Lempinen family by administering Bleakhaven as his family have done for generations. He is a devoted husband and father. Indefatigable in his duties, he has trouble balancing his work and his family.

Talvikki Ihamuoto (personality [NG female human fighter 3]; location N10): Talvikki is almost broke and wants to sail north to Ashlar. She could serve as a character's bodyguard if they need one.

Tapio Miemo (LN male human cleric [Conn] 5 {priest}; location C2 [I]): Tapio serves at the Father's House and is a trusted member of Maalin Lempinen's council.

Three Ugly Giants, the (locale of interest [Fenmire]): Three totem poles of magically hardened wood—replete with carvings of hideous old men and other horrible creatures—have stood watch over this tree-fringed clearing for a century or more. Set into a large triangle, they are centred on a weathered stone block. Local legend credits the totem poles with channelling the natural energy of the land onto the weathered stone block (which is a portal to the faerie realm).

Tilda Osman (personality [LN old female human fighter 2]; location C2 [E]): Tilda runs the Alehouse. Retired from active service in the garrison, she knows almost everything going on in the citadel.

Trader Kaleva's (location N7): This general provisioners and shop caters to adventurers, mercenaries and the like.

Treasure Trove, the (location B18): This pawnbroker and moneychanger is a necessary evil for life on the edge of the civilised world. The (apparent) owner, Niilo Vaania, is a man of influence who knows much of what goes on in and around town. As well as charging interest on his investments, Niilo deals in secrets, and his customers can secure a discount on his services if they tell him something he does not know. Maalin Lempinen, Seneschal of the Skeleton Coast, actually owns this business and uses it and Niilo as a way of keeping an eye on what goes on in town.

Tumblestone Quarry (locale of interest): Cut into Sentinel Hill, this part-abandoned quarry yet provides stone for local building projects.

Turo (personality [N male wolf]; location B15): Surviving the death of his druidic master, Turo now lives with Valtari Vasara. Blessed with great intelligence, strength and size thanks to the druidical bond with his dead master, Turo is the undisputed pack leader of Valtari's exceptionally well-trained half-dozen guard mastiffs.

Tuulitar Rautia (personality [NG female human fighter 4]; location B18): Tuulitar Keeps an eye on Niilo Vaania. Trusted servant of Maalin Lempinen, she is here to keep Niilo's baser desires in check. She is chatty and friendly and enjoys working at the Treasure Trove—it certainly beats guard duty at the citadel.

Tuure Tornia (personality [(NG middle-aged male human werefox]; location B19, Appendix D):) Tuure hides his true identity with the practised ease of a natural lycanthrope. Tuure came to Bleakhaven two decades ago to escape those hell-bent on hunting down his kind. He has tried to keep himself to himself, but lately, he has realised he has developed feelings for his apprentice, Maarit Rautia.

Tuure Untamo (personality [LN old male cleric {Conn} 5]; location C6, Appendix C): Tuure serves as a scribe and advisor to Maalin Lempinen. He is old and rarely leaves the citadel. He is wise in many things and is beloved of the seneschal.

Ukko Kallas (personality [LN old male human fighter 2]; location B16): Ukko loyally serves Vilina Kuutamo as he did her husband and his father before him. Ukko is exceptionally intelligent and wildly organised. Not much gets past Ukko.

Untamo Sotijalo (personality [N male human acolyte of Kalron]; location N6): Young and untested, Untamo longs for an adventurer's life. He may try to join the characters' party if given half the chance.

Uolevi Kuura (personality [N middle-aged male human]; location N9): Uolevi works for Baelvain Silverleaf as a handyman, general caretaker and cleaner. He is an incorrigible gossip.

Valpuri Mieho (personality [N female human {commoner}]; location N9): Valpuri is responsible for cleaning the Cottages for Rent (location N9) once a week, running errands for the occupants and so on. Sometimes, when she is around small, unattended objects go missing. She is Sanni Mieho's mother.

Valtari's Lootarium (location B15): The retired adventurer Valtari Vasara runs this small shop, which comprises the ground floor of his two-storey house. Valtari buys virtually anything adventurers bring back to town. He loves wheeling and dealing with adventurers, and haggling sessions with him can take hours—mainly because they involve much storytelling and drinking.

Valtari Vasara (personality [NG old male human ranger 8]; location B15, Appendix D): Valtari loves life on the frontier and mixing with adventurers. He loves telling stories of the old days and has a great trove of lore regards the surrounding wilderlands.

Valto Pakkanen, Castellan of the Citadel at Nemeton (personality [LN middle-aged male human fighter 6]; location C6, Appendix C): Valto devotes his life to Solonor Island and its defence. A childhood friend of Maalin Lempinen, he is an able administrator and

oversees most of the day-to-day running of the citadel. He is also responsible for the safety and security of Nemeton Citadel.

Venla Kaleva (personality [LG middle-aged female human {commoner}]; location N7): Venla works with her husband at Trader Kaleva's (location N7). She is friendly and chatty.

Ventla Meurakas (personality [LG old female human {commoner}]; location B2): Venla works as a scribe and records the details of all arrivals and departures from the harbour. She is also a skilled painter.

Vilina Kuutamo (personality [LN middle-aged female human {merchant}]; location B16, Appendix D): Vilina is clever, perceptive and much respected throughout the town. Her word carries much weight with many of the other businesses and merchants who rely on her for supplies.

Vilina Mieho (personality [N middle-aged female human {commoner}]; location B12): Vilina owns and runs Mieho's. She is a busy, no-nonsense woman who has had much of her kindness and compassion leached out of her by the sob stories of her clientele. Vilina's philosophy is simple: if you want something, you must pay for it.

Vilutar Vasara, Bailiff of Nemeton (personality [LG female human fighter 4]; Appendix B): Vilutar is responsible for the day-to-day governance of the village of Nemeton.

Warberry Hill (location B20): This craggy, wood-swathed hill stands near Bleakhaven. A ruined chapel stands at its zenith; few visit the place.

Water Gate (location N2): Water Gate stands at the easternmost point of Solonor, where St. Cuthbert's Crossing (location N1) meets the island. It controls all land-borne access to Solonor.

Willithar's Cave (locale of interest [Solonor Island]): This part-flooded sea cave is best accessed during low tide.

Windy Ridge (locale of interest [Wuthermoor]): Concentric rings of earthworks surround a chunk of rock rearing from the surrounding hills. The ridge itself has a wide and deep sunken hollow at its centre that allowed the people once dwelling here to escape the murderous wind at this exposed spot. Careful searching of the hollow reveals the presence of post holes, long lines of overgrown stones that may have once been walls and the like.

Wishing Tree, the (location N10): This hoary old oak is a shrine dedicated to Nehron. Travellers can stay cheaply at its nearby lodge.

Wreckers' Cove (locale of interest [Solonor Island]): The chill waters of this narrow cove are often thick with flotsam, jetsam and wreckage. Beachcombers often scavenge through the wreckage for valuable items.

Wuthermoor (geographic feature): Beyond the Scarred Hills lie the wind-blasted Wuthermoor atop a flat plateau of grass-covered moorland pockmarked by small craggy outcrops of rock. Humanity has not made a concerted effort to colonise the moor for centuries.

Appendix B: Folk of Nemeton

Find herein the details of the major folk dwelling in the village of Nemeton.

Albin Jurva

Corporal-at-arms at Water Gate (location N2)

LN male human fighter 2 (corporal-at-arms)

This stocky, short-haired, clean-shaven, muscular man has broad shoulders and is in good shape. Deep frown lines crease his forehead.

Albin is a man's man. He works at Water Gate and came up through the ranks. Albin still has friends among the older members of the garrison but doesn't put much stock on the new generation of recruits.

Personality: He is grouchy and lacking in social graces but admires adventurers for their bravery and easily falls for the wiles of a pretty woman. He is a good soldier but somewhat unimaginative. Albin loves the ever-present sense of danger, which is part of being a soldier. He often volunteers to lead patrols on the mainland.

Mannerisms: Albin is often in a bad mood—for some unspecified reason—the weather, a slight from an object of his affection, and so on. He is honest, though, and does his duty to the best of his ability.

Background: Albin came to Nemeton with his parents, who were fleeing unpaid debts in Ashlar. His parents worked hard and made a life for themselves in Bleakhaven.

Connections: Albin collects swords and daggers, and he would like to add examples taken from the humanoids of the interior to his collection. If he takes a liking to the characters, he asks them to bring some back for him.

Baelvain Silverleaf

Owner of the Silverleaf Inn (location N5)

Tall and slender, this middle-aged male elf wears finely tailored clothes in bright hues and carries a dagger at his hip. His violet eyes seem alive with intelligence, and a friendly smile plays upon his face.

Baelvain Silverleaf **XP** 235

CG male elf fighter 5/wizard 6
Senses infravision 60 ft., spot concealed and secret door
Reaction +1
Move 12″
Armour Class 2 (elven chainmail and *ring of protection +1*)
Hit Points 21 (5 HD)
Special Defence resist sleep and charm (90%); *ring of protection +1*
Melee Attacks (THAC0 16) longsword (THAC0 15, 1d8)
Ranged Attacks (THAC0 15) shortbow (THAC0 14, 1d6)
Wizard Spells Prepared 1st—*detect magic*, *friends, protection from evil*, *sleep;* 2nd—*levitate*, *invisibility;* 3rd—*fireball, haste*
Abilities Str 12, Int 14, Wis 10, Dex 16, Con 13, Cha 13
Special Abilities move silently (66% when alone)
Languages Common, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll
Gear as above plus arrows (12), pouch, spell components, 14 sp, 7 gp
Spellbook 1st—*charm person*, *detect magic*, *friends, protection from evil*, *read magic*, *sleep;* 2nd—*ESP*, *levitate*, *invisibility, strength;* 3rd—*fireball, fly, haste*

Baelvain has owned the Silverleaf Inn for over 70 years. This gregarious, middle-aged elf enjoys his job—he loves meeting new people—and has no interest in returning to an adventurer's dangerous and dirty life.

Personality: Friendly, talkative and near-endlessly patient, Baelvain has many of the traits needed for being a successful and popular ostler.

Mannerisms: Baelvain is a good listener and has a knack for asking open and insightful questions. He rarely rushes and is known for his calm under pressure.

Background: Baelvain spent years as an adventurer before retiring. He dislikes the hustle and bustle of human cities and chafes at the slowness of elven settlements; life on the frontier suits Baelvain, and he loves dwelling at Nemeton.

Connections: Baelvain is a sociable fellow who enjoys sharing an ale with adventurers staying at his inn. As such, he knows many such folk and those with who they do business. He could introduce the characters to lone adventurers looking to join an established party or facilitate a meeting with an important merchant, artificer or spellcaster. He also has a good memory and can recount details of many notable events—including the drowning of the village of Nylemouth.

Eljas Kaleva

Moon-touched old man at Trader Kaleva's (location N7)

CN old male human (peasant)

This old man wears plain, serviceable clothes. His white, unkempt hair spills down his shoulders, and his gaze seems focused on some distant point.

Eljas Kaleva is moon-touched. The old man is frequently confused and forgetful. Sometimes he rants and raves, seemingly talking nonsense. In truth, this old man has dementia, but some whisper he is possessed or perhaps haunted. Eljas sits in the shop most days where Albin can keep an eye on him.

Personality: Eljas is friendly but often confused and forgetful. He also has an odd sense of humour that often leaves the recipients of his jokes deeply confused.

Mannerisms: Eljas often asks the same question repeatedly during a conversation—he finds it difficult to hold facts in his head.

Background: Born and raised in Nemeton, Elias has been a fixture of village life for decades. He ran Trader Kaleva's until he became "moon-touched". Now, he merely "helps" at the shop.

Connections: Eljas can appear anywhere in Nemeton. The old man often wanders about the village, spouting nonsense. He is an excellent vehicle for providing a rumour, prophecy or hint to an adventuring party. Characters guiding him back to Trader Kaleva's gain Albin's and Venla's thanks.

Helga Ilakka

Sergeant-at-arms at Water Gate (location N2)

LN female human fighter 3 (sergeant-at-arms)

This stocky and weatherworn woman carries herself with an air of confidence and competence. She wears old but well-maintained plate armour.

Helga Ilakka oversees Water Gate. Trusted by Valto Pakkanen, Helga takes her job extremely seriously. She is a veteran warrior with a vast wealth of experience. She works hard, and her soldiers respect her.

Personality: Helga has an eye for detail and a good work ethic. She has risen by dint of competence, and she has no time for slackers or idiots. She is not afraid of hard work and is brave to a fault.

Mannerisms: On duty, Helga uses short, simple words and speaks slowly—she is used to dealing with soldiers. Helga is controlled and measured in what she does—for her, everything funnels into advancement.

Background: Helga was born in Bleakhaven, but wanted to better herself through soldiering. For her, the daily drudgery of fishing held no interest. She has ambitions to climb even higher and one day sees herself as castellan of Nemeton Citadel.

Connections: Helga seeks high station and keeps an eye out for those who can improve her standing. If the characters seem like competent and trustworthy sorts she attempts to build a relationship with them on the assumption that such a friendship could be useful in the future.

Kalervo Ehtaro

High Priest of the Chapel of Arms (location N6)

Stocky, muscled and obviously fit, this middle-aged man wears well-maintained chain armour. A battleaxe hangs down his back. His brown hair is cropped short.

Kalervo Ehtaro **XP** 260

N middle-aged male human cleric (Kalron) 5/fighter 3
Move 9″
Armour Class 1 (+*1 plate mail* and shield)
Hit Points 26 (5 HD)
Melee Attacks (THAC0 18) +*2 battleaxe* (THAC0 16, 1d8+2)
Special Attacks turn undead
Cleric Spells Prepared 1st—*bless*, *cure light wounds* (2), *light*, *sanctuary*; 2nd—*augury*, *hold person*, *know alignment*, *silence 15 ft. radius*, *spiritual hammer*; 3rd—*prayer*
Abilities Str 15, Int 11, Wis 17, Dex 10, Con 14, Cha 14
Languages Common plus any two
Gear as above plus silver holy symbol, belt pouch, spell components, 4d6 sp, 4d6 gp
Magic Gear as above plus *potion of healing*, *potion of hill giant strength*

Kalervo Ehtaro leads the clergy at the Chapel of Arms, which is dedicated to the worship of Kalron (N hero-god of battle, martial skill and heroic struggle). A skilled warrior in his own right, Kalervo works hard to perfect his martial skills.

Personality: Forthright, plain-speaking and friendly, Kalervo is focused on serving his lord and improving his own martial skills. In this regard, he is quite blinkered, and he has little time for those too infirm or lazy to defend themselves—except the truly helpless, whom he would defend with his dying breath.

Mannerisms: Kalervo speaks forcefully and uses short, simple words and sentences; he is used to dealing with warriors and the like and has learnt that brevity reduces confusion, indecision and delay.

Background: A native of the Duchy of Ashlar, Kalervo came to Nemeton almost two decades ago. He craved adventure and spent years fighting the humanoids infesting the wilderlands. He eventually realised, though, that he could better serve his lord by founding a church and training others in the martial arts.

Connections: Kalervo is a retired adventurer and has a soft spot for such folk. That does not mean he is gullible or a mug. Few have managed to con Kalervo.

Morsum Torevin

Skilled dwarven metalworker at Arms & Armour (location N8)

Muscled, broadly built and sporting an impressively plaited black beard, this dwarf appears like an archetype of his folk. Scars and burns crisscross his arms and wrists.

Morsum Torevin **XP** 125

LG male hill dwarf fighter 3
Senses infravision 60 ft., detect underground features (slope [75%], new construction [75%], sliding and shifting walls or rooms [66%], stonework traps [50%], depth [50%])
Move 6″
Armour Class 2 (plate mail, shield and *ring of protection +1*); +4 AC against ogres, trolls, ogre-magi, giants, titans
Hit Points 30 (3+9 HD)
Special Defences +4 bonus on saving throws against poison, spells, wands, staves and rods; *ring of protection +1*
Melee Attacks (THAC0 18) +*1 hammer* (THAC0 17, 1d4+2)

Special Attacks +1 to hit half-orcs, goblins, hobgoblins or orcs

Abilities Str 15, Int 10, Wis 14, Dex 13, Con 16, Cha 6
Languages Common, Dwarven, Gnome, Goblin, Kobold, Orcish

Gear as above plus pouch, 28 sp, 17 gp

Morsum Torevin knows how to work and fold metal in wondrous manners. Some folk whisper that he talks to the metal and coaxes it into the form he desires through dwarven magic. He has no interest in taking up arms again and lives vicariously through his old exploits and those of his current customers. Morsun is happy to take a break to share an ale with a customer.

Personality: Morsum is friendly and loves good ale. He is most at peace when working metal, however, and can work for hours without rest. He also loves singing and knows a great store of his people's chants, elegies and stories.

Mannerisms: Morsum appears ever-thirsty, often licking his lips in anticipation of his next drink.

Background: Morsum has lived on Solonor for decades. A scion of the fallen dwarven hold of Vongyth, Morsum left Ashlar when it became apparent that his kin lacked the strength to reclaim their ancient halls.

Connections: Morsun is a good person to be friends with if you are an adventurer. The pre-eminent weaponsmith on Solonor, he is capable of crafting weapons fine enough to be enchanted. Like all dwarves, Morsum has repeatedly fought to protect himself and his kin; while he has no desire to go adventuring, he knows much about orcs, goblins and their ilk, which adventurers may find useful.

Taavi Auvo

Priest at the Wishing Tree (location N10)

This old, part-bald man wears a simple brown tunic and cloak. His face is worn and weatherbeaten, and he walks with a staff.

Taavi Auvo **XP** 189

N old male human cleric (Berhon) 5
Move 6''
Armour Class 4 (*bracers of defence AC 4*)
Hit Points 26 (5 HD)
Melee Attacks (THAC0 18) *+1 footman's mace* (THAC0 17, 1d6+2) or quarterstaff (THAC0 18, 1d6)
Special Attacks turn undead
Cleric Spells Prepared 1st—*bless*, *cure light wounds* (2), *light*, *sanctuary*; 2nd—*augury*, *hold person*, *know alignment*, *silence 15 ft. radius*, *spiritual hammer*; 3rd—*dispel magic*, *prayer*

Abilities Str 9, Int 13, Wis 18, Dex 7, Con 10, Cha 14
Languages Common plus any three

Gear as above plus silver holy symbol, belt pouch, spell components, 4d6 sp, 4d6 gp
Magic Gear as above plus *potion of animal control*

Taavi Auvo tends the Wishing Tree because he can no longer travel. Crippled by arthritis, Taavi is content to serve his lord by watching over other travellers.

Personality: Since he can remember, Taavi has been consumed with wanderlust. Tavvi has travelled many roads and has an excellent memory.

Mannerisms: With little to do all day but sit and talk, Taavi tells long, rambling stories if given half a chance.

Background: Tavvi's parents were travelling tinkers, and he loved life on the open road.

Connections: While he is happy at Nemeton, Taavi dreams of one last grand journey. He knows he can no longer walk or ride any appreciable distance, but if someone were travelling by ship or coach, he would love to tag along.

Vilutar Vasara

Bailiff of Nemeton

With luscious black hair and a frank gaze, this middle-aged woman has the gait and figure of an accomplished warrior. She is muscular and trim and carries a sword at her hip.

Vulitar Vasara **XP** 110

LG middle-aged female human fighter 3
Move 9''
Armour Class 2 (plate mail and shield)
Hit Points 25 (3 HD)
Melee Attacks (THAC0 17) *+1 shortsword* (THAC0 16, 1d6+2) or dagger (1d4)
Ranged Attack (THACO 18) light crossbow (1d4)

Abilities Str 17, Int 11, Wis 11, Dex 12, Con 15, Cha 9
Languages Common plus any two

Gear as above plus belt pouch, 19 sp, 13 gp
As an adventurer, Vilutar fought pirates in her youth but retired to Nemeton after she met and fell in love with Sofia Tuntia. The two live together peacefully in Nemeton. Vilutar has served as Nemeton's bailiff for almost ten years. She is well-liked and trusted by the populace.

Personality: Friendly, stout of heart and dedicated to Nemeton Vilutar can be a good friend or a terrible enemy. She loves her wife, Sofia, and the two are inseparable. If Vilutar has a weakness, it is Sofia. Dedicated to her job, she works hard to maintain her considerable martial prowess.

Mannerisms: Vilutar plays with and smooths her hair when she is stressed.

Background: A native of Ashlar, Vilutar came south with an adventuring band over a decade ago to fight the pirates of the Picaroon Peninsula. Most of her companions were killed in the ensuing campaign; she mourns them still.

Connections: Vilutar seeks out visiting adventurers and introduces herself to them. If she likes them, and they behave themselves in the village, she may ask them for help in the future. Nemeton's watch is tiny, and it never hurts to have powerful friends comfortable with violence on call for extreme situations.

Appendix C: Folk of the Citadel

Find herein the details of the major folk dwelling in the citadel at Nemeton.

Heta Talvikki

Corporal-at-arms with dreams of advancement (location C1)

NG female human fighter 2 (corporal-at-arms)

Stocky and muscular, this woman wears a warrior's garb with the ease and familiarity of long practice.

Heta Talvikki dreams of promotion and works diligently to secure such progress. Eventually, she sees herself becoming castellan. She keeps her eyes open for opportunities for advancement.

Personality: Heta is friendly and a good companion. She loves her parents and worries she does not see them enough; her duties keep her busy at the citadel. Heta is a good person but a little self-centred—she has to be if she wants to achieve her dream of becoming castellan.

Mannerisms: Beset by earwax, Heta always seems to have a finger in one of her ears.

Background: The daughter of fisherfolk, Heta escaped a hard life on the boats for the possibility of adventure and advancement at Citadel Nemeton. She has served here for ten years now and is a trusted member of the garrison.

Connections: As well as encountering Heta at the citadel, the characters could bump into her in Bleakhaven during one of her rare trips to see her parents.

Maalin Lempinen

Seneschal of the Skeleton Coast (location C6)

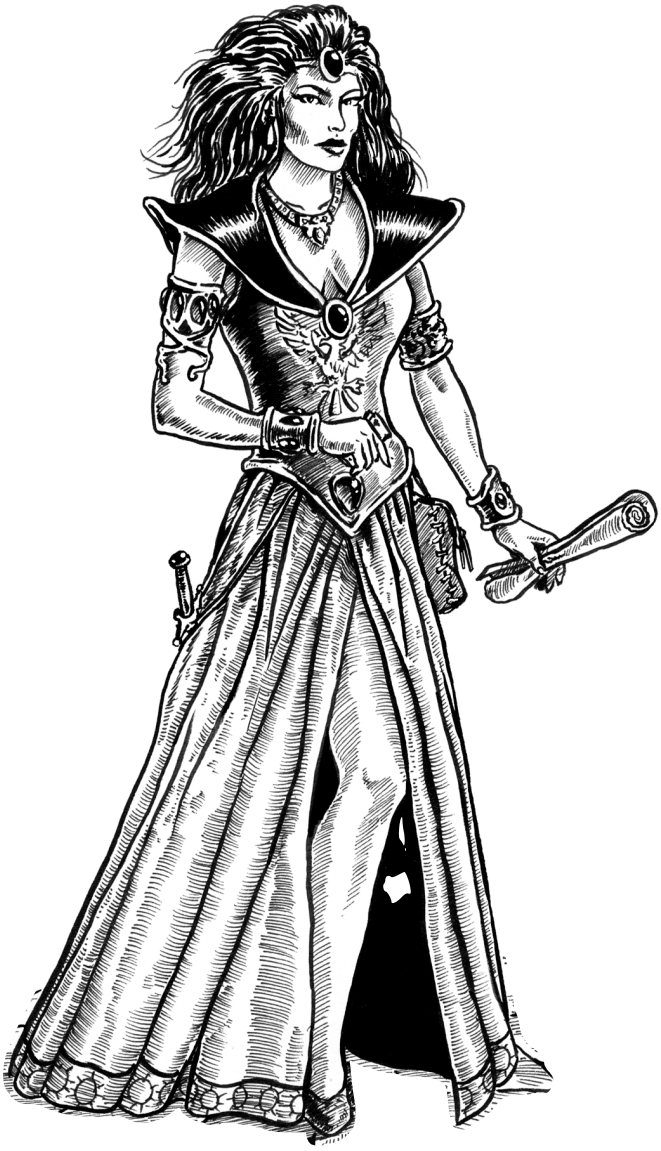
Tall, slender and fair of face this woman has an air of command and power about her. She wears fine robes cut for ease of movement.

Maalin Lempinen **XP** 2,784

LN female human fighter 5/thief 5/bard 6
Move 12″
Reaction +1
Armour Class 2 (*+1 elven chainmail*)
Hit Points 49 (11 HD)
Melee Attacks (THAC0 16) *+1 shortsword* (THAC0 15, 1d6+1) or dagger (1d4)
Ranged Attacks (THAC0 15) dagger (1d4)
Special Attacks backstab (+4 "to hit", x3 damage)
Druid Spells Prepared 1st—*animal friendship*, *detect magic*, *faerie fire*, *predict weather, speak with animals;* 2nd *charm person or mammal, cure light wounds* (2), *obscurement*
Abilities Str 15, Int 12, Wis 15, Dex 16, Con 11, Cha 17
Special Abilities bardic poetry, charm 32%, legend lore 16%
Thief Abilities pick pocket 50%, open locks 47%, find/remove traps 40%, move silently 40%, hide in shadows 31%, hear noise 20%, climb walls 90%, read languages 25%
Languages Common, Dwarvish, Elvish, Orc, Goblin, Thieves' Cant
Gear as above plus medallion of office, lute, pouch, spell components, 27 sp, 20 gp
Magic Gear as above plus *figurine of wondrous power (ebony fly)*, *eyes of the eagle*

Consumed by a sense of duty and destiny, Maalin works tirelessly to safeguard her tiny realm and all who dwell within.

Personality: Diligent, indefatigable, and relentless, Maalin is an effective and fair ruler. She believes in the rule of law and the value of knowing one's place and purpose in life. She is ambitious and dreams of expanding her tiny realm. As she approaches middle age, she has begun to consider her legacy and hopes to start a family soon; however, the pressures and obligations of her position mean she has yet to find a suitable husband.



Mannerisms: Accustomed to command, Maalin has a way of making a question seem like a command.

Background: Groomed for rulership from an early age, Maalin has seen little of the world beyond her realm. She sometimes travels to Languard to consult with various agents and experts but is ignorant of the world beyond that.

Connections: Maalin Lempinen rules Solonor Island and ever worries about marauding humanoids, raiding pirates and the difficulty of feeding her people. If the characters seem to work for the common good, she could test them with a minor mission or two—she is always on the lookout for disposable adventurers she can use to further secure her tiny realm. She loses little sleep if the adventurers are slain while carrying out her orders.

Mikki Rautia

Sergeant at arms at Nemeton (location C1)

LN middle-aged male human fighter 3 (sergeant-at-arms)

This middle-aged man's capacious brown and grey-flecked beard is almost dwarven in appearance.

Mikki Rautia embodies all that is good in a professional warrior. Brave, loyal and possessing good initiative, he has risen to this post through two decades of diligent service. His wary eyes miss little. Mikki is a hard man to befriend for an itinerant adventurer.

Personality: Mikki possesses great focus and attention to detail, as the soldiers under his command can attest. He enjoys drinking and loves to run. He is also an avid reader and devours books on warfare, combat and history.

Mannerisms: Mikki uses as few words as possible in conversation unless he is discussing a book he has enjoyed then, it is hard to get him to shut up.

Background: Son of a peasant, Nikki always knew that a fisherman's life was not for him. A skirmish fought against pirates when he was a young man convinced him that a soldier's life was his destiny.

Connections: Mikki is a hard man to befriend for an itinerant adventurer, and he keeps an eye on such folk crossing his path. It is unlikely that Nikki will become a friend to the characters, but he could become a foil if he believes they pose a threat to the citadel.

Sihvo Rauma

Captain of the Defiant (location C3)

LN male human fighter 3 (sergeant-at-arms)

This short, stocky man moves with the confidence of a born warrior. He has a thick brown beard and similarly coloured, slightly curly hair.

Sihvo Rauma captains the *Defiant*. A skilled sailor raised on the waves by his fisherman father, Sihvo has an intimate knowledge of the surrounding coast.

Personality: Dynamic and aggressive, Sihvo Rauma burns to carry the fight to those who would prey on Solonor Isle and its folk. He dreams of leading a fleet south to the Picaroon Peninsula but knows this dream is wildly unrealistic. Sihvo is also a curious fellow and has amassed a wide range of knowledge on many things. Some folk view him as an unimaginative warrior—they could not be more wrong.

Mannerisms: Sihvo uses short, easily understood words in conversation and speaks loudly. He exudes confidence.

Background: Hailing from a long line of fisherfolk, Sihvo is a natural sailor. He worked on the boats before serving aboard the *Defiant*. He took command of the ship when the captain and first mate were slain in battle against pirates. Shortly thereafter, his position was made permanent.

Connections: The *Defiant* could come to the characters' aid if they are trapped on the mainland or if their own craft runs into difficulties. Sihvo is one of Solonor's most militant defenders and is the one most likely to countenance taking the fight to the enemy. As such, he could be a valuable ally to characters fighting pirates or would need armed assistance near the coast.

Tahlys Vonothvar

The Magician at Nemeton (location C5)

Tall, slender and impeccably dressed, this half-elven woman moves with grace and poise. Her violet eyes are lively, and she wears her long black hair in a single ponytail.

Tahlys Vonothvar **XP** 1,188

LG middle-aged female half-elf wizard 9
Senses infravision 60 ft., spot concealed and secret door
Move 12″
Armour Class 10 (details)
Hit Points 24 (9 HD)
Special Defence resist sleep and charm (30%)
Melee Attacks (THAC0 19) dagger (1d4)
Ranged Attacks (THAC0 19) dagger (1d4)
Spellcasting 1st—*detect magic*, *magic missile* (2), *shield*; 2nd—*invisibility*, *scare*, *web*; 3rd—*fireball*, *fly*, *protection from normal missiles*; 4th—*dimension door*, *minor globe of invulnerability*; 5th—cone of cold
Abilities Str 9, Int 18, Wis 12, Dex 15, Con 11, Cha 13
Languages Common, Dryad, Elvish, Gnoll, Gnome, Gold Dragon, Halfling, Goblin, Hobgoblin, Orcish, Silver Dragon
Gear as above plus belt pouch, spell components, 13 gp
Magic Gear *staff of fire* (as wand, 75 charges), *potion of extra-healing* (2), various minor scrolls as desired
Spellbook as above and as desired

Tahlys Vonothvar works her magic and trains worthy apprentices at the tower as she has for well over half a century. She is friendly and dedicated to ensuring Nemeton's safety. Her personal might has foiled several pirate raids in the last 20 years, and such attacks are now a rarity. She is

happy to speak with good-aligned adventurers who share her goal of keeping Nemeton safe.

Personality: Dedicated to Solonor Isle and its defence, Tahlys is a staunch servant of the Lempinens. She is fascinated by the heavens and the stars and often stays up late to plot the night sky.

Mannerisms: Tahlys has a steady, confident gaze. She speaks slowly and chooses her words carefully. She has learnt that what is said cannot be unsaid.

Background: Tahlys is a survivor of the sack of Deksport. Since coming to Nemeton, she has proved a loyal servant to the Lempinens, who gifted her a tower as a mark of respect and gratitude for her service.

Connections: Tahlys works tirelessly to help keep Solonor Island and its folk secure. She makes it her business to know the comings and goings of adventurers on the island. She knows some can be of great help and its folk while others—intentionally or unintentionally—can bring strife and harm to Solonor.

Tuure Untamo

Trusted scribe and advisor to Maalin Lempinen (location C6)

Wearing plain but good quality red robes edged with grey trim, this elderly man leans on a stout walking stick. His scraggly grey hair hangs over his thin shoulders.

Tuure Untamo **XP** 101

LN old male human cleric (Conn) 3
Move 9″
Armour Class 10 (robes)
Hit Points 17 (3 HD)
Melee Attacks (THAC0 20) footman's mace (1d6+1) or *staff of the serpent* (python; THACO 18 (1d6+2)
Special Attacks turn undead
Cleric Spells Prepared 1st—*bless*, *cure light wounds*, *light*, *sanctuary*; 2nd—*augury*, *hold person*, *know alignment*

Abilities Str 9, Int 13, Wis 18, Dex 7, Con 10, Cha 14
Languages Common plus any three

Gear as above plus silver holy symbol, belt pouch, spell components, 4d6 sp, 4d6 gp

Tuure Untamo serves as scribe and advisor to Maalin Lempinen. He is old now and rarely leaves the citadel; the cold gets into his bones terribly, and he sees little profit in taxing his already weak body. He is wise in many things and is beloved of the seneschal.

Personality: Detail-orientated and intelligent, Tuure is an exceptional planner. A good friend of Tahlys Vonothvar (location C5), he enjoys speaking with learned folk and is wise enough to know there is much he does not know. Tuure is partial to fine wine and good cheese—preferably consumed at great length in front of a roaring fire with agreeable company.

Mannerisms: Tuure speaks slowly and chooses his words carefully. When it rains, he gets pain in his left knee and constantly massages it.

Background: Tuure is not native to Solonor Isle but has lived here for much of his life.

Connections: Loyal to Solonor, but increasingly tired and ready to meet his god, Tuure searches for someone suitable to take his position.

Valto Pakkanen

Castellan of Citadel Nemeton (location C6)

Tall, muscular and grey-haired, this middle-aged man has an air of command about him. He wears fine chain armour and carries a longsword at his hip.

Valto Pakkanen **XP** 414

LN middle-aged male human fighter 6
Move 9″
Armour Class 3 (plate mail)
Hit Points 44 (6 HD)
Melee Attacks (THAC0 16) +*1 two-handed sword* (THAC0 15, 1d10+2) or dagger (1d4)
Ranged Attack (THACO 18) spear (1d8)

Abilities Str 17, Int 11, Wis 12, Dex 12, Con 15, Cha 13
Languages Common plus any two

Gear as above plus belt pouch, medallion of office,12 sp, 9 gp

Valto Pakkanen has devoted his life to Solonor Isle and its defence. A childhood friend of Maalin Lempinen he would give his life for hers. He is an able administrator and oversees most of the day-to-day running of the citadel. He is also a skilled warrior who has not been bested in single combat.

Personality: Valto does not trust easily, but he is loyal to Maalin Lempinen. He expects diligence and duty from all who serve at Nemeton and is a hard but fair taskmaster. Valto loves dogs, and his beloved hounds are never far from his side. His bravery and honesty are absolute

Mannerisms: Valto has a piercing, confident gaze. When he is angry, his gaze becomes aggressive and challenging.

Background: Son of a guard, Valto was chosen as the young Maalin Lempinen's companion because of his intelligence and loyalty. He has served her for three decades.

Connections: If the characters gain some fame (or notoriety), Valto makes the effort to learn more about them. If he likes what he learns, he may ask them to carry out a minor mission in the wilderlands on his behalf. He won't offer payment—this is a test to determine the characters' true mettle. If they do well and don't whine about payment, they make a powerful friend.

Alternatively, if one of the characters is a skilled warrior, Valto may spar with them—he is always after a challenge.

Appendix D: Folk of Bleakhaven

Find herein the details of the major folk dwelling in the town of Bleakhaven.

Eeva Kaukiainen

Astute wife of the Warden of Bleakhaven (location B22)

LN middle-aged female human (noble)

Tall and slender, this middle-aged woman wears a fine red robe and glittering silver earrings. Her handsome face is severely set, and her greying brown hair is piled up in an ornate bun.

Eeva Kaukiainen loves her husband and has found deep contentment in the rugged, windswept wilds of the frontier. Eeva supports many of the faiths in Bleakhaven both as a way to help others and as a way to exercise subtle political power. Where her husband is straightforward, Eva is more subtle.

Personality: Kind and dependable, Eeva is nevertheless slightly wrapped up in her social position and enjoys the resulting etiquette and deference. She is fiercely protective of her daughter.

Mannerisms: Eeva is perpetually touching her hair to make sure it is arranged "just so".

Background: Daughter of a wealthy merchant who caught Tahvana's eye when she accompanied her father to Solonor Island, Eeva has risen high. Her family connections bring extra wealth and comfort to the hall.

Connections: Eeva has recently received a letter from her elderly parents in which they ask her to send them their granddaughter for an extended visit. (This is just one of Elli's schemes to escape the island and go adventuring). Eeva needs dependable guards to accompany her daughter—would the characters be interested?

Elli Kaukiainen

Headstrong and resilient daughter of the Warden of Bleakhaven (location B22)

Wearing tight breeches and studded leather armour, this young woman exudes confidence, wealth and energy.

Elli Kaukiainen **XP** 98

NG female human fighter 3
Move 12''
Reaction +1
Armour Class 5 (studded leather)
Hit Points 21 (3 HD)
Melee Attacks (THAC0 18) short sword (1d6) or dagger (1d4)
Ranged Attack (THAC0 17) shortbow (1d6)

Abilities Str 14, Int 10, Wis 9, Dex 16, Con 11, Cha 9
Languages Common, Elven, Halfling

Gear as above plus arrows (20), belt pouch, 17 sp, 7 gp

Elli Kaukiainen chaffs at the safety and security her family's position affords her. She gets out and about as much as possible and loves camping wild on the island. She dreams of exploring the wilderlands, but thus far, her parents have forbidden her from doing so. Elli is not wild or impetuous; rather, she seeks to measure herself against the world.

Personality: Desperate to prove herself and to defeat hardship, Elli chaffs at the semi-confinement her parents keep her in. She loves riding, enjoys archery and has little time for the things deemed fit and proper for a lady of breeding. She is straight-talking and honest.

Mannerisms: Elli speaks confidently and directly. She emphasises important points with expansive hand gestures.

Background: Elli is the daughter of Eva and Tahvana Kaukiainen. She is highly educated and well-known about town. Elli rarely leaves Solonor Island, but has extensively explored her island home.

Connections: Elli wants to measure herself against the challenges lurking in the wilderlands, but her parents have forbidden her from doing so. The characters—if they seem trustworthy—give her an opportunity. She plots and schemes to get them invited to dinner at the hall in the hopes that they will impress her parents.

Eljas Mietti

Cultist and shopkeeper (location B4)

CN(E) male human thief 2/cleric 3 (cultist of Serat)

Short and balding, this man has a small paunch—perhaps brought on by good living. He wears sturdy, good-quality clothes and has a friendly smile.

Eljas Mietti runs the Emporium of the Waves and the hidden cult of Serat with his overbearing wife, Loviisa.

Personality: While he is committed to the cause—worshipping Serat—Eljas is somewhat in his wife's shadow. Eljas secretly likes to be dominated by his wife. In public, he is the owner of the emporium, but behind closed doors, there is no doubt in his mind who is in charge.

Mannerisms: When worried or stressed. Elias rolls his shoulders up and back and rolls his neck to relieve tension.

Background: Eljas's parents ran the emporium before their deaths. By then, Elias had met and married Loviisa's, and the pair continued the Mietti family business.

Connections: As one of the leaders of the cult operating from the Emporium of the Waves (location B4), Elias keeps a vigilant watch for any threats to the cult or his wife. If he perceives the characters as a threat, he does not move against them in an obvious fashion. Instead, he makes sure the party receive a steady stream of rumours to deflect them away from the shop and the cult.

Harbourmaster Heikki Kuningas

The Harbourmaster (location B2) is an important man

Balding and slightly running to fat, this man wears a fine, if serviceable, tunic and wears a heavy chain around his neck.

Harbourmaster Heikki Kuningas **XP** 9

LN male human
Move 12″
Armour Class 7 (studded leather)
Hit Points 4 (1-6 hp)
Melee Attacks (THAC0 20) short sword (1d6) or dagger (1d4)
Ranged Attacks (THAC0 20) dagger (1d4)

Abilities Int 12, Cha 14
Languages Common, Dwarven, Elven, Halfling
Gear as above plus pouch, signet ring or other miscellaneous jewellery (worth 10 gp) 4d6 sp, 2d6 gp

Harbourmaster Heikki Kuningas oversees the day-to-day activities at Bleakhaven Harbour, collects taxes and is responsible for protecting the town from attack. Heikki is a busy man.

Personality: Exceptionally honest, Heikki is trusted by everyone who knows him, but that doesn't mean he is universally liked. His aversion to bending or ignoring the rules borders on fanatical, and he has a reputation for being inflexible to common sense or bribes. He loves the sea and worships Serat; calm seas and fair winds make his job much, much easier.

Mannerisms: Heikki pursues his lips when thinking hard or stressed. This mostly happens when Heikki must stray beyond the bounds of the harbour's rules and regulations.

Background: Bleakhaven born and bred, Heikki has long served the Lempinens. He revels in the position of Harbourmaster and the social standing it brings.

Connections: The harbourmaster controls—unsurprisingly—Bleakhaven Harbour, and he knows virtually everything of note that goes on there. Characters causing trouble there or acting wildly or impetuously will garner his attention. The characters will likely also get to know him if they bring ashore the loot from their adventures—Heikki will levy the correct tax.

Helena Jurva

Friendly owner of the Hole in the Wall (location B11)

CG female human fighter 3 (veteran archer)

Tall and broad-shouldered, this woman sports an oft-broken nose in the centre of her pale face.

Helena Jurva runs the Hole in the Wall and is fiercely protective of her workers. Helena has seen much of the world but has settled in Bleakhaven because she likes the atmosphere. She purchased the tavern outright from the previous owner and is busily engaged in improving it. In addition to her skills as an archer and ostler, she is an excellent woodworker.

Personality: Worldly wise and with great powers of perception and empathy, Helena is the near-perfect ostler for the Hole in the Wall. She also loves working with wood and is happiest when crafting something. She is fiercely loyal to her staff and customers. She is friendly but hard to manipulate.

Mannerisms: Helena has a nervous cough that manifests itself during times of stress.

Background: Helena has had many jobs and visited many kingdoms. She dislikes overly harsh or restrictive rules and laws and has thus spent much of her time in borderland or laxly governed regions.

Connections: Sooner or later, most visitors to Bleakhaven spend an evening (or two) at the Hole in the Wall. Thus, Helena is well-placed to make connections between like-minded individuals and to know more than normal about what is going on in the town in regards visiting merchants, adventurers and the like.

High Priest Klaus Hämäläinen

High Priest of Darlen (location B5)

This bearded man has short-cropped brown hair and a friendly mien. He wears plain white robes edged with gold.

Klaus Hämäläinen, High Priest of Darlen **XP** 670

LG male human cleric (Darlen) 7
Move 9″
Armour Class 2 (plate mail and shield)
Hit Points 40 (7 HD)
Melee Attacks (THAC0 16) *+1 longsword* (THAC0 15, 1d8+1)
Special Attacks turn undead
Cleric Spells Prepared 1st—*bless*, *cure light wounds* (2), *light*, *sanctuary*; 2nd—*augury*, *hold person*, *know alignment*, *silence 15 ft. radius*, *spiritual hammer*; 3rd—*dispel magic*, *prayer; 4th—cure serious wounds*

Abilities Str 14, Int 12, Wis 16, Dex 9, Con 10, Cha 11
Languages Common, Dwarven, Elven, Gold Dragon

Gear as above plus silver holy symbol, belt pouch, spell components, 18 sp, 13 gp
Magic Gear as above plus *scroll of protection from magic*, *scroll of dispel magic* and *resist fire*

Klaus Hämäläinen knows that Darlen's faith is not widely followed, or even loved, by the townsfolk, who are more worried about their daily survival than their souls' final destination. Nevertheless, he devotes himself to the town and its defence.

Personality: Strong-willed, compassionate and patient, Klaus is—perhaps—the quintessential priest. Klaus believed passionately in the righteousness of Darlen and his worship. He is fully committed to protecting Solonor and its folk from all threats—those within as well as those without. He is particularly worried about the fate of his congregation's

souls. Klaus comes from common stock, and this comes up often in conversation—he wants to act as a shining example for his followers.

Mannerisms: Klaus fingers his holy symbol when stressed or in need of guidance.

Background: A native of Languard in the Duchy of Ashlar, Klaus has served the people of Bleakhaven for almost a decade. He comes from common stock and has risen through the church's ranks through a combination of political know-how and dynamic action.

Connections: Klaus does not tolerate evil-doers on Solonor Island. If he has incontrovertible proof of someone's evil actions, he demands—or takes—action to keep the island and its folk safe.

High Priestess Salme Kuura

High Priestess at the Spire of the Storm Mistress (location B3)

Tall and well-built, this woman wears her brown hair in a single tight pigtail. She wears a sumptuous gown of shimmering green velvet.

Salme Kuura, High Priestess of Serat **XP** 622

CN female human cleric (Serat) 7
Move 12″
Armour Class 7 (studded leather)
Hit Points 34 (7 HD)
Melee Attacks (THAC0 16) *+3 trident* (THAC0 13, 1d6+4)
Special Attacks turn undead
Cleric Spells Prepared 1st—*bless*, *cure light wounds* (2), *light*, *sanctuary*; 2nd—*augury*, *hold person*, *know alignment*, *silence 15 ft. radius*, *spiritual hammer*; 3rd—*dispel magic*, *prayer; 4th—cure serious wounds*
Abilities Str 10, Int 11, Wis 16, Dex 12, Con 10, Cha 11
Languages Common, Dwarven, Elven, Orc
Gear as above plus silver holy symbol, belt pouch, spell components, 9 sp, 11 gp
Magic Gear as above plus *dust of appearance*

High Priestess Salme Kuura leads the worshippers at the Spire but is jealous of Lotta Miemo, and the "unfair" advantage granted her by her aquatic heritage.

Personality: Salme has a mercurial temper, but she is dedicated to her mistress and to the Storm Mistress's worshippers. She loves sailing, swimming and old nautical maps; she maintains quite the collection at the Spire. She also enjoys cooking—and is skilled at preparing, smoking and cooking the sea's bounty.

Mannerisms: Salme licks her lips when nervous or excited and exudes energy. She is rarely still for long.

Background: Salme comes from a long line of fisherfolk and is dedicated to improving their lives through the glory of the Storm Mistress. Her aged parents still dwell in Bleakhaven and enjoy an elevated social standing due to their daughter's position.

Connections: The characters come into possession of an old nautical map, and someone mentions to them that Salme collects such objects. Gifting or selling the map to Salme could make the characters a useful friend in Bleakhaven.

High Priestess Tiina Antero

High priestess at the Lawgiver's Chapel (location B9)

This inscrutable woman's face does not betray her feelings. She wears plain, fine robes and a broad belt festooned with many pouches. A silver holy symbol hangs around her neck.

Tiina Antero, High Priestess of Conn XP 654

LN female human cleric (Conn) 7
Move 12″
Armour Class 3 (*+1 chainmail* and shield)
Special Defences *ring of protection +1*
Hit Points 38 (7 HD)
Melee Attacks (THAC0 16) footman's mace (1d6+1)
Special Attacks turn undead
Cleric Spells Prepared 1st—*bless*, *cure light wounds* (2), *light*, *sanctuary*; 2nd—*augury*, *hold person*, *know alignment*, *silence 15 ft. radius*, *spiritual hammer*; 3rd—*dispel magic, prayer; 4th—cure serious wounds*
Abilities Str 11, Int 11, Wis 16, Dex 12, Con 10, Cha 14
Languages Common, Dwarven, Elven, Halfling
Gear as above plus silver holy symbol, belt pouch, spell components, 9 sp, 11 gp
Magic Gear as above plus *ring of protection +1*, *potion of healing* (2)

Tiina Antero believes in the purity and sanctity of the law and in its use as both a weapon and shield to protect Bleakhaven from the "tides of chaos seething about it", as she often rants in her sermons.

Personality: Consumed by a need to do her duty and serve her congregation, Tiina wants nothing but to serve. She is a plain, austere person and suffers comfort and the trappings of her office only so far as they are expected of a high priestess. She enjoys walking Solonor's trails—and meeting "normal" people—and learned discourse with other priests and educated persons.

Mannerisms: Tiina rarely expresses strong emotion or opinion except on matters of the law and the common good. Rather, she likes to guide others to the right choice and so asks lots of open questions—continuing to ask them until she hears the answer she is waiting for.

Background: Tiina comes from a long line of priests—some remark that it is the family business. Rather, her parents' (and grandparents') example of service and duty inspired Tiina to serve the people of Solonor. In many ways, she is the heart of the community.

Connections: Tiina sometimes hosts dinners to both meet and influence people. Her goal is always the safety and stability of Solonor. Adventurers could be invited to such a dinner along with other folk so Tiina can take their measure.

If she likes what she sees, she may offer them assistance in the future. If she doesn't like what she sees, she begins working behind the scenes to mollify and change their behaviour. She is subtle and rarely uses obvious methods to achieve her ends.

Jaakko Asikka

Priest of Abarin and innovative businessman (location B10)

Wearing stained leathers, and a wide grin, this half-elven man has an open, friendly face.

Jaakko Asikka **XP** 260

N male human half-elf cleric (Abarin) 5
Senses infravision 60 ft., spot concealed and secret door
Move 9''
Armour Class 3 (+*1 chainmail* and shield)
Hit Points 26 (5 HD)
Melee Attacks (THAC0 18) hammer (1d4+1)
Special Attacks turn undead
Cleric Spells Prepared 1st—*bless*, *cure light wounds* (2), *light*, *sanctuary*; 2nd—*augury*, *hold person*, *resist fire*, *silence 15 ft. radius*, *spiritual hammer*; 3rd—*dispel magic*
Abilities Str 11, Int 12, Wis 16, Dex 9, Con 11, Cha 14
Languages Common, Dryad, Elvish, Gnoll, Gnome, Gold Dragon, Halfling, Goblin, Hobgoblin, Orcish, Silver Dragon
Gear as above plus silver holy symbol, belt pouch, spell components, 4d6 sp, 4d6 gp
Magic Gear as above plus *potion of healing*, *potion of levitation*

Jaakko Asikka came to Bleakhaven many years ago with a dream to bring innovation and progress to the frontier. It has been a long, slow process. A wealthy man, he has laboured long and hard to bring Abarin's worship to Solonor. Jaakko has interesting ideas about social and commercial organisation that could change the dynamics of society—if he was able to experiment on a large enough scale.

Personality: Endlessly curious and inventive, Jaako prides himself on seeing things that other people do not. Friendly and cheerful, he is an extrovert and is at his best when surrounded by other people.

Mannerisms: Jaakko laughs loudly and often; he greets everyone he meets with a firm handshake.

Background: Jaakko hails from Languard in Ashlar. While his fellow priests there were excellent artificers they lacked the vision to seek out new business practices and innovations. Jaakko came to Bleakhaven to try out his experimental ideas away from the judgements of his fellows.

Connections: Jaakko prefers to work with others and is always looking for an interesting project to work on with a fellow artisan. He also has several apprentices and will happily make room for another one if someone with talent presents themselves.

Loviisa Mietti

Cultist and shopkeeper (location B4)

CN(E) female human thief 2/cleric 3 (cultist of Serat)

A welcoming smile fills this woman's face. She has dark curly hair and wears hooped golden earrings. She wears good quality, but plain, clothes.

Loviisa Mietti runs the Emporium of the Waves and the hidden cult of Serat with her husband, Eljas. Loviisa harbours a deep fear of drowning and secretly believes that if she makes enough sacrifices to Serat, she will be spared. She hasn't been on a boat in years.

Personality: Committed to Serat and her worship, Loviisa is equally committed to avoiding drowning. She is friendly but always looking for a suitable candidate for the cult's next rite. She loves her husband and is an organised and successful business owner.

Mannerisms: Loviisa is a tactile woman who enjoys flirting with her customers. Strangers and visitors to Solonor who get the wrong impression are often lured into a secret meeting from which they do not return.

Background: Loviisa's parents drowned when she was young, and for a decade or so she was reliant on her aunt and uncle. She swore such a fate would not befall her. When she met Eljas the two quickly fell in love. Eljas's family ran the emporium, and the two took over when his parents died.

Connections: As the leader of the cult operating from the Emporium of the Waves (location B4), Loviisa keeps a vigilant watch for any threats to her and her followers. If she perceives the characters as a threat, she does not move against them in an obvious fashion. She is cunning and instead makes sure they receive a steady stream of rumours to deflect them away from the shop and the cult.

Matias Kaukiainen

Respected and popular landlord of the Merry Wanderer (location B14)

LN middle-aged male human (merchant)

This middle-aged, plainly dressed man has a friendly face and an impressive paunch.

Matias Kaukiainen owns the Merry Wanderer and loves his work. Sociable and kind, Matias is a popular host and a respected pillar of the town's community. From humble beginnings, he has risen far.

Personality: Sociable, kind, hard-working and genuinely interested in serving others, Matias has the perfect personality for an ostler. He loves being at the centre of things and in bringing people together—whether that be at his tavern or for other business.

Mannerisms: Matias is a tactile person; he often lightly punches on the arm or claps on the shoulder those he is talking with.

Background: Matias's parents were hardworking, if unlucky, fisherfolk. A life at sea was not for Matias, and instead, he began working in Bleakhaven's various taverns and inns. He loved the life and eventually saved up enough money to buy the Merry Wanderer.

Connections: Owning the Merry Wanderer gives Matias access to all manner of contacts and opportunities, and he is widely thought of as a "fixer"—someone who can ensure the right people meet. If the characters need to find someone, they are inevitably directed to seek Matias's aid.

Niilo Vaania

Owner of the Treasure Trove (location B18)

This compact, muscular man is of average height and has scars on his forearms and a spider tattoo on the left side of his neck. He has short black hair and bushy eyebrows.

Niilo Vaania **XP** 1,135

NE male human assassin 8
Move 12''
Reaction +1
Armour Class 4 (studded leather and shield)
Hit Points 31 (8 HD)
Special Defences *ring of fire resistance*
Melee Attacks (THAC0 19) dagger (1d4) or longsword (1d8)
Ranged Attacks (THAC0 18) dagger (1d4) or heavy crossbow (1d4+1)
Special Attacks assassination, backstab (+4 "to hit", x3 damage), poison use

Abilities Str 12, Int 11, Wis 10, Dex 16, Con10, Cha 7
Special Abilities disguise
Thief Skills pick pocket 55%, open locks 47%, find/remove traps 45%, move silently 47%, hide in shadows 37%, hear noise 20%, climb walls 92%, read languages 30%
Languages Common, Goblin, Orc

Gear as above plus daggers (4), bolts (10), thieves' tools, pouch, 19 sp, 12 gp
Magic Gear as above plus *ring of invisibility*, *ring of fire resistance*

Niilo Vaania runs the Treasure Trove but is not its master. He is an unwilling servant of Maalin Lempinen, Seneschal of the Skeleton Coast. In other lands, Niilo is a wanted man; Solonor Island is his sanctuary. While a thoroughly selfish individual, he realises that (for now) he must play his part. That doesn't mean he isn't above making money on the side. Niilo finds dealing with the townsfolk boring but enjoys chatting with adventurers—who often have juicer secrets and gold to spare. He can be friendly and charming.

Personality: Niilo is a psychopath—a skilled assassin who sees nothing wrong with killing for money. In fact, he needs to kill—he justifies it to himself as "a hobby". He also loves money and has no redeeming qualities whatsoever. To him, everything and everyone is a means to an end—his comfort and enjoyment.

Mannerisms: Niilo rarely blinks and has the uncanny knack of standing completely still and quiet for hours on end.

Background: In other lands, Niilo is a wanted man, hunted for many slayings. His last job was a disaster—he was seen and recognised. With no option but flight, he ended up on Solonor Island. Landing at Bleakhaven, he got into trouble and was arrested. Maalin Lempinen knows exactly who he is and tolerates his presence because he might one day be useful to her—humanoid chieftains and pirate captains always need slaying.

Connections: Even here on Solonor Island, Niilo struggles to keep his urges in check. Intellectually, he knows that killing folk is bad (for him), but sometimes he wanders the town with an eye to finding an easy target. Such folk are often dumped at sea. The characters may encounter the heavily cloaked Niilo moments after he has killed and give chase as the assassin flees.

Pieti Ilmatoivia

Brave paladin who worships Darlen (location B5)

Handsome and muscular, this tall man has a friendly smile on his face. He wears a white surcoat emblazoned with a rising sun sigil over his armour.

Pieti Ilmatoivia **XP** 320

LG male human paladin 5
Move 9''
Armour Class 2 (plate mail and shield)
Hit Points 38 (5 HD)
Special Defences all saving throws +1, emanates protection from evil (10 ft.), immune to all diseases
Melee Attacks (THAC0 16) longsword (1d8) or dagger (1d4)
Special Attacks turn undead (as 3rd-level cleric)

Abilities Str 14, Int 10, Wis 14, Dex 10, Con 13, Cha 17
Special Abilities detect evil 60 ft., lay on hands (1/day, 10 hp), cure disease (1/week), summon warhorse
Languages Common, Gold Dragon

Gear as above plus silver holy symbol, belt pouch, 17 sp, 3 gp

Pieti Ilmatoivia devotes himself to the well-being—both physical and moral—of his fellow townsfolk. He is always on the lookout for evil—in all its forms. If he learns the characters are planning an expedition to one of the notable dungeon sites in the area—the Monastery of Ineffable Evil or Ebbur Cave—he might offer to join them.

Personality: Caring and thoughtful, Pieti is somewhat blind to other people's views. Everyone's lives would be better if they followed his example and followed Darlen's light. For all that, he is a stalwart champion of the common folk and surpassingly brave. He is a determined man; when he sets his mind to something, he does it—no matter the cost.

Mannerisms: Pieti needs little excuse or invitation to launch into rambling monologues about Darlen, his teachings and so on.

Background: Pieti is not a native of Solonor but came here after having a vivid dream of a great darkness overwhelming the island. To Pieti, a private man, his background is irrelevant, and he does not speak of it.

Connections: When Pieti discovers the characters are adventurers, he seeks them out to see if they are the "right sort". If they seem like decent, upstanding folk working for the good of Solonor, he may offer to join them at a later date if they are engaged in fighting the humanoids of the interior.

Sanni Neuvo

Friendly aide to the Harbourmaster (location B2)

NG female human fighter 3 (sergeant-at-arms)

Wearing studded leather armour and carrying a sheathed longsword at her hip, this short-haired, stout woman is taller and more muscular than most men.

Sanni Neuvo aids Heikki Kuningas in his duties. Sanni is a trusted lieutenant and well-liked about the harbour. While loyal to Bleakhaven and its ruler, Sanni is more reasonable than the Harbourmaster when it comes to matters of taxation, fees and so on.

Personality: Sanni likes to think she is a liberal, reasonable person, and many of the fisherfolk and visiting merchants are more than happy to deal with her and not the Harbourmaster. She is a good listener but a bit of a sucker for a sob story. Sanni is a keen sailor.

Mannerisms: Sanni rubs her right wrist when bored or stressed—sometimes, it aches due to an old injury.

Background: Sanni's parents were fisherfolk and the sea is in her blood. From her early teenage years, Sanni knew that fishing was not for her—she was too sociable—and when an opportunity arose to help the fishing community by working with the harbourmaster she jumped at the chance.

Connections: Sanni has many "friends" among the fisherfolk happy to buy her a drink or two, and she often visits the various taverns on and near the harbourside. Characters observing this may conclude she is taking bribes and, subsequently, make a doomed attempt to bribe her to look the other way when they land with their next hoard of loot.

Serafiina Ampuja

Friendly owner of the Slippery Mermaid Tavern (location B6)

N old female human (merchant)

Old, wrinkled and with shockingly pale white skin, this old woman has scraggly white hair she ties up in a fraying bun.

Serafiina Ampuja runs the Slippery Mermaid. Her husband is long dead, and the tavern is her life. A beauty in her youth, she has worked here for decades. A perceptive character may notice that the face of the mermaid decorating the front of the tavern bears a resemblance to Serafiina.

Serafiina is world-weary and fiercely loyal to her patrons.

Personality: Friendly and welcoming, but bone-tired now after a life of hard work and tragedy. Friendship and family are all to Serafiina—she has nothing else.

Mannerisms: Serafiina often sighs loudly and deeply.

Background: Serafiina ran this tavern with her long-dead husband and has remained after his death. She knows everyone who works on the harbour and is a vital part of the local community.

Connections: Serafiina's words carry weight with the fisherfolk. As such, she is a good friend to have.

Tahvana Kaukiainen

Respected and trustworthy Warden of Bleakhaven (location B22)

Clad in fine studded leather armour and a resplendent scarlet cloak this middle-aged warrior has a warrior's bearing. He wears a longsword on his hip.

Tahvana Kaukiainen **XP** 255

LN male human fighter 5
Move 9''
Armour Class 2 (plate mail and shield)
Hit Points 35 (5 HD)
Melee Attacks (THAC0 16) *+1 longsword* (THAC0 15, 1d8+1) or dagger (1d4)
Ranged Attack (THACO 16) spear (1d6)

Abilities Str 16, Int 11, Wis 12, Dex 12, Con 15, Cha 13
Languages Common, Dwarven, Elven

Gear as above plus belt pouch, 9 sp, 9 gp

Tahvana Kaukiainen, Warden of Bleakhaven, loyally serves the Lempinen family by watching over and administering Bleakhaven as his family has done for generations. He is a devoted husband and father. Indefatigable in his duties, he has trouble balancing his work and his family.

Personality: Honest, trustworthy and diligent, Tahvana is the perfect administrator. He dotes on his daughter and loves his wife. Often consumed by his duties, he works long hours and often looks tired and worn. He is guilty of sometimes over-explaining things to those he deals with.

Mannerisms: Tahvana is sometimes consumed with a great fit of yawning. He cocks his head to one side when listening to others.

Background: Tahvana's family have long overseen Bleakhaven for the Lempinens, and he was trained from an early age to follow in his father's footsteps. He hasn't left the island for years.

Connections: Tahvana sees it as his duty to stay informed about all the bands of heavily armed visitors in his town. When he becomes aware of the characters, he seeks them out to meet them and take their measure.

Tuulitar Rautia

Niilo's watcher at the Treasure Trove (location B18)

NG female human fighter 3 (veteran archer)

This slender brunette wears serviceable studded leather armour and carries a rapier at her belt.

Tuulitar Rautia keeps an eye on Niilo Vaania, the owner—at least publicly—of the Treasure Trove. Trusted servant of Maalin Lempinen, she is here to keep Niilo's baser desires in check. She is chatty and friendly and enjoys working here—it certainly beats guard duty at the citadel.

Personality: She is chatty and friendly—she is a natural salesperson. She is also brave and has an eye for detail—she has to be to subvert all of Niilo's schemes.

Mannerisms: Tuulitar bites her nails when bored or nervous. She also blinks more than normal.

Background: Tuulitar grew up in Nemeton village and dreamed of improving her lot. She joined the citadel's guard but found she was not strong enough to serve and rise through the ranks. However, her honesty, natural charisma and eye for detail marked her for other duties.

Connections: The characters could encounter Tuulitar as she desperately searches for Niilo, who "stepped out for a drink" and who has not yet returned. Perceptive characters might wonder why she is so desperate to find her apparent employer. She does not take the characters into her confidence unless she has no other choice. (And if she does so, the characters are shortly afterwards summoned to the citadel for a "chat" with Maalin Lempinen, during which they are sworn to secrecy or thrown off the island).

Tuure Tornia

Skilled apothecary and lycanthrope (location B19)

Thin with a clever and cunning look on his face, this middle-aged man has a shock of red hair that has resisted time's insidious effects.

Tuure Tornia **XP** 157

NG middle-aged male human werefox
Move 12″
Armour Class 10 (6 in fox form)
Hit Points 18 (3+1 HD)
Special Defences only injured my magical or silver weapons
Melee Attacks (THAC0 16) dagger (1d4) or bite (in fox form, 1d4)
Special Attacks lycanthrope

Abilities Int 12, Wis 13, Cha 14
Special Abilities surprise (4 in 6)
Languages Common

Gear as above plus healer's pouch, belt pouch, 13 sp

Tuure Tornia hides his true identity with the practised ease of a natural lycanthrope—one born with the condition. He tries to keep himself to himself, but lately, he has realised he has developed feelings for his apprentice, Maarit.

Personality: Caring and compassionate, Tuure is a man with a secret—that he is a werefox. Perceptive folk may sense Tuure is a private, reticent man, but that doesn't mean he is evil. Far from it, Tuure loves being part of the community on Solonor and gets great pleasure from helping others.

Mannerisms: Tuure often has a sly, cunning look about him that might lead others to suspect he is up to no good.

Background: Born a true werefox—one fully able to control his transformations—Tuure came to Solonor Island decades ago to disappear into frontier life and to escape those hell-bent on hunting down his kind.

Connections: Tuure likes to roam Warberry Hill in his fox form. In his fox form, he hunts as a fox would, and the characters may spy him going about his doings. If the characters get into serious trouble on the hill, he may even intervene, but he won't reveal his true identity unless given no choice.

Valtari Vasara

Owner of Valtari's Lootarium (location B15)

Old, but unbent by time, this trim and muscular grey-haired old man has a definite spring to his step.

Valtari Vasara **XP** 795

NG old male human ranger 8
Move 12″
Armour Class 4 (*+3 studded leather*)
Hit Points 42 (9 HD)
Melee Attacks (THAC0 14, attacks 3/2) *+2 longsword* (THAC0 12, 1d8+3) or dagger (1d4+1)
Ranged Attacks (THAC0 14) longbow (1d6)
Special Attacks +1 melee damage against giant class creatures
Druid Spells Prepared 1st—*detect magic*, *speak with animals* (2)

Abilities Str 16, Int 14, Wis 16, Dex 12, Con 15, Cha 10
Special Abilities surprise (50%), tracking
Languages Common, Dwarven, Elven, Halfling

Gear as above plus arrows (20), backpack, belt pouch, tinderbox, bedroll,17 gp, 32 sp
Magic Gear as above plus *potion of climbing*, *potion of hill giant strength*

Valtari Vasara loves life on the frontier and mixing with adventurers. He loves telling stories of the old days and has a great trove of lore regards the surrounding wilderlands. Still fit and strong as he approaches his 60th year Valtari trains every day with sword, shield and bow.

Personality: Valtari is a tough frontiersman, and this is the image he loves to project. Few who see him could fail to

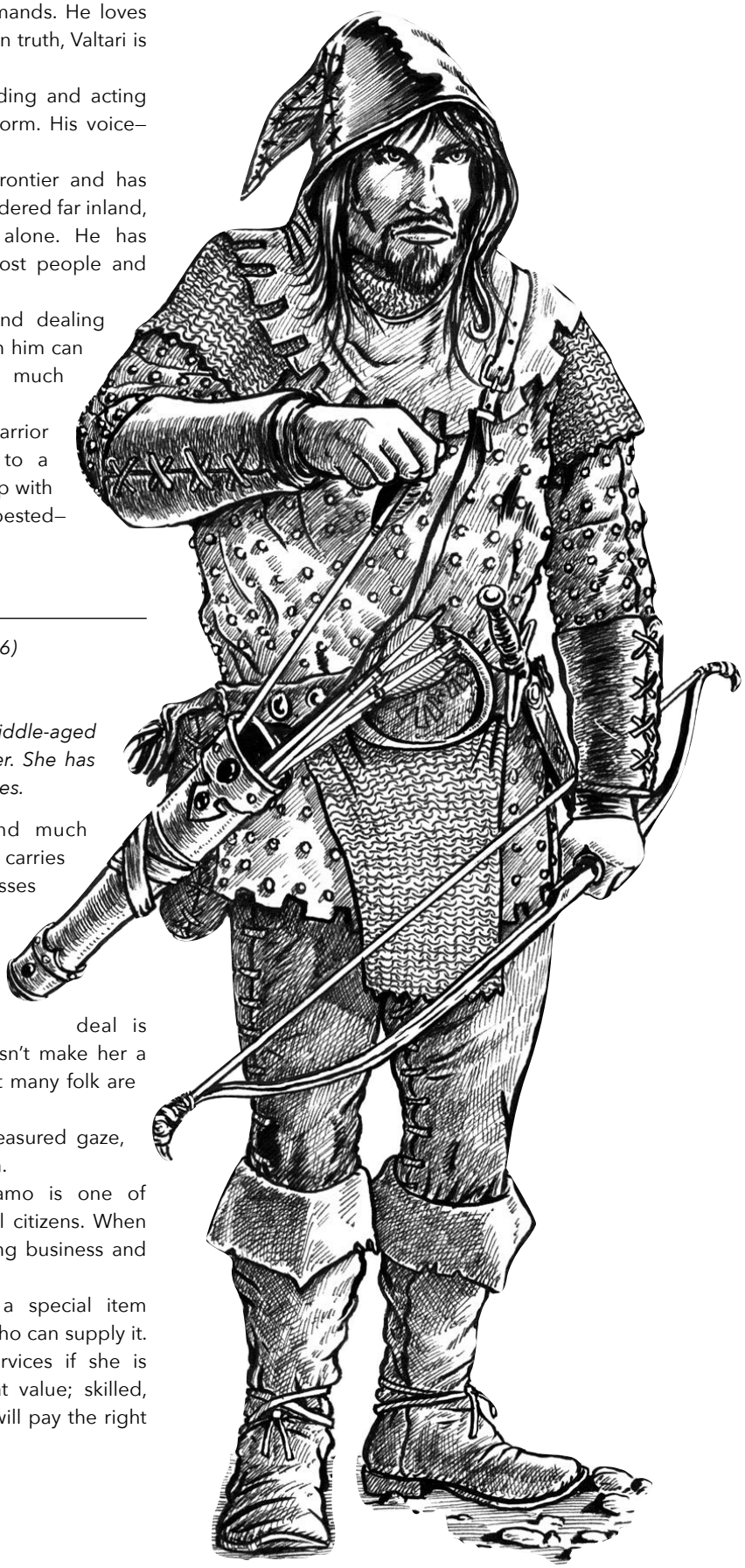
see the raw masculinity which he yet commands. He loves telling stories and still has a good memory. In truth, Valtari is more than a bit self-obsessed with his image.

Mannerisms: Valtari has a way of standing and acting which showcases his virility and muscular form. His voice—deep and gravelly—is just the way he likes it.

Background: Valtari grew up on the frontier and has never really left it. As a young ranger, he wandered far inland, sometimes with friends and sometimes alone. He has traversed more of the wilderlands than most people and knows much of its secrets.

Connections: Valtari loves wheeling and dealing with adventurers, and haggling sessions with him can take hours—mainly because they involve much storytelling and drinking.

If the characters' party includes a good warrior or archer, Valtari could challenge them to a friendly competition. If he loses, he comes up with any number of excuses as to why he was bested—before demanding a rematch.



Vilina Kuutamo

Wealthy and influential merchant (location B16)

LN middle-aged female human (merchant)

Dressed well, but not ostentatiously, this middle-aged woman has a clever, knowing look about her. She has short brown hair and lively, inquisitive grey eyes.

Vilina Kuutamo is clever, perceptive and much respected throughout the island. Her word carries much weight with many of the other businesses and merchants who rely on her for supplies.

Personality: Vilina has a sharp mind and an eye for detail. A natural dealmaker, she has a knack for understanding her customers and genuinely believes the best deal is the deal in which everyone wins. That doesn't make her a sucker or an easy mark—she knows well that many folk are not what or who they purport to be.

Mannerisms: Vilina has a frank and measured gaze, which she uses to assess those she deals with.

Background: The widow Vilina Kuutamo is one of Bleakhaven's wealthiest and most influential citizens. When her husband died, Vilina took over his failing business and turned it into a thriving success.

Connections: If the characters want a special item imported, Vilina is likely to know someone who can supply it. Similarly, she may have need of their services if she is importing or exporting something of great value; skilled, reliable guards are hard to find, and Vilina will pay the right folk handsomely for their services.

Appendix E: Generic Stat Blocks

Find herein generic stat blocks such as those for various peasants, soldiers and so on.

All the stat blocks in this appendix depict a typical human of the relevant type (peasant, soldier and so on), as Solonor Island is a predominantly human settlement. With minor adjustments, these stat blocks can easily be used to portray a dwarf, elf or other nonhuman NPC.

Artisans, Merchants & Shopkeepers

Many merchants, shopkeepers and ostlers live on Solonor Island. Use this stat block as a base for such folk, but modify it to suit the individual in question. For example, an ostler would have a different set of skills to those of a blacksmith.

Merchant **XP** 8

N female or male human
Move 12″
Armour Class 10 (robes)
Hit Points 3 (1-6 hp)
Melee Attacks (THAC0 20) dagger (1d4)
Ranged Attacks (THAC0 20) dagger (1d4)

Abilities Int 12
Languages Common plus any three

Bards

Inveterate wanderers in search of adventure, stories and fame, wandering bards are a relatively common sight on Solonor island. Such folk could come to the island to earn coin entertaining its folk, learn stories or go on their own adventures. Wandering bards are an excellent source of rumours, legends and adventure hooks for adventurers.

Wandering Bard **XP** 417

NG female or male human fighter 5/thief 5/bard 1
Move 12″
Reaction +1
Armour Class 2 (+*1 chainmail*)
Hit Points 32 (6 HD)
Melee Attacks (THAC0 16) longsword (1d8) or dagger (1d4)
Ranged Attacks (THAC0 15) dagger (1d4)
Special Attacks backstab (+4 "to hit", x3 damage)
Druid Spells Prepared 1st–*detect magic*, *faerie fire*, *predict weather*

Abilities Str 15, Int 10, Wis 15, Dex 16, Con 11, Cha 16
Special Abilities bardic poetry, charm 15%
Thief Abilities pick pocket 50%, open locks 47%, find/remove traps 40%, move silently 40%, hide in shadows 31%, hear noise 20%, climb walls 90%, read languages 25%
Languages Common, Thieves Cant' and any two

Gear as above plus daggers (2), lute, spell components, miscellaneous travelling gear, pouch, 4d6 sp, 3d6 gp
Magic Gear as above plus *cloak of elvenkind*

Clerics & Priests

Many priests call Solonor Island home; use these stat blocks to represent minor priests and acolytes of the various churches. Remember that priests of different religions use different weapons. The stat blocks below include maces, but followers of Darlen wield longswords, the artificers of Abarin wield war hammers, adherents of Kalron prefer battleaxes, and those worshipping Serat use tridents.

Acolyte **XP** 22

Alignment as patron female or male human cleric 1
Move 9″
Armour Class 4 (chainmail and shield)
Hit Points 8 (1 HD)
Melee Attacks (THAC0 20) footman's mace (1d6+1)
Special Attacks turn undead
Cleric Spells Prepared 1st–*bless*, *cure light wounds*, *detect evil*

Abilities Str 12, Int 10, Wis 14, Dex 8, Con 10, Cha 12
Languages Common plus any two

Gear as above plus wooden holy symbol, belt pouch, spell components, 2d6 sp, 1d6 gp

Priest **XP** 260

Alignment as patron female or male human cleric 5
Move 9″
Armour Class 2 (plate mail and shield)
Hit Points 26 (5 HD)
Melee Attacks (THAC0 18) +*1 footman's mace* (THAC0 17, 1d6+2)
Special Attacks turn undead
Cleric Spells Prepared 1st–*bless*, *cure light wounds* (2), *light*, *sanctuary*; 2nd–*augury*, *hold person*, *know alignment*, *silence 15 ft. radius*, *spiritual hammer*; 3rd–*prayer*

Abilities Str 11, Int 12, Wis 16, Dex 9, Con 11, Cha 14
Languages Common plus any three

Gear as above plus silver holy symbol, belt pouch, spell components, 4d6 sp, 4d6 gp
Magic Gear as above plus *potion of extra healing*, *scroll of dispel magic*

Warrior Priest **XP** 285

N female or male human cleric (Kalron) 5/fighter 3
Move 9″
Armour Class 1 (+*1 plate mail* and shield)
Hit Points 31 (5+5 HD)
Melee Attacks (THAC0 18) +*1 battleaxe* (THAC0 16, 1d8+2)
Special Attacks turn undead
Cleric Spells Prepared 1st–*bless*, *cure light wounds* (2), *light*, *sanctuary*; 2nd–*augury*, *hold person*, *know*

alignment, *silence 15 ft. radius*, *spiritual hammer*; 3rd–*prayer*

Abilities Str 17, Int 10, Wis 16, Dex 12, Con 15, Cha 14
Languages Common plus any two

Gear as above plus silver holy symbol, belt pouch, spell components, 4d6 sp, 4d6 gp
Magic Gear as above plus *potion of hill giant strength, scroll of cure serious wounds*

Cultists

The cultists at the Emporium of the Waves are an extreme splinter sect devoted to Serat, the Mistress of Storms. Rank-and-file cultists use the Adherents of Serat stat block, while Loviisa Mietti and her husband, Eljas, use the Cultist of Serat stat block. The cultists do not normally carry their tridents; they use these during ceremonies and when hunting down those who could expose the cult and its doings.

Adherent of Serat **XP** 50

CN(E) female or male human fighter 2
Move 12″
Armour Class 8 (leather)
Hit Points 15 (2 HD)
Melee Attacks (THAC0 20) trident (1d6+1) or dagger (1d4)
Ranged Attacks (THAC0 20) handaxe (1d6)

Abilities Str 12, Int 9, Wis 10, Dex 11, Con 13, Cha 8
Languages Common plus any one

Gear as above plus wooden holy symbol, pouch, 1d6 sp

Cultist of Serat **XP** 240

CN(E) female or male human thief 2/cleric (Serat) 3
Move 12″
Armour Class 7 (leather)
Hit Points 13 (5 HD)
Melee Attacks (THAC0 20) trident (1d6+1) or dagger (1d4)
Ranged Attacks (THAC0 20) dagger (1d4)
Special Attacks backstab (+4 "to hit", x2 damage)
Cleric Spells Prepared 1st–*command*, *cure light wounds*, *light*; 2nd–*hold person, silence 15 ft. radius*

Abilities Str 11, Int 9, Wis 17, Dex 15, Con 12, Cha 13
Special Abilities pick pocket 35%, open locks 29%, find/remove traps 25%, move silently 21%, hide in shadows 15%, hear noise 10%, climb walls 86%
Languages Common plus any one

Gear as above plus wooden holy symbol, spell components, thieves' tools, pouch, 2d6 sp, 1d6 gp

Nobles

Some folk, by dint of birth, marriage or wealth, are more refined than the great mass of humanity. Only when they expect trouble does a noble don their armour.

Noble **XP** 9

Any alignment female or male human
Move 12″
Armour Class 10 (fine robes)
Hit Points 4 (1-6 hp)
Melee Attacks (THAC0 20) longsword (1d8) or dagger (1d4)
Ranged Attacks (THAC0 20) dagger (1d4)

Abilities Int 12, Cha 14
Languages Common plus any three
Gear as above plus pouch, signet ring or other miscellaneous jewellery (worth 10 gp) 4d6 sp, 2d6 gp

Peasants

Peasants and townsfolk make up the vast majority of Solonor's population. Use the stat blocks below as a baseline for such folk, but modify them as necessary to take into account the individual's work and station. For example, a fisherman would know how to sail, swim and so on.

Commoner **XP** 8

Any alignment female or male human
Move 12″
Armour Class 10 (robes)
Hit Points 3 (1-6 hp)
Melee Attacks (THAC0 20) dagger (1d4)
Ranged Attacks (THAC0 20) dagger (1d4)

Languages Common

Pirates & Smugglers

Pirates are not usually encountered on Solonor Isle, but they can be encountered in the surrounding waters. Small groups of pirates, perhaps shipwrecked or treasure-hunting, may also be encountered on the mainland. You can also use these stat blocks to portray smugglers.

In the stat blocks below, a cutlass uses the same statistics as a scimitar.

Pirate **XP** 8

CE female or male human
Move 12″
Armour Class 7 (leather and shield)
Hit Points 3 (1-6 hp)
Melee Attacks (THAC0 20) short sword (1d6) or handaxe (1d6)
Ranged Attack (THAC0 20) handaxe (1d6)

Abilities Str 12, Dex 13
Languages Common, Goblin, Orc

Gear as above plus pouch, 2d6 sp, 1d6 gp

PIRATE CAPTAIN **XP** 77

CE female or male human fighter 3
Reaction +1
Move 9″
Armour Class 2 (chainmail and shield)
Hit Points 21 (3 HD)
Melee Attacks (THAC0 18) longsword (1d8) or handaxe (1d6)
Ranged Attacks (THAC0 17) handaxe (1d6)

Abilities Str 14, Int 10, Wis 10, Dex 16, Con 10, Cha 9
Languages Common, Goblin, Orc

Gear as above plus pouch, 4d6 sp, 3d6 gp

PIRATE SPY **XP** 38

CE female or male human thief 2
Move 12″
Armour Class 7 (leather)
Hit Points 9 (2 HD)
Melee Attacks (THAC0 20) short sword (1-6) or dagger (1-4
Ranged Attacks (THAC0 20) shortbow (1-6)
Special Attacks backstab (+4 "to hit", x2 damage)

Abilities Str 12, Int 12, Wis 10, Dex 15, Con 14, Cha 8
Special Abilities pick pocket 35%, open locks 29%, find/remove traps 25%, move silently 21%, hide in shadows 15%, hear noise 10%, climb walls 86%
Languages Common, Thieves' Cant plus any two

Gear as above plus arrows (12), daggers (2), backpack, 50 ft. rope, grapple hooking, oil (2), thieves' tools, waterskin, 3 gp, 6 sp

RANGERS

Use these stat blocks to depict guides, wanderers, hunters and other folk the characters meet while they explore the wilderlands. For a more skilled ranger—a ranger knight—use Valtari Vasara's stat block (Appendix D).

RANGER **XP** 58

Any good alignment female or male human ranger 2
Move 12″
Armour Class 6 (studded leather and shield)
Hit Points 19 (3 HD)
Melee Attacks (THAC0 20) longsword (1d8) or dagger (1d4)
Ranged Attacks (THAC0 20) longbow (1d6)
Special Attacks +1 melee damage against giant class creatures

Abilities Str 13, Int 13, Wis 14, Dex 12, Con 15, Cha 10
Special Abilities surprise (50%), tracking
Languages Common plus any three

Gear as above plus arrows (20), backpack, belt pouch, iron rations (3), waterskin, tinderbox, bedroll, 2d6 gp, 3d6 sp

SOLDIERS

Use these stat blocks to depict the members of the Citadel's garrison. Such warriors can also be encountered at Water Gate (location N2), at Bleakhaven's Custom House (location B2), Nemeton Citadel or patrolling throughout Solonor Isle.

When the soldiers are on guard duty, they are armed with light crossbows instead of spears. Patrols have at least two crossbow-armed soldiers. The citadel itself also has a small number of artillerists skilled in operating the various ballistae and catapults protecting the fortress. Use the Soldier template for such specialists.

SOLDIER **XP** 16

LN (normally) female or male human fighter 1
Move 9″
Armour Class 4 (chainmail and shield)
Hit Points 6 (1 HD)
Melee Attacks (THAC0 20) longsword (1d8) or dagger (1d4)
Ranged Attacks (THAC0 20) light crossbow (1d4)

Abilities Str 13, Con 13
Languages Common

Gear as above plus belt pouch, 2d6 sp

CORPORAL-AT-ARMS **XP** 50

LN (normally) female or male human fighter 2
Move 9″
Armour Class 2 (plate mail and shield)
Hit Points 15 (2 HD)
Melee Attacks (THAC0 20) longsword (1d8) or dagger (1d4)

Abilities Str 14, Int 10, Wis 12, Dex 10, Con 10, Cha 12
Languages Common plus any two

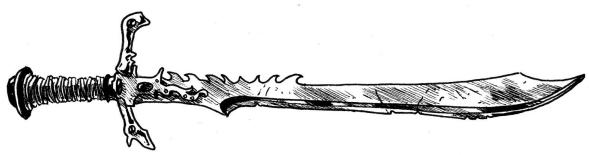
Gear as above plus belt pouch, 2d6 sp, 1d6 gp

SERGEANT-AT-ARMS **XP** 98

LN (normally) female or male human fighter 3
Move 9″
Armour Class 2 (plate mail and shield)
Hit Points 21 (3 HD)
Melee Attacks (THAC0 18) longsword (1d8) or dagger (1d4)

Abilities Str 14, Int 10, Wis 14, Dex 10, Con 10, Cha 12
Languages Common plus any two

Gear as above plus belt pouch, 3d6 sp, 1d6 gp



Veterans

Many warriors serve in Nemeton's garrison or come to the island in search of gold or glory. Use the stat blocks below to depict such individuals.

Veteran Archer **XP** 98

Any alignment female or male human fighter 3
Move 9″
Reaction +1
Armour Class 2 (splint mail)
Hit Points 21 (3 HD)
Melee Attacks (THAC0 18) longsword (1d8) or dagger (1d4)
Ranged Attack (THAC0 17) *+1 longbow* (THAC0 16, 1d6+1)

Abilities Str 14, Int 10, Wis 10, Dex 16, Con 10, Cha 9
Languages Common plus any two

Gear as above plus arrows (20), belt pouch, 3d6 sp, 1d6 gp

Veteran Warrior **XP** 110

Any alignment female or male human fighter 3
Move 9″
Armour Class 2 (plate mail and shield)
Hit Points 24 (3 HD)
Melee Attacks (THAC0 17) *+1 longsword* (THAC0 16, 1d8+2) or dagger (1d4+1)
Ranged Attack (THACO 18) spear (1d6)

Abilities Str 17, Int 10, Wis 10, Dex 12, Con 15, Cha 9
Languages Common plus any two

Gear as above plus belt pouch, 3d6 sp, 1d6 gp

Wizards

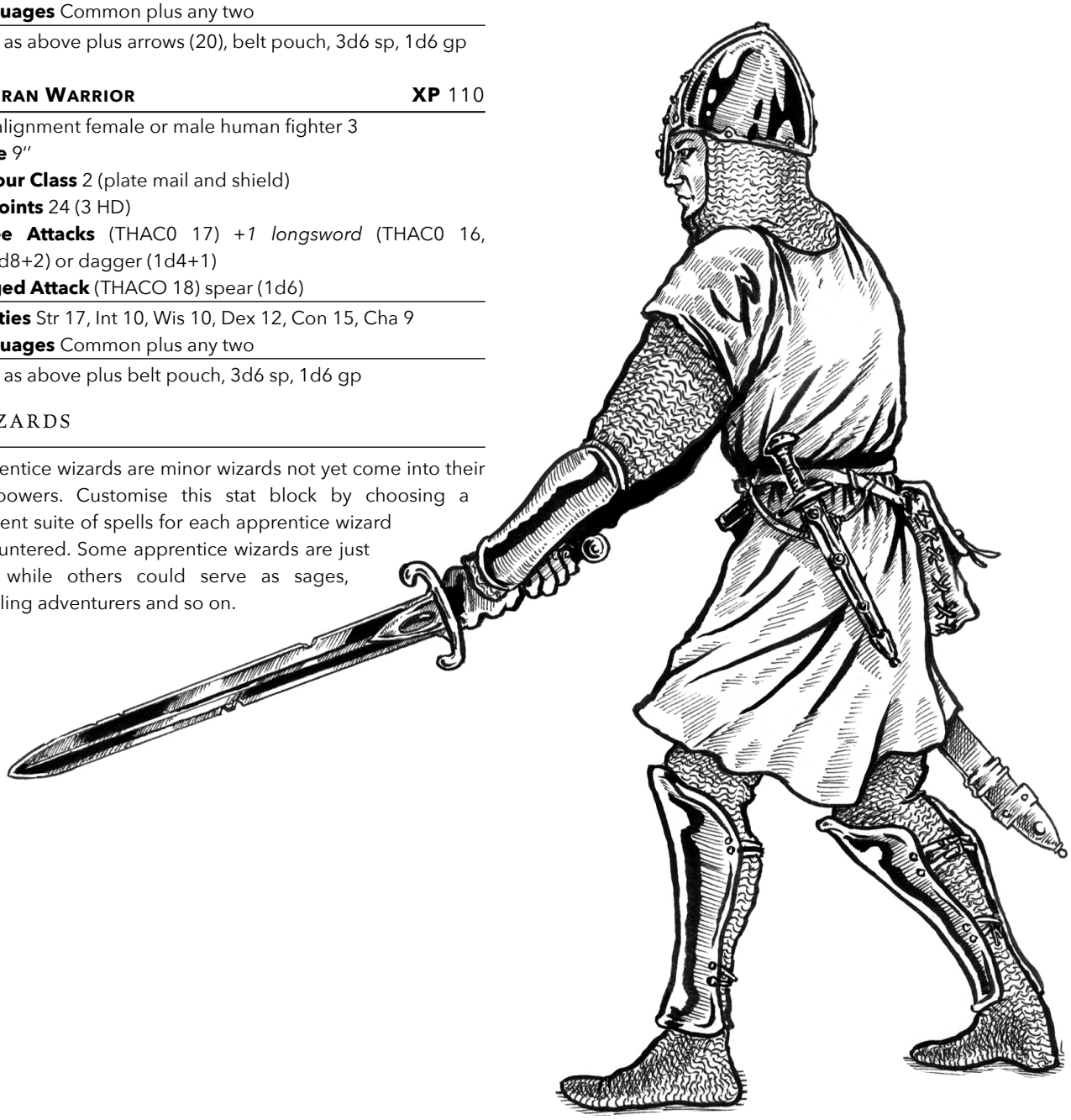
Apprentice wizards are minor wizards not yet come into their full powers. Customise this stat block by choosing a different suite of spells for each apprentice wizard encountered. Some apprentice wizards are just that, while others could serve as sages, fledgling adventurers and so on.

Apprentice Wizard **XP** 40

Any alignment female or male human wizard 2
Move 12″
Armour Class 10 (robes)
Hit Points 6 (2 HD)
Melee Attack (THAC0 20) dagger (1d4)
Ranged Attack (THAC0 20) dagger (1d4)
Wizard Spells Prepared *magic missile, shield*

Abilities Str 8, Int 15, Wis 12, Dex 10, Con 13, Cha 13
Languages Common plus any four

Gear as above plus belt pouch, spell components, spellbook, 13 sp, 4 gp
Spellbook *detect magic*, *magic missile*, *read magic*, *shield*, *unseen servant*



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The Dread Laironomicon

A System Neutral Campaign Dressing Resource for Busy GMs

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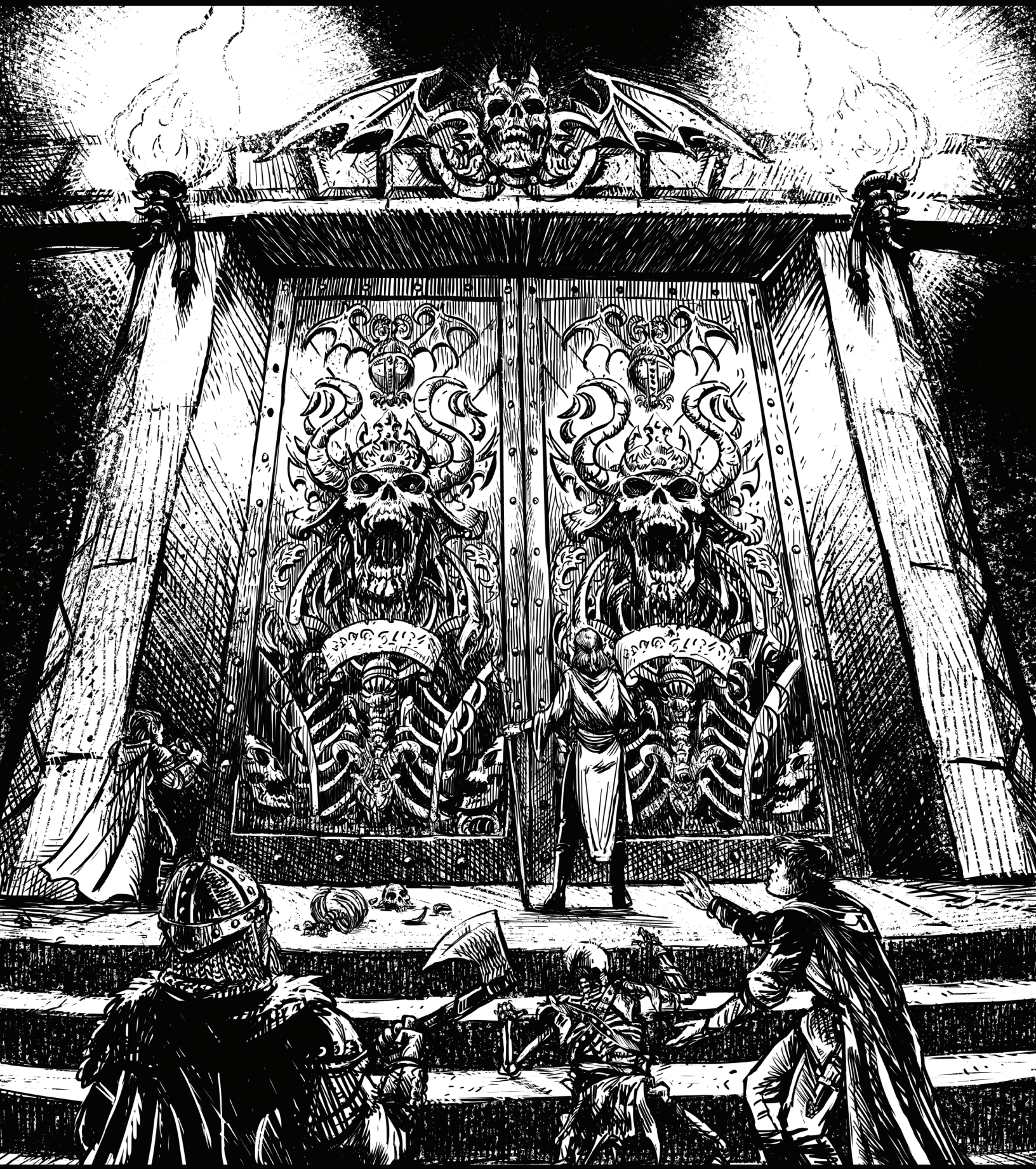
The Dread Thingonomicon



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