



BACKDROP GRAYWALL

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DROAAM, one of the strangest places on Khorvaire, is a land of monsters that serves as a home to medusas and minotaurs. Gargoyles and wyverns circle in the skies, and goblins and werewolves lurk in the forests. For centuries it has been an untamed frontier. Then the Daughters of Sora Kell forged it into a nation. Few in the outer world expected this monstrous alliance to survive a year, but it has

endured for over a decade. Towns are rising in the wastelands, built with the strength of giants and the cunning stonework of the medusas. One such town lies on the border of Droaam and Breland, carved from the foothills of the mountains from which it takes its name. This is Graywall, town of monsters and gateway to Droaam.

WHY COME TO GRAYWALL?

Though smaller than Sharn or Stormreach, Graywall is a unique town with much to offer to adventurers.

A Free Town: Not only is Droaam not one of the Five Nations—it isn't even bound by the Treaty of Thronehold. As such, the laws of the east have no weight here, making it a haven for bandits, deserters, and all manner of war criminals. Free from the Code of Galifar, it is also a source for dangerous goods banned in the eastern lands, from mystical narcotics

to surplus weapons of war smuggled from Aundair or Breland. Adventurers might have to pry a fugitive out from the town of monsters, prevent an agent of the Emerald Claw from making an deal for arcane armaments, or find a shady fence to make their own lucrative bargain.

Ruins of Dhakaan: Droaam holds secrets still untouched by human hands. Ruins have lain empty since the Gatekeepers drove the daelkyr into the depths . . . along with other dungeons held by monstrous forces—natural, aberrant, and undead. Graywall can make an excellent base of operations for adventurers searching for the secrets of the Age of Monsters.

Home, Unsavory Home: In 4th edition, many monstrous races make excellent player characters. Minotaurs, gnolls, kobolds, goblinoids, and orcs are all covered in the 4th edition Monster Manual, and doppelgangers and tieflings have an easier time in Droaam than they do in the civilized nations.

If a group chooses to play a fully monstrous party, Graywall might be their home town and base of operations, from which they explore Dhakaani ruins, clash with Brelish border guards, and get drawn into the intrigues of Droaam's many warlords. Alternatively, the minotaur who now wanders across Khorvaire with his human comrades might still remember Graywall as his home, and be drawn back when an old enemy strikes his clan. And if the PCs are convicted of a crime they didn't commit, Graywall can prove a safe (if unsavory) home.

LIFE IN GRAYWALL

Droaam is a young nation. Just 30 years ago, Graywall was a broken mass of Dhakaani ruins. In the intervening decades, a nation has taken root in the wilderness, and Graywall has become the frontier between the realms of humanity and the land of monsters. During the Last War it became a staging ground for monstrous forces, both those serving as mercenaries with House Tharashk and the warbands raiding Breland. With the war's end, the Daughters of Sora Kell have devoted significant resources to establishing a strong presence on the border of the Five Nations. As a result, Graywall is a booming town. The expansion never ends, since teams of ogres, orcs, and medusas work on new barracks and reinforce the fortress walls. Ogres quarry and shift stone, while kobolds and goblins delve in the byeshk mines and toil in the workhouses and fields. Gnoll hunters bring hides and meat in from the surrounding wilds. And then there are the people of the east—bandits, deserters, merchants, and more, all looking for opportunities.

The majority of the monsters that live in Graywall are in the employ of the Daughters of Sora Kell. The rewards for this service are food, shelter, and a sense of pride, along with rations of bitter grog. It's a hard

life, but better than many of them would have had decades ago—especially for the goblins, who were typically subjugated by more powerful creatures. In recent years foreigners have brought the gold of Galifar to the town, giving birth both to services catering to the outlanders . . . and to criminals who prey upon them.

COMMON CUSTOMS

Most of the monstrous inhabitants of Graywall serve Droaam. Sora Katra strives to inspire her people, so that they want to work to create a stronger Droaam—but where inspiration fails, force is employed. Every work crew has two overseers, a minotaur and a harpy. The minotaur serves as the iron fist when brute force is employed. The harpy calls the team to work and entertains them with her song whenever they are granted a period of rest. A harpy overseer uses the standard harpy statistics, but replaces Stealth with Diplomacy +12 and Insight +10. A minotaur overseer might be a soldier or cabalist depending on the group he is minding; either way he receives a +3 bonus to Intimidate checks. A laborer typically serves an 11-hour work shift and engages in an hour of militia drills. Given the choice, most of the inhabitants of the town are nocturnal; however, the work yards and mines run 24 hours a day.

Although the citizens of Droaam are theoretically equal, centuries of tradition and bloodshed have ingrained certain habits in the population. On the streets, monsters typically defer to more powerful creatures, and most citizens have a good sense of this hierarchy. The goblin steps out of the way of the ogre, and the ogre steps aside for the troll. Frequently this breaks down to size, but there are definite exceptions to this rule. Even a troll steps out of a medusa's path.

People of the Five Nations might find the casual presence of deadly creatures to be unnerving. Although they are relatively rare, medusas walk the

streets of Graywall. A female medusa keeps her eyes closed, observing the world through her serpent mane; lacking this option, a male medusa typically ties a strip of gauze loosely across his eyes to protect others from his deadly gaze. But it is easy enough for an angry medusa to pull away the gauze, or for a harpy to raise her voice. In practice, this rarely occurs; Xorchylic has no patience for monsters that kill without reason, and the people of Droaam know better than to provoke their deadly fellow citizens. A medusa can kill with a gaze, just as a wizard in Sharn could fling a fireball into a crowd. But neither is likely to do so unless provoked.

RELIGION

Though united under the Daughters of Sora Kell, the creatures of Droaam have wildly diverse cultures. The medusas of Cazhaak Draal have sent envoys to Graywall, but in the past they have had infrequent contact with the tieflings of the Venomous Demesne or the gnolls of the Znir Pact. As a result, little religious solidarity exists in Graywall. A host of tiny shrines are scattered throughout Bloodstone and Little Graywall, and they represent the deities of different clans and races. The minotaurs of the north are united in worship of the Horned Prince, but each clan has their own representation of this demon overlord and believes all others to be flawed. The Last Dirge harpies revere the Song of Passion and Rage—an interpretation of the Fury—while the Stormsinger harpies venerate the Stormsong, an aspect of the Devourer. The asymmetric icons of the Traveler hold hidden messages for doppelgangers who pass through Graywall. The Znir gnolls worship no deity or demon, instead raising piles of stones to reflect the idols shattered by their ancestors.

Although each group has their own personal patrons and beliefs, a few forces are respected throughout the nation. The greatest of these is the Shadow. The priests of the Shadow are typically

GRAYWALL

Built atop ancient goblin ruins, this town marks the border between Droaam and Breland. Teams of goblins and ogres work ceaselessly to expand the town and its walls.

Population: 5,800; roughly 500 additional laborers are camped in the Stone Pits. Traders, travelers, and Droaamish troops pass through Graywall on a regular basis. The bulk of the population is goblins, orcs, gnolls, shifters, and ogres, but a vast array of creatures live in the town, including minotaurs, gargoyles, harpies, doppelgangers, lycanthropes, oni, and medusas. Humans, half-orcs, dwarves, and members of the other races are largely concentrated in the Calabas; those who live in Bloodstone are largely bandits or fugitives.

Government: The mind flayer Xorchylic is the governor of Graywall, and it holds the power of life and death over its inhabitants. Baron Kundran Torr

of House Tharashk has been granted the right to administer justice in the Calabas.

Defense: The Flayer Guard is both a peacekeeping force and a well-disciplined and well-equipped military unit that is among the best Droaam can field. In addition to the 300 soldiers of the Flayer Guard, the gnolls of the Znr Pact keep 100 troops garrisoned in the town, and Xorchylic can call in the Pact as needed. Although it has the trappings of a border town, Graywall is also a military outpost that stands ready to defend the pass against Brelish aggression . . . or to launch a raid, if it comes to that. As such, all members of the labor force undergo basic militia training and can take up arms if necessary. In comparison to the Flayer Guard, this militia is poorly organized and has limited equipment, but the natural abilities of the creatures still make it a force with which to be reckoned.

medusas or oni, and they teach that the Shadow created the monstrous races, granting his children powers that Aureon and the selfish Sovereigns withheld from humanity. So far the Voices of the Shadow have largely supported the Daughters of Sora Kell, and these priests frequently serve as community leaders.

The Mockery is also revered by monsters of many species, but his followers are more aggressive. Priests of the Mockery frequently incite violence against the people of the east, and woe betide the foreigner who encounters a pack of Skinners at midnight in Bloodstone.

Most of the creatures of Droaam are indifferent toward the Sovereign Host and their worshipers. They consider the Sovereigns to be weak and selfish gods,

and see their worship as more laughable than offensive. The Silver Flame is another story. Champions and crusaders of the Silver Flame have frequently invaded Droaam over the last four centuries, and the people of Graywall have no intention of forgiving these old trespasses. Anyone who openly wears a symbol of the Silver Flame is met with great hostility. Outside the Calabas, this dramatically increases the chance of street violence. Even if nobody attacks him, the PC take a -5 penalty to skill checks or challenges involving Diplomacy or Streetwise, and any perceived allies of his take a -3 penalty to these checks because of the association.

LAW AND ORDER

Droaam stands outside the Code of Galifar and the Treaty of Galifar. There is no uniform code of justice in Droaam; instead, the law lies solely in the hands of the designated representatives of the Daughters of Sora Kell. In Droaam, this is Xorchylic, an ancient mind flayer. Xorchylic personally commands the Flayer Guard, a force of ogres, orcs, and minotaurs supplemented by harpies, gargoyles, and a squad of war trolls trained by Sora Maenya. Xorchylic can also call on the mercenary gnolls of the Znr Pact, as well his allies within House Tharashk.

At the end of the day, Graywall is a frontier town. PCs can get away with a lot, as long as they don't do anything that directly inconveniences Xorchylic. This is especially true when the crime targets a foreigner. Xorchylic doesn't recognize the laws of other lands and won't punish Brelish bandits who take sanctuary in his town. But neither will he call on his guards to protect them if someone comes looking for them . . . unless, of course, the newcomers somehow become a threat to Xorchylic. Serious crimes are punished with immediate execution. For lesser crimes, a victim is branded and then sent to the arena for a period of time based on the crime. Should he survive the duration of his sentence, he is free to go. It's said that Xorchylic sometimes uses his mental powers to punish offenders; some say he implants phobias or psychoses, but this might simply be rumor.

Although there are no written laws, the people of Graywall do have the right to bring grievances before a medusa magistrate. If the magistrate considers the case to be frivolous, she turns her gaze on the plaintiff. As a result, the caseload is light—but many of the weaker creatures take pleasure in the idea that they have a voice.

Xorchylic has granted House Tharashk the right to prosecute crimes committed in the Calabas. Baron Kundran Torr of House Tharashk can call on the

forces of his own house, including a substantial force of orc soldiers, for this purpose; he also employs ogre, gargoyle, and gnoll mercenaries. He acts if a crime directly threatens the stability of the Calabas. Otherwise, he takes action only if it can be conclusively proven that a crime has occurred, which requires the plaintiff to employ the services of Tharashk inquisitives. So justice is available within the confines of the Calabas, but it comes at a price.

THE ECONOMY

The Daughters of Sora Kell have yet to mint coins. Most merchants willingly accept the gold of the east, especially in the Calabas; however, they are also used to bartering for goods and services. Gnoll hunters trade food and meat. Miners might offer slivers of precious metal or rough, low-value gemstones. Another common token of value is the tooth of a dangerous animal. The Daughters offer a bounty on feral creatures that pose a threat to travel and trade, and they reward hunters for turning in the teeth of kills; as a result, teeth have become a form of currency. A common practice is to inscribe the type of creature on the tooth in either Giant or Goblin, but most merchants don't accept teeth for barter unless they personally recognize the beast.

As a DM, consider the bartering system of Droaam's markets as an opportunity to plant adventure hooks. Although a merchant in Bloodstone might be willing to accept gold for his goods, odds are high that he has little gold with which to purchase treasures from adventurers. However, he could offer an ancient Dhakaani statue that the group's historian thinks is worth considerably more than what they have to trade—although to receive its full value, they have to travel to Darguun! Merchants could offer maps leading to fabled ruins, scrolls of Dhakaani lore, or strange relics of the Daelkyr that have never been identified. They might also possess relics from

the Last War, which were goods pawned by or stolen from soldiers of the Five Nations. This could be a source of treasures the PCs couldn't acquire in a dungeon, or it could set the stage for a story. For instance, a widow wants to recover a family heirloom lost by a soldier last seen in Graywall. As a result, the markets of Graywall might have surprising opportunities for even high-level characters. The oni merchant might not have the gold to deal with a paragon-level PC—but it might have treasures the PCs want.

Droaam's primary export is byeshk ore. However, people frequently come to Droaam to deal in less savory goods. Bandits—both monstrous raiders and Brelish deserters—sell their spoils in the goblin markets. Droaam is also the source of a variety of potent alchemical substances; however, all these are addictive and carry side effects severe enough that wise PCs avoid them. Dragon's blood enhances arcane powers, but carries the risk of burning out a caster from within. Courage is a stimulant that helps the user overcome fear, a useful thing in a town of monsters . . . but over time it promotes paranoia, ultimately leaving the user in a catatonic state of sheer terror. Blood gin is a powerful necrotic narcotic. The berries used to give blood gin its flavor and potency must be steeped in the blood of a murdered sentient being, and those who drink the gin have visions drawn from the life of the victim, mixed in with the overall euphoria and lassitude imparted by the drug. Withdrawal symptoms include hallucinations and nightmares, frequently involving the circumstances of the original victim's murder. Traffic in all these substances is illegal in the Five Nations, but expatriates and exiles have become addicted to blood gin, and the criminal organization Daask has opened a few hidden gin dens in Breland and Aundair.

ENTERTAINMENT

Beyond the Calabas, the people of Graywall are largely given over to simple pleasures. Many enjoy a good brawl, whether a simple wrestling match in the street, a prize fight in a tavern, or a battle royale in the arena. Other forms of entertainment vary by species. Goblins enjoy song and music. The changelings of Graywall practice a form of dance that incorporates their shapeshifting abilities. Ogres love tests of strength and endurance, and adventurers wandering through Bloodstone might come upon a group of ogres holding massive stones over their heads. Although few citizens have gold, many love to gamble, and it's common to see teeth or other bartering tokens scattered on the ground around an impromptu match.

In addition to grog, many of the monsters of Graywall partake of an unusual intoxicant: harpy song. This is provided as a public service in the grist mills where laborers go in their off hours, and most public houses also have a "songbird." When performing in this capacity, a harpy rarely engages the fully stupefying effect of her voice; nonetheless, her songs possess a hypnotic beauty. Harpy songbirds typically possess Diplomacy +12 and Insight +10.

FOOD AND DRINK

An expatriate from the east can find familiar foods in the inns and taverns of the Calabas. If he ventures into Bloodstone or the other districts of Graywall, he can find more disturbing fare. Most of it is perfectly edible, though many Droaamites like their meat to be squirming. Other dishes are incompatible with the human digestive tract. Trolls like to chew dried carrion crawler tendrils, which can paralyze a typical human. Many dishes are also served with a tiny ooze, which is swallowed to help digestion. However, stories have circulated that tell of poorly prepared oozes eating their way out of a diner's stomach.

The Daughters of Sora Kell provide their laborers with basic sustenance, which is served at dining halls known as “grist mills.” This name is drawn from the primary dish—a form of ground meat called grist, prepared in stew, pie, or sausage form. Grist is tough and has a sour taste that dwarves find especially offensive, but it is filling and the mills have a seemingly endless supply. Few laborers have any idea where grist comes from, and of those who do, few care; however, it might disturb visitors. Grist is ground troll meat. Each mill includes a stable of imprisoned trolls. Some have been bred for this purpose; others are being punished for incompetence; and some have chosen to make this sacrifice for their nation. Flesh is stripped away, slowly enough to ensure that the troll can regenerate from the loss without serious harm (though the pain is agonizing). Troll meat contains a number of minor toxins that normally render it inedible. However, the Daughters of Sora Kell possess the answer to this dilemma. A secret blend of herbs and spices is mixed in with the meat as it is ground up, and this counteracts the nauseating effects . . . though adventurers might still be revolted when they learn what they are eating.

THE SHAPE OF GRAYWALL

Ten thousand years ago, the Dhakaani goblins built a fortress to defend the valley between the Graywall Mountains and the Byeshk Mountains. Droaam was a land of monsters even then, and while the Dhakaani built a number of cities past the Graywall, they wanted to be sure they could hold the gate. During the Xoriat Incursion, the fortress of Korash Khaar stood strong for years of battle. Then the daelkyr took to the field of battle. Dyrnn the Corruptor came to Korash Khaar, and the fortress fell before him. Some say the fortress walls absorbed the guardians, and that this accounts for the blood-red coloring of the remaining stones.

Whatever the truth of the matter, Korash Khaar was no more, and the pass was abandoned.

Over the course of millennia, many different groups took shelter in the ruins of Korash Khaar. Savage goblins fought over the bloodstained stones. The goblins were driven out by gnolls, who in turn lost the land to ogres and oni during the Borunan Exodus. The ogres abandoned it, and the tales of this time speak of ruddy gargoyles emerging from the stone and a darkness rising from beneath the town. Following this, the haunted ruins were shunned . . . until the coming of the Daughters of Sora Kell. The tales say that it was Sora Teraza who found Xorchylic, who had been bound beneath Korash Khaar thousands of years earlier. The project was entrusted to the mind flayer, and he was given an army with which to work. A number of the old goblin buildings were restored, while others were stripped for their stone and rebuilt. Quarries were quickly established, and ogres hauled great blocks of stone to feed the appetite of the growing town.

ARCHITECTURE AND APPEARANCE

Graywall is a town built with the strength of ogres, designed by the shared vision of Xorchylic and the medusa masons of Cazhaak Draal. Most buildings are functional structures of bare granite. But as one walks past the plain stone, it appears to ripple and flow in peripheral vision—the result of strange textures designed by Xorchylic. This subliminal patterning produces a noticeable emotional response in sentient beings. A traveler finds that she feels a slight touch of dread when she steps into an alley, while the open square feels pleasant and peaceful. Locations are identified by simple, iconic images; many of the inhabitants of Graywall cannot read, and only the basic icons work for the more dimwitted residents.

Graywall is built atop a network of tunnels, and many buildings have at least one level that lies underground. Some of these subterranean passages connect all the way to the region known as Khyras, but these passages are typically warded or blocked off; nonetheless, a group of adventurers might find a hidden passage to the Deep Door, or break into a building by coming up from Khyras.

Most of Graywall is designed to accommodate monsters of all shapes and sizes. The arch of a doorway is large enough for a troll to step through without squeezing. Some buildings have a second door for goblins or kobolds; others place a hatch in the main door, with a leather curtain draped down to keep out the weather. Any sort of public room includes stools and chairs in a variety of sizes, as well as skins along the floor for larger creatures to sit upon. Public buildings are likely to have high ceilings and a few perches set up along the walls—posts for harpies and gargoyles.

DISTRICTS

Graywall is divided into four districts, along with two areas that are not part of the town but might play a role in adventures. The names include both the Goblin name and the Common translation; the first name is the one most commonly used.

BLOODSTONE (SORGHUN)

Population: Bloodstone is the largest district and home to most of the Medium and Large inhabitants of the town—minotaurs, shifters, ogres, orcs not aligned with House Tharashk, and others. Bloodstone is also home to doppelgangers, tieflings, and a variety of bandits, deserters, and criminals from the eastern lands who have found refuge in Graywall.

Character: The district takes its name from the crimson coloring of the stone used in many of its buildings—stones recovered from the shattered walls of Korash Khaar. Bloodstone is the classic image of Graywall, with ogres and goblins rubbing shoulders with brigands and war criminals. It is a dangerous place for any foreigner who steps out of line. A troll doesn't necessarily pick a fight with an adventurer, but it won't turn one down, and the streets are full of monsters ready to join in a brawl.

Inns: The Hydra Halls; The Labyrinth.

Taverns: The Bloody Tooth; The Broken Sword; The Venomous Voice.

Supplies: Tooth and Steel.

Dragonmarked Services: None.

Temples: The Street of Shadows.

KEY LOCATIONS

Bloodstone is home to a variety of unsavory establishments; the following are merely a few of the more stable businesses.

The Arena: The people of Droaam love their blood sports, and battles take place in the arena every night. Combats include formal grudge matches, open melees, bounty battles with fierce beasts or condemned criminals, and trials for the soldiers of the Flayer Guard. One popular form of bounty battle is Six Stones, in which seven challengers are set in the arena with one or more basilisks; the combatants are not allowed to fight the basilisks or kill one another, and the contest continues until only one contestant remains. PCs who wish to fight in the arena can seek a sponsor who can get them into the ring for a share of the purse (level 4 skill challenge, complexity 1,

primary skill: Streetwise). The two likely sponsors are Kel'Ashta, a Tharashk orc who monitors the arena for possible mercenary recruits; and Fela Fingerbones, a clever goblin rogue whose family has been spreading its roots into gambling activities across Graywall.

The Bloody Tooth: The Blood Tooth is a rough tavern; any disputes between patrons can be settled quickly in the challenge ring in the common room. The Bloody Tooth caters primarily to monstrous clientele, and humans and their ilk receive a cold welcome here.

The Broken Sword: A tavern catering to ex-soldiers of the eastern nations, the Broken Sword has Knights Arcane to Darguul chainmasters within it at any given moment. Located in Bloodstone, this tavern counts war criminals, brigands, and revolutionaries among its clients. A Cyran warforged named Maul serves as both bartender and bouncer; either he owns the tavern, or the true owner has chosen to remain anonymous. Patrons of the Broken Sword are expected to leave their national feuds outside. Within the Broken Sword, the Thrane paladin and Karnathi bone knight are both exiles. The unwritten rule is that if anyone starts a fight in the Sword—especially a Sentinel Marshal or other bounty hunter—every patron lends a hand, acting to end the fight as quickly as possible.

Challenge Rings: The arena is the sight of grand battles, but no shortage of conflict exists throughout Graywall. Circles are scratched into the ground at many of the major intersections in Bloodstone. Most contain large chunks of stone, shards of broken statues, or patches of dried blood. A wide variety of challenges take place in these rings. Brawling and feats of strength are commonplace. Minotaurs engage in a form of wrestling in which the two combatants seek to push or shove the opponent out of the ring. Most of these are skill challenges involving Athletics, Endurance, or Acrobatics, but there are alternatives. A kobold duel is a match of insults and put-downs,



judged by the onlookers; such a challenge could use Insight, Intimidate, and Bluff to determine success.

The House of Worms: An injured gladiator who can't afford the services of House Jorasco can try his luck at the House of Worms in Bloodstone. The grizzled and ornery longtooth shifter who runs the hostel is known as Worms, due to his use of broodworms in treating infected wounds. Although his techniques are disturbing, Worms has a Heal skill of +15. Usually Worms can provide only mundane treatment, but he's always on the lookout for ritual scrolls, and at any given time he might assist with a ritual.

The Hydra Halls: Graywall is a young town that was built to house thousands. The Hydra Halls are mass dormitories, and each is virtually identical in layout and appearance to the others. The only distinctive feature of a hall is the unique icon painted above the main entrance. As such, an ogre knows that he lives in the Eye or the Claw. Most of the halls are assigned to specific work crews, but a few have rooms available for monstrous travelers on a barter basis. The halls are spread around the two enormous grist mills, where the laborers go for food, drink, and harpy song.

Jabra's: A distant relative of the Daughters of Sora Kell, the night hag Jabra is an alchemist of remarkable skill. In addition to selling traditional potions, she produces dragon's blood, blood gin, and other unusual and possibly dangerous elixirs. She also bottles dreams and nightmares, and for a sufficient price she could acquire the dreams of a specific individual for the PCs. Jabra's storefront is a simple tent, and she moves around Bloodstone on a daily basis, sometimes disappearing for days or weeks.

The Labyrinth: Built at the base of an old quarry, the Labyrinth is a literal hole in the ground. Its rooms are scattered throughout a maze of passages, making it the perfect home away from home for the fugitive who doesn't want to be found. A family of minotaurs owns the bar, and they take the privacy of their guests

seriously. The average cost of a room is 2 gp per night, with a 10% discount for long-term rental. The price is high given the austere nature of the accommodations, but the Labyrinth caters to fugitives who have gold and need privacy.

The Skin Factory: Although laborers can eat a meal at a grist factory, no one likes grist. The Skin Factory is the name given to the collection of slaughterhouses, butchers, and tanners found on the edge of Bloodstone. The merchants of the Skin Factory are looking for fresh meat, and PCs who bring any kill to the district can get something more useful in trade, whether nuggets of precious metal or preserved rations for the road. The Skin Factory includes Horac's Hides, which is home to a family of orc tanners who make excellent leather and hide armor. Although most of their work is mundane, grandfather Gech learned tricks from an oni and can produce enchanted armor. A PC who earns the favor of the Horacs might be offered a unique piece designed by Gech.

The Street of Shadows: Shrines to demons and various faces of the Dark Six are scattered across Graywall, but the Street of Shadows is lined with them. From the cairns of the Znir gnolls to the horned idols of the minotaurs, there are dozens of icons and altars. The street ends at the Eye of the Shadow, a small windowless temple formed from black stone. The medusa priestess Zerasha holds court here. A fearsome combatant and skilled ritual caster, Zerasha is the most influential voice in Graywall after Xorchylic; the people of the town have come to trust her oracular gifts. At the moment, she is an ally of the Daughters of Sora Kell, but her first loyalty is to the Shadow and to her own warlord, the Queen of Stone. Should there ever be a civil war in Graywall, the black-scaled medusa will be a force with which to be reckoned.

Tooth and Steel: Members of the Flayer Guard are outfitted by the Karda Forge and the goblins of Little Graywall, but there are always customers for

arms and armor in Droaam. Staffed largely by shifters and minotaurs, Tooth and Steel produces highly distinctive (albeit mundane) equipment in all sizes. The master of the forge is the oni mage Szalas Jal, who has focused his mystical studies on the creation of enchanted weaponry. Szalas spends years working on his weapons, and they are tools of great power; he rarely sells these masterpieces, but might make an exception.

The Venomous Voice: All the grist mills and most of the taverns of Bloodstone have a harpy songbird in residence, but these are frequently novices honing their skills. The best of these deadly singers reside at the Venomous Voice, a tavern that serves both as a roost for the independent harpies of Graywall and a place for daring patrons to hear musical duels between harpy virtuosos. Entertainment at the Voice also includes storytelling, choral training (used to teach the youngest harpies the basic skills), and command performances by the most gifted sirens. Many who visit the Voice find themselves braving the dangers of Bloodstone to return to the harpy tavern, and some jaded tourists travel from the Five Nations to hear the legendary performances. The Venomous Voice is managed by Zoryanna of the Last Dirge flight, a devotee of the Fury.

ADVENTURE HOOKS

- ◆ An ally of the PCs has been condemned to fight in the arena for one week—and the odds of his surviving that long aren't good. Can the PCs find a way to free him from the arena between matches? Or do they fight in the arena at his side?
- ◆ Szalas Jal of Tooth and Steel has crafted a blade inscribed with dragonmarked patterns—a blade he believes has a role to play in the Prophecy. He thinks that one of the PCs might be destined to wield this weapon. But to prove it, the PC must fulfill a lesser prophecy—by passing through the

Deep Door and defeating the Impure Prince who makes his lair beneath the town.

- ◆ The PCs acquire a bottled dream that suggests someone is planning something they want stopped (anything from killing one of the PCs to starting a war between Droaam and Breland). Can they find Jabra, and if so, can they convince her to tell them the identity of the person from whom she harvested this dream?
- ◆ The PCs learn that an infamous war criminal is holed up in the Labyrinth. There is a high bounty on his head. But when the PCs make a move, they discover that the supposed criminal is a doppelganger. It's a trap laid by the medusa priestess Zerasha, who wishes to slay destined champions of Dol Arrah or the Silver Flame. Can the PCs escape from the Labyrinth, and if so, what else does the priestess of the Shadow have waiting for them?

THE CALABAS (THE KENNEL)

Population: House Tharashk is the pillar of this district, and humans, orcs, and half-orcs make up a significant segment of the population. Most of the expatriates and travelers from the east reside in the Calabas or at least pass through it, and most of the elves, dwarves, gnomes, and halflings of Graywall can be found here. Many menial jobs are held by goblins, though few live in the district.

Character: Surprisingly civilized, the Calabas is a piece of the Five Nations trapped in Droaam. Buildings reflect the styles of the Five Nations. Bright colors on the buildings and in the glass windows, with painted signs bearing names written in the Common tongue, provide a flamboyant range of shades to the area. Orc guards in Tharashk livery patrol the streets, but the more frightening monsters—trolls, harpies, medusas—are rarely seen here.

Inns: The Gold Dragon Inn; The House of the Nine; The Twilight Palace.

Taverns: The Cracked Keg; The Merry Marcher.

Supplies: The Goblin Market; Vorgath's.

Dragonmarked Services: Ghallanda; Jorasco; Kundarak; Orien; Phiarlan; Sivis; Tharashk.

Temples: The House of the Nine (Sovereign Host)

KEY LOCATIONS

The Calabas contains locations that might be of interest to PCs. The numbers are keyed to the map associated with this district.

1. The Roar: The heart of the Calabas is a vast plaza. It takes its name from the statue at its center, which is of a rampant dragonne roaring at the sky. The beast is the sigil of House Tharashk and reflects their power in this district. Aside from its scenic value, at night the Roar plays host to the Goblin Market. All manner of monstrous merchants come to sell their wares to travelers and tourists. Smiths and artisans from Bloodstone and Little Graywall bring their mundane goods, but astute shoppers might find stolen goods, relics recovered from Dhaakaani ruins, treasures stripped from fallen soldiers, or any number of other surprises.

2. House Tharashk Enclave: The Tharashk triumvirate believes that Droaam holds tremendous opportunity for their house, and their Graywall enclave is the largest outside Zarash'ak. In addition to selling the services of inquisitives, trackers, and guides, the enclave holds training facilities for the monstrous mercenaries the house employs and serves as a hub for prospecting operations within the region. House Tharashk enforces the law within the Calabas, and the enclave includes an audience chamber where Baron Kundran Torr or one of his ministers can hold court.

3. The Twilight Palace: A joint venture of House Phiarlan and House Ghallanda, the Twilight Palace is a wondrous thing to find in such a savage land. Designed to serve the needs of the wealthy expatri-

ate or the successful merchant, the palace is a grand hostel, with luxurious accommodations and courteous staff well-versed in the customs of every nation in Khorvaire. Within its walls, a visitor can easily forget she is in Droaam. Phiarlan minstrels perform works from the golden age of Galifar, and the Ghallanda chefs produce culinary delights to stir even jaded appetites. Thanks to Kundarak security, the Palace is as safe as Xorchylic's fortress. Of course, such luxury comes at a heavy price: room and board starts at 35 sp per night and can go as high as 10 gp per night for a grand suite. If a customer rents an apartment by the week, the cost is reduced by 20%.

4. The Gold Dragon Inn: This inn is virtually identical to the Gold Dragon Inns found in cities across Khorvaire; it is House Ghallanda's ubiquitous accommodations for the budget traveler. The menu serves one simple, comforting dish from each of the Five Nations, so a Karrn trader can relax with a bowl of Nightwood stew and a Thrane can enjoy flame-grilled tribex. The Gold Dragon Inn is managed by Reskal d'Jorasco, a former clawfoot wrangler with the scars to back up his stories of capturing dinosaurs barehanded. Room and board at the Gold Dragon Inn costs 5 sp per night, which is reduced by 10% for stays of 5 days or more.

5. The Merry Marcher: Tucked along the edge of the Roar, the Merry Marcher is a friendly tavern for travelers who want something a little more exotic than the Gold Dragon Inn but don't want to brave the dangers of Bloodstone. The Marcher is owned by a half-orc named Durad Taash, and specializes in the cuisine of the Shadow Marches. Half-orcs and orcs from other lands are especially welcome and encouraged to tell tales of their travels.

6. Vorgath's: A former prospector turned entrepreneur, the orc Vorgath provides mundane goods to travelers. Vorgath is willing to buy interesting trinkets from prospectors, and he might buy goods from PCs

or have a magic item to sell; he typically has 1,500 gp on hand.

7. The Kundarak Vault: A small building with reinforced walls, the vault is shared by House Kundarak and House Sivis. Neither has an especially strong presence in Graywall, but there is a speaking stone and an access point for the Kundarak vault network, which allows clients of the bank to withdraw goods stored elsewhere in Khorvaire.

8. Far Davandi: An outpost of the famed Zil haberdasher, Far Davandi can produce clothing designed in the style of any of the Five Nations. It primarily serves expatriates who still remember their homeland fondly.

9. House Orien Enclave: This large outpost is designed to support multiple caravans at once, and it is currently operating below capacity. The Daughters of Sora Kell are interested in establishing trade routes and eventually lightning rails within their realm, and they have subsidized Orien's operations in Droaam. The local Baron, Saria d'Orien, is a canny negotiator and has formed close ties within the town.

10. Hahlo's House: Although small, this Jorasco house of healing can handle most problems. Thanks to his dragonmark, Hahlo d'Jorasco can perform Cure Disease, Raise Dead, or Remove Affliction rituals—although he adds a 20% “Droaam tax” to his prices unless he likes the clients.

11. The Silenced Stage: Subsidized by House Phiarlan, this playhouse specializes in works that have been banned in the Five Nations, along with new creations of exiled and expatriate artists. It is one of the major tourist draws in Graywall, since people travel from Fairhaven, Flamekeep, and Korth to see these forbidden performances. The luminaries of the company include Laren Devir, a Brelish playwright known for his antimonarchy rhetoric; half-elf Asta Brand, a Karrnathi singer-songwriter whose opera

“Army of the Damned” is a bitter condemnation of both the Code of Kaius and the Karrnathi use of undead soldiers; and Syro Talandro, a changeling from Thrane renowned for his solo performances and his explorations of the dark side of the Church of the Silver Flame. Asta Brand is the founder of the company, having fled to Droaam after being turned into a vampire by the Order of the Emerald Claw; she considers herself to be a monster, and as such she believes there is no better place for her. If any of the PCs have artistic talent, Asta might seek to employ them in a performance at the Silent Stage; otherwise, Asta or any of the artists might want to talk to PCs who share her birthplace to find inspiration for new works.

12. Veils: Though small, this brothel has a stable of doppelgangers trained to mimic the accents and mannerisms common to any of the Five Nations. In addition to traditional services, Veils also provides escorts trained to pluck an image from the mind of a client—doppelgangers who can assume the form and mannerisms of a loved one, allowing an expatriate or traveling merchant to enjoy a meal or an evening in the company of someone lost through exile or slain in the war.

13. The Cracked Keg: This seedy tavern has smoked windows, and it is identified only by the barrel-shaped trade sign hanging over the door. This sign has a single crack running through the unmarked sign. The owner is Banor Blackbarrel, an old dwarf brigand who used to run potent troll grog to the troops stationed along the western border. In addition to serving powerful Droaamish spirits and sponsoring gambling, Banor runs a blood gin den in his basement—a home away from home for a growing number of dissolute exiles. Banor has contacts throughout the town, and PCs looking to find someone or something in Bloodstone could find him to be

a valuable ally. But he's a ruthless and cruel person, interested solely in his personal profit.

14. The House of the Nine: This small inn and public house is also Droaam's sole temple to the Sovereign Host, run by a human family from western Breland. Hostess Channa Perryn blesses every meal in the name of Olladra and Boldrei, and Cord Perryn performs services in the back room. Neither Cord nor Channa are spellcasters, but they provide spiritual guidance to followers of the Host, and Cord might assist guests with his Heal (+14) skill. Room and board at the House of the Nine costs 5 sp, but there are only four rooms in the inn.

ADVENTURE HOOKS

- ◆ A Cyran artificer named Dela Ranner has taken refuge in the Twilight Palace. The PCs have been hired to take her out of Graywall and back to their home country, as quietly as possible. First there's the challenge of overcoming the security of the Palace. But beyond that the PCs find themselves in conflict with spies and assassins from across Khorvaire. It seems Dela knows something about the cause of the Mourning. But what does she know—and do the PCs want even their own nation to have access to her?
- ◆ Asta Brand tells the PCs that the Order of the Emerald Claw is building an eldritch machine below the Calabas that might cause an army of undead goblins to rise and slaughter every citizen of the Five Nations in the town; they hope this causes war between Breland and Droaam. Do the PCs trust the vampire, and if so, can they stop the Claw?
- ◆ Cord Perryn of the House of the Nine approaches a PC who worships the Sovereign Host. Perryn has had a vision from the Sovereigns: A great evil is brewing in the Tharashk

enclave, and only the PCs can cleanse it. This evil is a cult of the Dragon Below, whose influence has spread throughout the enclave. They have already called up a number of aberrations from the depths; depending on the power of the PCs, they might now be working to summon Dyrn the Corruptor. Xorchylic hates the lords of Xoriat, and this could be a chance for the PCs to earn the favor of the master of Graywall—but it might be a dangerous task, and depending how it is handled, it could easily make an enemy of House Tharashk.

LITTLE GRAYWALL (SAR KURAATH)

Population: Goblins and kobolds live here, along with a handful of gnomes and halflings scattered throughout the quarter.

Character: Sar Kuraath lives up to its name—it truly is little Graywall. Much of the town is designed to accommodate Large creatures, and the Hydra Halls have high ceilings and rooms with bunks large enough for trolls and ogres. But goblins are the single most numerous race in Graywall, and Little Graywall is built for them. Every building is designed for Small creatures. The goblin artisans produce goods for the Flayer Guard and the rest of the town, and workhouses have high ceilings and doors allowing ogres easy access to the goods they haul between districts. But all other aspects of the district—from furniture to the flagons served at Black Bahiri's—are designed with Small creatures in mind.

The goblins and kobolds of Graywall are proud of the measure of independence they have gained under the rule of the Daughters of Sora Kell, and Little Graywall is the symbol of this. Although there are tribal rivalries, goblins of different tribes almost always unite to fight a larger foe. As a result, the natives of this district are unusually bold here in their home, and they are less likely to put up with abuse from outsiders.

Inns: Black Bahiri's.

Taverns: None (Black Bahiri's).

Supplies: None.

Dragonmarked Services: None.

Temples: No public temple, though most warrens have their own idols or shrines.

KEY LOCATIONS

Tribal Warrens: Each goblin or kobold tribe has its own building, which is a structure that serves both as workhouse and barracks. Symbols painted over the door or embedded in the walls indicate the tribe that lives within: the Bone Crows, Hammer-Knockers,

Hidden Hands, Stonebreakers, and others. By and large, each tribe focuses on a specific trade; the Stonebreakers work in the mines and quarries, while the Hammer-Knockers are blacksmiths and armorers.

Black Bahiri's: A single grist mill is in the Little Graywall, and most of the inhabitants dine there or make meals within their warrens. However, one inn has gained a measure of renown throughout Graywall. Black Bahiri is remarkably fat for a goblin; he is also a talented chef skilled in both Droaamish and Talentan cuisines. Thanks to under-the-table deals he gets prime materials from the Skin Factory in Bloodstone, and his Talentan preparations might be



the most palatable food an easterner can find outside the Twilight Palace. Bahiri has rooms for rent, and there are a few gnome and halfling exiles who make their homes here. Some believe that Black Bahiri's is a center for intrigue; there are rumors that the gnome who calls herself Shiv is a top agent of the Trust, and that Bahiri is a master spy from the Shaarat'khash. These things might be true, or they might be pure fantasy. But if one is looking for a good meal accompanied by goblin song and cheerful company, Black Bahiri's is a fine choice. Bahiri does keep blood gin on hand for foreigners, but he does not sell the drug to goblins. Renting a room at Black Bahiri's costs 1 gp per night; since he has a limited number of rooms, Bahiri might turn down an unpleasant customer.

Swift Death: Many people come to Droaam in search of goods they cannot legally buy in the Five Nations . . . such as poison. It's possible to find simple toxins in the Goblin Market, but Graywall is home to a true master poisoner, a goblin named Swift. Some say that he is part of the Shaarat'khash, while others claim Swift learned his trade poisoning ogres who abused his tribe. Arranging a meeting with Swift requires a skill challenge (level 7; complexity 1, primary skill Streetwise; a goblin gets a +3 bonus, and anyone asking in Black Bahiri's gets a +1 bonus). It's up to the DM to decide just what Swift has available at any given time, but he's one of the best sources of poison in western Khorvaire.

ADVENTURE HOOKS

- ◆ An ally has been poisoned by a toxin that resists all magical treatment . . . a slow-acting venom mechanically similar to a disease. If anyone can create a cure, it's Swift—but the PCs first have to learn about the goblin's existence, locate him, and then convince him to help them.

- ◆ A Stonebreaker goblin named Jorl approaches the PCs. He says that his clan found a great treasure in the depths, and that they can give it to the PCs—if the PCs murder a visiting oni mage and his ogre followers, who once held the Stonebreakers in bondage.
- ◆ The gang wars in Sharn have escalated, due largely to the treachery of Zharo, a halfling from the Boromar crime family. Zharo has stolen a lot of the Boromar's treasury and hidden it; unless they can recover their treasure, the balance of power in the City of Towers will be irrevocably altered. Zharo is hidden in Black Bahiri's, drinking blood gin and hiding from the world. Can the PCs find him, and can they convince him to reveal the location of the treasure?

THE KARDA (THE THRONE)

Population: The Karda is the home of the Flayer Guard and the Znir Pact barracks. Orcs, ogres, minotaurs, and gnolls make up the bulk of the population, while the troop of war trolls form an impressive (if small) segment of it. Aside from the soldiers, goblins and orcs can be seen performing menial tasks and civilian jobs. Foreigners are not welcome here, and few humans or other easterners are visible.

Character: For all that it can be seen as a center for trade, Graywall is a military outpost on the border of Droaam and Breland, and the Karda is the fortress at the heart of the town. High, thick walls surround the district. Foot soldiers patrol the streets, and harpies and gargoyles circle overhead. The gates are open, but the minotaur sentries question any who wish to enter, demanding to know the business that takes them to the Karda. Foreigners are treated with suspicion and might be questioned by patrols.

Inns: None.

Taverns: None.

Supplies: None.

Dragonmarked Services: Ghallanda; Jorasco; Kundarak; Orien; Phiarlan; Sivis; Tharashk.

Temples: No public temples, though there are shrines in the barracks.

KEY LOCATIONS

No businesses are in the Karda. There is a grist mill for the soldiers, but no public amenities. It is a fortress, with barracks for the Flayer Guard and Znir Pact, armories, and other facilities needed to hold the citadel in the face of a siege.

The Keep: The seat of Xorchylic's power, the Keep is the strangest building in Graywall. The mind flayer took a personal hand in its design, and its walls are whorled and rounded; at times they gleam with an iridescent sheen. Fifty elite troops are garrisoned within the tower, and it is fortified to withstand a siege. Xorchylic's throne sits on the third floor, and he spends most of his time in this great seat, listening to the thoughts of the town and plotting an incomprehensible revenge against the lords of Xoriat.

The Last Tower: This is the courthouse of Graywall. It is also the last place many of those who come before a magistrate ever see. The tower serves both as a prison and as a center for torture. Droaamish law doesn't believe in incarceration as a form of rehabilitation, and prisoners are only held if they are waiting for transfer, execution, or serving a sentence in the arena (which can last days or weeks). Public executions are held in the plaza, and statues are also arranged around the tower—these are victims petrified by the medusa magistrate and left as a warning to others. Typically, the justice has the right hand of a petrified victim removed, to ensure that if the victim is restored it is at least maimed.

ADVENTURE HOOKS

- ◆ The PCs are hired to rescue a petrified victim (possibly a friend, or a spy from their nation who has learned vital information) from the courtyard of the Karda. They have to identify the target among the stone menagerie and then either remove the statue from the Karda or perform the Remove Affliction ritual in the Karda—all beneath the watchful eye of Xorchylic and his Flayer Guard!

THE DEEP DOOR (KHYRAS)

Graywall is built atop the ruins of Korash Khaar, and the fortress of the Dhakaani goblins stretched deep beneath the earth. The fragments of history suggest that the final attack that broke the Dhakaani defenses came from beneath the citadel. No one living knows just what lies below the Dhakaani tunnels. Almost all the entrances to the depths have been sealed, save for a heavily guarded passage in Bloodstone . . . the Deep Door. Xorchylic has allowed adventurers to enter the depths before, for reasons of his own; it's also possible that PCs might learn of an unguarded passage to the deep tunnels. What lies beyond the Deep Door remains a mystery. Storytellers spin tales of aberrant legions locked in combat with goblin ghosts and of deep wyrms atop piles of Dhakaani gold. The truth might be more wondrous still, or infinitely more terrible.

THE STONE PITS

Graywall is a town in progress. To the east, the scars of quarries run deep into the stony ground, while the west holds the rough foundations of new buildings—additional hydra halls and new fortifications. Although most of the members of the labor force have bunks within the town, some are await-

ing the construction of these barracks. In addition, new monsters are coming to Graywall every week in search of opportunities. Droaam is still a nation in progress. Many of its people still chafe under the rule of their tyrannical warlords, and they hope to achieve greater things by serving the Daughters directly—or at least by serving the Lord of Graywall. As such, the Stone Pits are surrounded by a tent town made up of both temporary workers and those refugees who hope to join their ranks.

FORCES WITHIN GRAYWALL

Many factions are at work in Graywall. Although the Daughters forged Droaam into a nation, tribal and racial ties are still a powerful force within the town. Ambitious warlords such as Tzaryan Rrac or the Queen of Stone might have their own operatives in the town. And then there are the spies, Brelish bandits, and groups of deserters or war criminals drawn from across Khorvaire. Here are descriptions of a few organizations, but this is just the tip of the iceberg.

THE FLAYER GUARD

Leader: Korgel Blackblade (male war troll battle champion)

Other Notables: Jalira Stormtongue (evil female bloodfire harpy warlord 11), Salan (evil male wererat rogue) The Flayer Guard, elite soldiers of Droaam, keep the peace in Droaam, but they stand ever ready to face a challenge from Breland—or to launch an attack against the eastern kingdoms. The majority of the guards are orcs and minotaurs, along with a few

ogres and trolls (remarkably intelligent for their kind, but still saved for brute force operations). The Flayer Guard has a number of special units. Jalira Stormtongue commands a squad of gargoyles and harpy archers who serve as scouts and air support; while she is otherwise identical to an 11th-level bloodfire harpy, Jalira's burning song deals lightning and thunder damage. Salan commands a squad of ten small wererats; all possess a +3 bonus to Stealth and Perception, and they appear as goblins when not in hybrid form. The true core of the Flayer Guard is the team of twenty war trolls, a unit trained by Sora Maenya. These fearsome soldiers are under the command of Korgel Blackblade, a war troll of terrifying skill and power, who wields a magic greatsword forged by Szalas Jal.

Each member of the Flayer Guard is utterly devoted to the group's illithid master, due equally to patriotism and psychic conditioning. They are veteran soldiers and use intelligent tactics in combat; players expecting orcs and ogres to be bumbling buffoons are in for an unpleasant surprise.

HOUSE THARASHK

Leader: Baron Kundran Torr (male half-orc)

Other Notables: Kel'Ashta (evil male orc), Mor'Ashta (evil male orc bloodrager), Jana Velderan (female human ranger 8), Lagraa (female half-orc)

House Tharashk is a powerful force within Graywall, especially within the Calabas. Under Baron Kundran Torr, the house has reached out to orcs across the town. Through his generosity and feats in the challenge rings, Kundran has also earned the respect of many of the other inhabitants of Graywall. The Graywall enclave is the hub of a number of different operations, including prospecting within the region, employing and training monsters to serve as merce-

naries and laborers in the east, and the usual work of finding anything that needs to be found. Kel'Ashta is a talent scout for mercenaries, who is well connected with the Graywall arena. Mor'Ashta commands the house guard that minds the enclave and maintains order in the Calabas—a mixed force of 20 orc raiders, berserkers, and warriors, along with any monstrous mercenaries currently on hand. And Jana Velderan is the chief inquisitive. Jana has faced challenges in Graywall due to her race, but she's good at what she does and has made contacts with many of the local bandits.

Lagraa is the spiritual counselor of the enclave, and her nature determines what sort of long-range stories might evolve here. She might be an adept of the Gatekeeper druids, in which case she can call on PC Tharashk heirs to fight aberrations and terrors beneath the town. However, she could be an evil priestess of the Dragon Below, slowing spreading her poisonous beliefs throughout the enclave and calling up horrors from the darkness. If this is the case, the Tharashk enclave could ultimately become the hub for an epic adventure, since Lagraa and her disciples release a daelkyr lord! Will this madness taint all House Tharashk, or has it been contained in Graywall?

THE REDCAPS

Leader: Gurb Bonecrow, also known as the Raven (male goblin hexer wizard 5)

Other Notables: Reka the Razor (evil female kobold slyblade rogue 5)

Inspired by stories of the fey of the same name, this gang is made up of goblins and kobolds, and it operates out of Little Graywall. For thousands of years, the smaller races have been oppressed by larger, more powerful creatures. The Redcaps are dedicated to taking vengeance for these indignities. They enjoy ambushing ogres and trolls on general

principle, but specifically target anyone who abuses goblins or kobolds, whether they are locals or foreigners. So far they have not provoked a response from the Flayer Guard, but this could be a matter of time.

The Redcaps are drawn from multiple tribes. They operate in secret, hiding behind masks and their blood-soaked red caps. The group is led by Gurb Bonecrow, a talented goblin wizard who calls himself “the Raven” when masked; his chief lieutenant is Reka the Razor, an especially deadly slyblade.

THE OLD BONES

Leader: Zaris Lornath (evil male human warlord)

Other Notables: Cayna (evil female dwarf death master), Desh Anarn (evil male skeleton tomb guardian bodyguard)

The Old Bones are veteran Karrnathi soldiers—patriots and fanatical followers of the Blood of Vol. However, they are not members of the Order of the Emerald Claw; they have concluded that the leaders of the Emerald Claw are not truly devoted to the principles of the Blood of Vol, nor do they have the best interests of Karrnath at heart. They dream of some day driving the treacherous Kaius III from the throne and simultaneously cleansing the ranks of the Seekers.

Although their goals might appeal to Karrns, the Old Bones are not virtuous champions. Many of them are war criminals who are wanted for acts of extraordinary cruelty during the Last War. The cleric Cayna is infamous for slaughtering prisoners of war so that he could raise them as undead soldiers, and Zaris Lornath ordered many attacks on civilian populations. The Old Bones believe in terror as a tool and necromancy as a weapon, and they stop at nothing to ensure Karrnathi supremacy. The Old Bones could be

allies against the Emerald Claw, but they are disturbing allies at best.

It's up to the DM to decide just how powerful Zaris and Cayna are. Their greatest ally is Desh Anarn, a fallen champion of the Blood of Vol returned as a sentient tomb guardian. The circumstances that allowed Anarn to return with such power remain a mystery; this could be due to his great faith in the Blood of Vol, or he could be a creation of Erandis Vol—a spy sent to watch this splinter group to see if it can be used.

THE SKINNERS

Leader: Zurin Souldrinker (male oni night hunter)

Other Notables: Gray Garrak (male bugbear strangler rogue 8)

The Mockery is the Sovereign of murder and treachery, and the Skinners believe that he guides their hands. This gang of monsters actively preys on the people of the east, killing foreigners foolish enough to leave the safety of the Calabas—and occasionally venturing within its walls to target an outspoken follower of the Silver Flame or paladin of Dol Arrah. When possible, the Skinners take victims alive so they can be tortured slowly. The leader of this gang is Zurin Souldrinker; his devour soul power strips the skin from a victim even as it inflicts damage, and it can be used on a target that is either unconscious or helpless. His strong second is Gray Garrak, a vicious bugbear with a remarkable gift for slaughter.

THE SWORDS OF LIBERTY

Leader: Tars Faldren (male human demagogue)

Other Notables: Tolri (evil female tiefling wizard/devastator), Norn (male dwarf bodyguard)

The Swords of Liberty operate in secret within the borders of Breland. Tars Faldren is one of the founding members of the organization, and when it became too dangerous for him to remain in Breland, he decided to establish a safe house in Graywall—a haven for Swords on the run and a base of operations from which to openly spread their message. Faldren has been operating out of Graywall since 997 YK, and he has been petitioning foreign governments, speaking with dragonmarked houses and the Korranberg Chronicle, and otherwise spreading

his antimonarchy message. Publicly he downplays the violent actions of the Swords of Liberty, but behind the scenes he uses his position to acquire illegal goods for use by his allies in Breland.

Faldren's safe house is hidden within Bloodstone. He is accompanied by a number of Swords, including new recruits, bodyguards, and a few others who have been exposed and are wanted in Breland. Chief among these is Tolri, a tiefling wizard infamous for her skill at crafting ritual scrolls that set off terrible explosions.

PCs who sympathize with the Swords of Liberty can come to Graywall to make contact with Tars, or to receive missions or equipment. Alternatively, the King's Citadel could ask the party to infiltrate the Swords and shut them down—but only after learning about upcoming plans and Faldren's contacts within Breland. 🗡️

About the Author

Keith Baker has been an avid fan of DUNGEONS & DRAGONS® since grade school. His life took a dramatic turn in 2002 when he submitted the world of EBERRON to the Wizards of the Coast Fantasy Setting Search. In addition to developing the *Eberron*® Campaign Setting and *Shadows of the Last War*, he has worked for Atlas Games, Goodman Games, and Green Ronin.

