

# SILVERBLADE

*A Fantasy Game Setting by*

*Peter Christian*

*With Contributions by*

*Cathy Christian*

*and*

*Ken Denmead*

---

*Begun December 2000. Last Update: October 2004*

---

# Table of Contents

1. Silverblade .....	1
1.1 Geography .....	1
1.1.1 The Overworld, Underworld, Twilight, and the Forever Stair .....	1
1.2 The Natural World .....	1
1.2.1 Climate .....	1
1.2.2 Plants .....	2
1.2.3 Animals .....	2
1.2.4 Dragons of Silverblade .....	3
1.3 Population .....	4
1.4 Culture .....	4
1.5 Language .....	4
1.6 History .....	5
1.6.1 Ancient History .....	5
1.6.2 Distant History .....	5
1.6.3 Recent History .....	6
1.6.4 Game History .....	7
1.7 Politics .....	7
1.8 The Barbarian Tribes .....	7
1.8.1 History of the Barbarian Tribes .....	8
1.8.2 The Ivory Warlord .....	8
1.9 Economics .....	9
1.9.1 Money .....	9
1.9.2 Agriculture .....	10
1.9.3 Shipping .....	11
1.10 Politics of Civilized Silverblade .....	12
1.10.1 The Charter .....	12
1.10.2 Who's What .....	12
1.10.3 Council Organization .....	14
1.10.4 Factions .....	14
1.10.5 Members of the Council .....	14
1.10.6 Key Players .....	15
1.10.7 Becoming a Player .....	15
1.11 Military .....	15
1.12 Religion .....	15
1.12.1 Churches .....	15
1.12.2 Druids .....	16
1.13 Orders and Organizations .....	16
1.13.1 Brothers of the Empty Hand and the Vrosht .....	16
1.13.2 Order of the Oak .....	16
2. Wreckhaven .....	18
2.1 Sections of the City .....	18
2.1.1 Beyond the Wall .....	19
2.1.2 Jewel Square .....	19
2.1.3 The Temple District .....	19
2.1.4 Greenhall .....	19
2.1.5 The Baths .....	19
2.1.6 Shoreline .....	19
2.1.7 Uptown .....	19
2.1.8 The Warves .....	19
2.1.9 Siangtown .....	19
2.2 Inns and Taverns .....	20
2.3 Establishments .....	21
2.3.1 Beyond the Wall .....	21
2.3.2 Jewel Square .....	21
2.3.3 Temple Plaza .....	22
2.3.4 Greenhall .....	23
2.3.5 The Baths .....	23
2.3.6 Shoreline .....	23
2.3.7 Uptown .....	24
2.3.8 The Warves .....	25
2.3.9 Siangtown .....	25
2.4 Government .....	26
2.4.1 The City Guard .....	26
2.5 Living In Wreckhaven .....	27
2.6 Guilds .....	28
2.7 Religion .....	28

2.7.1 Services .....	29
2.7.2 The Clergy .....	29
2.7.3 Clerical Player Characters .....	30
2.7.4 Clerical Magic and Magic Items .....	30
2.7.5 Healing .....	30
2.7.6 Holidays .....	31
2.8 Wizards and Sorcerers .....	32
2.8.1 The Diamond Eye .....	32
2.8.2 The Guild Store .....	33
2.9 Psionics .....	34
2.9.1 The Cerebral Guild .....	34
2.9.2 The Loyal Watch .....	34
2.10 Crime .....	34
2.10.1 Organized Crime .....	34
2.10.2 Assassination .....	34
2.10.3 Forgery .....	34
2.10.4 Gambling .....	35
2.10.5 Prostitution .....	35
2.10.6 Robbery .....	35
2.10.7 Smuggling .....	35
2.11 Law and Getting Busted .....	35
2.11.1 High Crimes .....	36
2.11.2 Guild Crimes .....	36
2.11.3 Low Crimes .....	36
2.11.4 Common Law .....	37
2.12 The Baths of Wreckhaven .....	37
2.12.1 Bathing and Hygiene in Silverblade .....	38
2.13 Entertainment .....	39
2.14 Adventuring Bands .....	39
3. Regions of the Island .....	41
3.1 Deep Green .....	41
3.1.1 Natural World .....	41
3.1.2 Civilization .....	41
3.1.3 Law and Government .....	41
3.1.4 Towns .....	41
3.2 Ice Crown .....	41
3.2.1 Natural World .....	41
3.2.2 Civilization .....	41
3.2.3 Law and Government .....	42
3.2.4 Towns .....	42
3.3 Mourningvale .....	42
3.3.1 Natural World .....	42
3.3.2 Civilization .....	42
3.3.3 Law and Government .....	44
3.3.4 Towns .....	45
3.3.5 Notable People of Mourningvale .....	45
3.4 North Shore .....	45
3.4.1 Natural World .....	45
3.4.2 Civilization .....	45
3.4.3 Law and Government .....	45
3.4.4 Towns .....	45
3.5 Vale of Flowers .....	46
3.5.1 Natural World .....	46
3.5.2 Civilization .....	46
3.5.3 Law and Government .....	46
3.5.4 Towns .....	46
4. Other Cities .....	47
4.1.1 Blackhaven .....	47
4.1.2 Glimmerhaven .....	47
4.1.3 GranKonar .....	48
4.1.4 Meadhaven .....	49
5. Hiring and Paying .....	50
5.1 So Ya Wanna Hire Adventurers, Eh? .....	50
5.1.1 Pay Systems .....	50
5.1.2 Basic Pay Scale .....	51
5.1.3 More Comments On Pay Scales .....	51
5.1.4 Wizards .....	51
5.1.5 Who Hires Adventurers? .....	51
5.1.6 Using the Pay Scale for Other Professions .....	52
6. Characters .....	53

6.1 Political .....	53
6.1.1 (Lord) Robert O'Hain .....	53
6.1.2 Baron Kyle Douglas .....	53
6.1.3 Prince Grimm Wayfinder .....	54
6.2 Supporting Cast In Wreckhaven .....	54
6.2.1 Haggerty the Sage .....	54
6.2.2 Hard-Luck Tom .....	54
6.2.3 Arman Bloodblade .....	55
6.2.4 Lady Llevendorn .....	55
6.2.5 Burtha .....	56
6.2.6 Philby the Alchemist .....	57
6.3 Other Significant Characters .....	58
6.3.1 Stygnan the Night Witch (1291) .....	58
6.3.2 Kara Wolfsdotter (1291) .....	58
7. Adventuring Bands .....	59
7.1 The Red Banner Brotherhood - 1291 .....	59
8. Monsters .....	60
8.1 Monster Manual on Silverblade .....	60
8.1.1 Vale of Flowers .....	60
8.1.2 Northern Forests .....	60
8.1.3 Alpine Tundra .....	60
8.1.4 Diamond Glacier .....	60
8.1.5 Ocean .....	60
8.2 The Most Dangerous Creatures In Silverblade (circa 1291) .....	61
8.2.1 Surface World .....	61
8.2.2 Underworld .....	61
8.2.3 The Dragon .....	61
9. Anecdotes and Commentary .....	64
9.1 Legendary Deeds .....	64
9.2 How High Level is that NPC? .....	64
9.3 Anecdotes .....	64
9.3.1 The Magnificent Seven .....	64
9.3.2 Zarando's Hoard .....	66
9.3.3 The Case of the Ogre's Hoard (1289) .....	66
9.4 Commentary .....	67
9.4.1 Thief's Cant in Silverblade .....	67
9.5 Warhammer on Silverblade .....	69
9.5.1 Non-Humans in Silverblade vs. Warhammer .....	69
9.5.2 Racial Profiles .....	69

# 1. Silverblade

The island of Silverblade is located in the game world of D'Naerea.

This document is a work in progress; it is incomplete, and will probably always be so.

## 1.1 Geography



Iverson's Island, the shoreline is rocky, with a dramatic and steep drop-off. A hundred yards offshore of Wreckhaven, the water is over 200 feet deep.

Silverblade is located roughly 900 miles northeast of the D'Naerean subcontinent. The southern end is roughly 60° N, the northern end is about 64° N.

Silverblade is shaped like a fat claw. The island measures roughly 250 miles north to south, and 200 miles east to west. Total land area is roughly 30,000 square miles. Of this, only about 1/4 is cultivatable. Most of the cultivated land is in the Vale of Flowers.

The Ice Crown is the ring of mountains in the center of the island. The highest mountains are more than 20,000 feet high. Atop the crown, the Diamond Glacier holds the mountaintops in permanent snow and ice. The "crown" is nearly 40 miles in diameter.

The Misty Sound is Silverblade's only real harbor. Other fjords and harbors can accommodate ships, but have other flaws that prevent them from supporting large populations. These include lack of water, lack of farmland, lack of access to other resources. The Misty Sound gets its name from the fog that it spills onto the island; the sound is directly in the path of a warm current. When the warm ocean water hits the cold land, it leaves fog everywhere. Most of the shores of the Misty Sound are shallow and sandy. Gravel, sand, and occasional lava flows, make up the bottom. The slope to the beach is shallow, often running into marshland. The southern edge of the sound directly contrasts with this. From the city of Wreckhaven, out to the point and

### 1.1.1 The Overworld, Underworld, Twilight, and the Forever Stair

The Overworld is a magical realm located in the sky above Silverblade. Creatures of air, and angelic creatures, dominate the Overworld. The Overworld is not normally visible from Silverblade. Sometimes, when the Aurora shines, it reflects off castles, trees and mountains in the Overworld. The Overworld bridges the gap between Silverblade and the greater heavens. Angels and archons sometimes appear there.

The Underworld is a magical realm located underground inside Silverblade. Technically, it is a parallel dimension (as is the Overworld). After all, Silverblade is a volcanic island. The underworld can be reached by going deep into caves, or far beneath the ground. Dark elves, mind flayers, and other dark creatures dominate the Underworld. The underworld bridges the gap between Silverblade and the demonic/devilish hells. The Blood War has been known to spill into the Underworld, and demons use it as a route to the surface.

Twilight is a shadowy realm, a parallel dimension to Silverblade itself. Twilight is the natural home of the undead and the uncanny. It has strong ties to the Underworld, and the Overworld blocks sunlight from reaching Twilight. Twilight is not really inhabited, but many unnatural creatures (i.e. aberrations) draw on the power of Twilight for their magic. Twilight is sort of a combination of the plane of Shadows and the Ethereal Plane in conventional D&D Mythos.

The Forever Stair is a myth. The story goes that there is a stairway between heaven and hell, and that it runs through Silverblade. This is false. However, Silverblade is at a point where both heaven and hell are close together. The natural gates that make up the Overworld and the Underworld (and Twilight, and Silverblade itself) mean that good and evil are stronger here than elsewhere in the world.

## 1.2 The Natural World

Despite the harsh conditions, Silverblade has a rich variety of wildlife.

### 1.2.1 Climate

The climate of Silverblade is comparable to southern Norway or Denmark. In Wreckhaven, the mean temperature for January, the coldest month, is 31 deg, and for July, the warmest month, 63 deg F. As one moves north, temperatures drop. In particular, the north shore is only 250 miles away, but the mean January temperature is 23 degrees and the mean July temperature is 55 deg.

Silverblade is roughly 60° N. The island naturally has a cold climate, but a warm current flows up from the south along the coast of the Empire. This mitigates the cold weather. The island is located in the northern doldrums. In the winter, the wind blows from the



northwest. It is a bitterly cold arctic wind. In the summer, the wind blows from the northeast. This wind is considerably warmer than the winter wind. As a result, Silverblade has warm summers and cold winters. In spring and fall, the wind shifts suddenly and unpredictably.

Fog is common in Silverblade, when the warm waters of the current hit the cold land. Winter fogs disperse quickly (from the wind), but summer fogs may hang around until after noon.

In general, the west shore is wetter than the east. North of the mountains (the north shore) is extremely harsh and cold. Along the west coast, the region is sometimes called “The Deep Green” – that part of the island is a cold rain forest.

Because Silverblade is so far north, the length of day changes a great deal as well. Around Wreckhaven, there is a midnight sun 3 days of the year. The length of day changes by roughly an hour a week. Natives of the island can easily estimate the time of year by the length of day.

### 1.2.2 Plants

The natural terrain for most of Silverblade is coniferous forest. The Vale of Flowers is gentler, and has extensive deciduous forests. Much of the Vale of Flowers is cultivated, or pasturage, and is now covered in grass. Every spring the Vale of Flowers earns its name; throughout the month of May, the valley is a riot of color and perfume.

The western shore of the island gets the most rain; along the edge of the mountains is a cold-weather rain forest. The intelligent inhabitants of the island call this forest the “Deep Green”. The Deep Green is primarily inhabited by gnolls, although a number of wild elf tribes live there.

The north shore is a harsh place, and most plants grow in protected valleys.

Many natural bonsai are found in the rocks and cliffs. The few deciduous trees that grow here are very slow growing and fine grained. Carpenters and shipwrights eagerly seek them.

The western shore is sheltered from the rain, by the Ice Crown. This is the driest part of the island, and is host to the Pine Barrens above Mourningvale. These pines are regularly harvested to make masts for Silverblade’s shipping fleet. Note that “driest” does not equate to “desert”. The Pine barrens are comparable to New Jersey’s pine barrens, or parts of Finland.

Silverblade’s timber line is only about 5,000 feet above sea level. Many of the mountains rise above the timber line, changing from boreal forest to alpine tundra quickly. Above 6,000 feet is a more or less permanent ice cap.

### 1.2.3 Animals

Mammals dominate Silverblade. While there are many birds, reptiles and other cold-blooded species do not thrive. Silverblade has no native snakes or lizards.

There are three large animal predators on Silverblade: Snow Tigers, Bears, and Wolves. Snow Tigers have been hunted out of the Vale of Flowers, and are rare in the forests. Snow Tigers resemble Manchurian Tigers, but have thick white fur (striped in dark gray-brown). Most of them live up in the high country, where they prey on mountain goats and sheep. Frost Giants keep them as pets. Silverblade Bears resemble the grizzly bear. Powerful omnivores, they hunt and live in the lower slopes of the mountains, and along all three coasts. As with Tigers, they have largely been hunted out of the Vale of Flowers. Wolves resemble the European wolf. They hunt in the forests and valleys around the mountains. Their primary prey is deer.

Large prey animals in Silverblade are all ungulates; Silverblade hosts herds of deer (resembling European Red Deer) and Elk (resembling American Elk). Mountain Goats are common in the Ice Crown, as are mountain sheep (resembling Dahl Sheep), and smaller antelope – resembling Earthly Chamois.

Small Predators on Silverblade include wolverines, and a variety of carnivores. Otters and Sea Otters live on the island. Lynx and foxes (resembling Red Foxes) are known. Arctic foxes (an important fur animal) live on the north shore and in the Diamond Glacier.

There are a tremendous variety of small animals on Silverblade. Many are rodents; beavers were very common once, but are now found primarily in the streams on the eastern shore. Rabbits are common in the Vale of Flowers, lemmings along the north shore. There are no native primates. There is a small colony of Snow Monkeys living near the ruins of GranKonar. Their ancestors were imported from Ventura in the early 900’s.

The largest aquatic predator near Silverblade is the Sperm Whale. Killer Whales are periodically sighted around the island. Other aquatic predators include the Silverblade Seal, a fish eater and a great pest to the merman who live near the island. The Silverblade Seal resembles an earthly Harp Seal. Walrus are common, especially along the north shore. The hardest mermen compete with the north shore natives and the Skanari for walrus tusks. Many walrus herds are controlled by merfolk, and the surface world periodically hears rumors of underwater wars over control of mussel-beds. Sharks prey on the seals. Sharks resemble the Great White Shark, the

Bull Shark, and the Nurse Shark. Bull Sharks have been known to swim up rivers, and are (rarely) found in the lakes. Basking sharks are also known in the area, living in the rich krill from the southern current. Manatees live in the kelp forests around the island, both wild and tame.

Great Whales live around the island, resembling earthly Blue, Humpback, and Right Whales. They don't really count as prey, but the teeming fish around the island may not count as predators. Silverblade is host to Salmon, Sturgeon, Halibut, and Mackerel. Fishermen work with the Merman to harvest their prey, and Sea-Druids prevent over harvesting.

Dire and Magical Beasts are generally mutations. They usually appear among packs of their own kind (Dire Wolves among packs of regular wolves, for example). Sometimes a group of animals will mutate together. This is caused by the animals inadvertently passing through the Twilight, or into one of the magical realms, and returning to the island. It is not particularly common. A few magical beasts breed true on the island; for example the south-east coast (a region of hot springs known as the 'Hag's Kitchen') is infested with Hydras. Another good example is the winter wolves bred by the Frost Giants.

Because Silverblade is at a 'thin point' in regards to the barriers between dimensions, there are more monstrous and extra-planar creatures than one might expect. These creatures are usually one-of-a kind, but can be a great nuisance. The smarter ones hole up in caves and castles, recruit local allies, and create a power base.

### 1.2.4 Dragons of Silverblade

There are five known adult dragons on or around the island of Silverblade:

#### **Myrmadronis Furioso Mycarious**

Bronze Dragon, Adult - Public considers her a reliable rumor

Myrmadronis lives in an underwater lair off the southeast coast of the island (near the Hag's Kitchen). She is moderately friendly to the mermen, and sometimes associates with the island druids. She has been known to attack ships; but evidence indicates that she only attacks pirate and raider ships.

#### **Negara Subaquos Gankorios**

Black Dragon, Adult - Public considers her a dubious rumor

A relatively recent arrival, Negara arrived in the island a century ago, and settled into the upper levels of the underworld. She lives in the volcanically heated streams of the upper levels of the underworld, where she terrorizes troglodytes and dwarves. She has cultivated the dragon-cult among the kobolds and other underground races, and has built a useful network of spies and informants. Her lair is in the catacombs near the ruins of Grankonar. The swampland around her may be her bane; as her power increases, the land around her warps to reflect it.

Negara was gravid when she arrived, and several young and juvenile black dragons now infest hot springs areas on the island. The rulers and adventurers of the island do NOT know about them.

In 1294, Negara advances to "Mature Adult" stage.

#### **Masignaros Tempestoros Subtaros**

Red Dragon, Mature Adult - Public considers him a dubious rumor

Masignaros lives deep under the earth, where he is a partner, of sorts, with the fire giants. His cavern is huge, large enough to fly in, and lined with treasure. Masignaros is the bane of the dark elves and deep dwarves, both of whom send regular tributes of prisoners and slaves.

#### **Myrmdorian Argenties Astrallus**

Silver Dragon, Mature Adult - Public knows he exists

Myrmdorian lives in the overworld, a friend and ally to the storm giants. He has little to do with humanity, but has been known to support some of the good temples (Chevel and Konar, primarily) during times of trouble. He met (briefly) with Robert O'Hain when O'Hain was elected prince. There is some hope, in dragonic circles, that Myrmdorian will attack and destroy Diamonddeath in the next century or so. Myrmdorian has not committed himself.

#### **Mystoboros Borealis Adamite aka Diamonddeath**

White Dragon - Great Wyrms - Public knows he exists

The most powerful dragon on the island, Diamonddeath, as the kindred races call him, has lived in the diamond glacier for nearly 2,000 years. This ancient wyrm is cunning, resourceful, and ruthless. Despite claims that white dragons are little more than cunning animals, Diamonddeath uses traps, allies, and magic to protect his lair. Even the frost giants are terrified of him. Luckily, this ancient wyrm sleeps for years at a time, and only comes out every couple of decades (last awake in 1282). The frost giants regularly herd animals towards his lair, helping keep the dragon quiet. Several adventuring parties have gone to Diamonddeath's lair. None have returned.

For young and juvenile dragons; the Frost giants have several white dragons that they use as guard animals. Diamonddeath apparently is not interested in them. There are also several young and juvenile black dragons haunting underground springs and areas. They are likely to become a nuisance in a few years.

O01215, a paladin named Jaffanath (and his adventuring band) fought and killed a mature adult green dragon that was infesting the Vale of Flowers.

### **1.3 Population**

Total island population is around 450,000 sentient beings. Another 150,000 live in the Overworld and the Underworld (each). South of the island, a population of merfolk herd manatees in the kelp beds. Hardy merfolk visit the north shore, where they herd walrus.

The largest settlement is the city of Wreckhaven. A number of smaller cities and towns dot the island as well. These include Icehaven, the town on the north shore, Glimmerhaven, a secretive elven town, Blackhaven, a mining center populated largely by dwarfs and gnomes, Meadhaven, an up-valley farm small city, not far from Wreckhaven, Gutterskulk, the Goblin capital, Fangburg, the Bugbear "city", Bonegnaw, the Gnoll "city", Drakholm, the Kobold capital, and Redeye, a large orc settlement. Two other towns are worthy of mention: Jotunburg, the capital of the Frost Giants and Swartheim, capital of the Fire Giants. Not all of these towns are accessible to friendly races, although a small amount of trade passes between all of them.

No town is racially exclusive. In general, the various races of Silverblade are less racially xenophobic than is normal in a D&D world. Even Glimmerhaven and Bonegnaw are only about 75% their "native" race.

The term 'haven' which is used for most cities come from druidic safe houses. These havens acted as inns and neutral meeting grounds for people in the wilder days of Silverblade. Towns grew up around some of these havens, and some of these towns expanded into cities.

### **1.4 Culture**

The culture of Wreckhaven can be compared to a late medieval northern-European city-state – perhaps German or English. Use English, Dutch, and German sounding names for city dwellers. The uncivilized humans and orcs use Norse-sounding names, and have a culture reminiscent of Viking culture. Many country people have Norse names as well, as Wreckhaven has gradually civilized them.

The elves and dwarves who came to Silverblade are a long ways from Ventura. They have largely dropped their traditional (i.e. Japanese-like) culture, and adopted a culture more like the humans around them. They still retain a few odd characteristics (like preferring tea to wine or beer).

In general, culture is not racially defined in Silverblade.

There is country nobility, centered in the Vale of Flowers. These nobles control most of the natural wealth of the island. The cities have the merchant houses, who are often wealthier than the nobles, but who lack that final element of prestige.

Non-nobles are divided into freemen and bondsmen. Freemen make up the majority of the island's civilized population; the entire city population and all of the free farmers. Many farmers rent property on the noble's estates. Bondsmen are what are left of the traditional serf class. They are tenant farmers on the noble's estates. Many bondsmen were freed during the revolution of '65, and are now freemen, but renters on the great estates.

The Gentry is a class that is just coming into existence, primarily in cities. Gentry are wealthy enough that they do not work, although they may manage small estates, but they are not nobles.

The barbarian tribes also have stratification: Jarls are their nobles, Karls (warriors) are their gentry, and Thralls are peasants, virtually slaves to their Jarls. They do not have a 'middle class' of craftsmen or professionals.

### **1.5 Language**

D'Naerean is the official, and most common language on Silverblade. Silverblade dialect includes many loan words from Skanari. Use English, Dutch, or German sounding words and place names.

Classical Granean is the language of scholarship and religion. It is effectively a dead language, but many scholars still use it.

Skanari, once the language of conquerors, is now primarily spoken by merchants who travel north to Skanar. It is more common on the north shore, and a few isolated villages still speak Skanari as their native language. Use Scandinavian languages, particularly Icelandic, for Skanari.

Deep Venturan, "Dwarven", is spoken in many dwarven communities, but is slowly being displaced by D'Naerean. High Venturan, "Elven" is taught, and spoken, in elven communities, but like Deep Venturan is being displaced by D'Naerean. Use Japanese-sounding words for both High and Low Venturan. Zevenstan, the archaic language of Elves, Dwarves, and Gnomes, is virtually forgotten in Silverblade, but a few scholars have preserved it. Likewise, Old Caero, the archaic language of the western kingdoms, is essentially unknown in Silverblade.

Siangese is spoken in Siang Town, contributing to the isolation of the town. It is also widely known among the island's monks. Use Cantonese-sounding words for Siangese.

Gnomes, and Halflings do not have a racial language in Silverblade. "Gnome" and "Halfling" occupy the same role as Classical Granean. i.e. they are effectively dead languages, but can be useful for scholars. Many alchemy scrolls are written in Gnome (or



Zevenstan). Goblin is widely spoken in the wilds, as are Gnoll, Giant, Orc, and Sylvan. Use Klingon for Orc, Finnish for Giant, and MicMac (a Native American language) for Gnoll.

Draconic is occasionally used in the Wizard's guild, but is uncommon even there. Kobolds speak a dialect of draconic, but most kobolds who deal with other races learn to speak D'Naerean.

Other languages, planar languages, Undercommon, Druidic, and so on are spoken, and taught, only by people in their specialized schools.

## 1.6 History

The game began in 1290, FG (Founding of Grankonar), when Grak and the Smackers sailed to Silverblade on a mission for an Imperial Noble.

### 1.6.1 Ancient History

Pre-human sagas, probably 4000 or more years old, describe the world as being the byproduct of cosmic war between the Titans and Dragons. The island of Silverblade is supposedly the tip of an axe, hurled by a titan, which penetrated the ocean. The island itself is where a portion of the edge sticks out of the water.

Somewhere in the misty past – probably 3500 to 3000 years ago, Silverblade was part of the rise and collapse of the Ruseldar. This pre-human empire drove glaciers back, and helped shape the modern world. The species of the empire is unknown; relics indicate that they were human-sized and possibly human-shaped. Orcs, Elves, Dwarves, and Gnomes all claim to be the ‘real’ Ruseldar. Silverblade is one of the few places in the world where Ruseldar relics are still found. These relics are often gold, or precious gems.

Although numerous natural cataclysms occurred around this time, the most likely cause of the collapse of the Ruseldar was the development of useful iron weapons.

Some time after the collapse of the Ruseldar, Elves and Dwarves emigrated to Silverblade. Elven records are incomplete, but the immigration was probably around 2500 years ago. Although elven (and dwarven) scholars deny it, there is a strong possibility that they were exiles from Ventura, their ancestral home. Gnomes, who asserted their command of the island, met them. Elves, dwarves, and gnomes fought numerous wars for control of the island.

2000 years ago, the Frost Giants asserted their dominance on part of the surface world. From their strongholds in the north, the Frost Giants attacked many human and kindred lands. They established an outpost on Silverblade and enslaved the other races they found there. Mining slaves opened holes in the volcanoes, releasing Fire Giants. For the next century, Frost and Fire Giants struggled to dominate Silverblade. They imported many races, including humans, to act as mercenaries and cannon fodder.

Rhian the Liberator, Priest of Konar and Master Diplomat, came to Silverblade in –12 F.G. (Founding of Granea) This holy zealot united the slave races, broke the power of the giants, and founded the holy city of GranKonar. Primarily active on the mainland, he made numerous trips to Silverblade. Rhian's most lasting influence was the Grand Accord; which settled racial rights, responsibilities, and laid down the tenants of cooperation. This accord, which worked best on Silverblade, helped end racial hatred, and create the modern cooperative society. Rhian himself died in 30 F.G., and is buried on Silverblade. His tomb is a pilgrimage site for followers of Konar. Rhian's temple-run state lasted two centuries. During this time, there was massive human and halfling immigration to the island. Rhian's influence lingers to this day.

The Temple-State of GranKonar collapsed around 300 F.G. The next three centuries is sometimes known as the castle-states era. During this time, Frost and Fire Giants reasserted their power, trade dropped off, and the island became a patchwork of baronies and barbarian tribes.

### 1.6.2 Distant History

In F.G. 640, King Gutan the First united Silverblade into its first, and to date only, kingdom. King Gutan was a warrior of legendary power, said to have the strength of ten men. His dynasty lasted nearly 200 years.

Under the protection of the Gutan dynasty, study and knowledge flourished. Queen Karina (b. 690, cr. 725, d. 765) took advantage of the peace to found the University of Zodia. She became a wizard and a priestess of Zodia, and supported magic and the temple almost to the point of breaking the kingdom. Under her patronage, the city of Wreckhaven grew from a seaport, to a center of learning and the arts. Adventurers still search for magical relics from this era. Most were lost or scattered by the Skanar.

William the Witless, 9th king of the Gutan dynasty took the throne in 810. He was essentially a good man, but dangerously indecisive. When the Skanar Jarls demanded money or invasion, (the Skangeld) in 820, William chose to pay. He paid again in 822, again in 824, 826, 828, and 830. The 832 payments disappeared, and the Skanar raided. In 834, William frantically tried to raise another payment. In 836, he tried to marry off his son to the daughter of a Skanar Jarl. Prince Allen was seized as a hostage, and the Skanar invaded anyway. Prince Allen was probably killed, but there are persistent rumors that he begat an heir. Romantics agree that the true king of Silverblade will arise when the island is in need.

Skanar barbarians raided Silverblade in mass in 838. Powerful fighters, and ruthless conquerors, they seized land and cities. In 840 they killed the last heirs to the Gutan dynasty. Skanar Jarls founded petty kingdoms on the island, and fought among themselves. The four kingdoms – “Jarldoms” still exist as the modern Earldoms. They are not major centers of government, but three of them have retained a fair amount of power and prestige over the centuries.

During the early part of the 900's, Gorl the Great, a Skanarian warlord, built up a strong base of power. Over a period of years, he united many tribes, and created an empire. Gorl's Empire of Ice, also called the Skanari Empire, was not an empire, but it certainly was icy. Controlling much of the northern coast of the continent, traders under the Ice-Lord's protection traveled as far as Siang-Hu, the semi-legendary eastern empire.

On Silverblade, the Skanarians in the Vale of Flowers were steadily and quietly civilized by the people they settled among. Living in the fertile valley, they intermarried and became part of the people. To this day, many natives of Silverblade have blonde hair and blue eyes. The Skanarians on the north shore retained their wild and warlike nature, often joining up with, and sometimes intermarrying with, orc and gnoll tribes.

Warlords and general established petty kingdoms along the northern coast as the empire waned. Silverblade, as island, was more or less safe from the wars that broke up the Ice Empire. It was not safe from its own internal problems, and as support from the empire dwindled, the Frost Giants appeared again. By 1000 F.G., the empire was gone.

In 1080 F.G., a band of seven adventurers arrived on Silverblade. All were exiled nobles from their own lands. They had money, followers, and skill. Together, they re-united the kindred races of Silverblade, this time including as many of the goblinoid, orc, and other hostile tribes as they could. They fought giants, rebuilt castles, and eventually rebuilt Wreckhaven. In 1090 they presented the island's nobility with a charter of government (the famous "Haven Charter"). This charter, signed and sealed, established the modern government for the island. The Haven Charter is a fascinating mix of Continental royal custom, Skanar and Caero tribal law, and imperial common sense.

Under the rule of the Haven Princes, Silverblade prospered. In 1140, Silverblade sponsored ventures opened the northern trade route to Siang-Hu, bringing tea, silk and porcelain to the island. A group of Sianghese immigrated to the island, founding their own community in Wreckhaven. With them came the monastic brotherhoods of the Empty Hand and the Vrosht. Prince Joseph Uberhold (b. 1034, ruled 1180-1190, d. 1250) opened trade with the merfolk and sea elves who lived near the island, the first to do so since Rhian the Liberator.

By 1200, the Haven Lords were well established, and the non-dynastic succession created by the original adventurers was fading. The old noble families had married into the mercantile families, creating a new upper class. The nobles became less interested in governing, and more interested in their own luxuries.

Neglectful of their duties, the Haven Lords allowed the barbarian tribes to grow stronger. They stopped enforcing the ban on piracy, and bickered among themselves. Trade suffered, and the Lords did nothing.

### **1.6.3 Recent History**

In 1265, the farmers in the Vale of Flowers rose in revolt over taxes. Tax on trade had been reduced (again) and tax on crops and produce raised to the point of being intolerable. Opportunistic nobles saw this as a chance to seize control of the council. Some even talked of making a king. Robert O'Hain, Sir Gurm Headsplitter, Lady Vela Ringsdotter, and Earl Brendan Von Avril pushed themselves to the forefront of the revolution. After four years of bitter fighting between the "Roses" and the "Waves" (terms for the two sides of the war), Earl Brendan Von Avril subjugated his enemies, and his allies, and became Prince of Silverblade.

As a ruler, Prince Brendan was a disaster. Popularly acclaimed by the farmers, he trumped up charges against his former allies and had them imprisoned. Lady Vela was executed for 'treason'. Sir Gurm escaped to the north shore. O'Hain was imprisoned. Prince Brendan found himself with a massive debt and no income to pay it off. Brendan had encouraged barbarian tribes to join in the fighting, now he was faced with trying to make them stop. Brendan tried to pay off his debt by levying massive taxes, demanding "voluntary contributions" from guilds and nobles, and imposing high tariffs on exports. Less than two years in office, Prince Brendan was faced with repeated angry mobs. He sent soldiers to disperse them. They failed.

In 1271, guild leader-hired spies found proof that Brendan was spending most of the island's income on himself, not in paying off his debts. Robert O'Hain may have engineered the entire scandal. He was certainly not surprised when a "spontaneous angry mob" broke him out of prison. He led the mob to the palace. Brendan's soldiers stepped down, and Robert O'Hain was sworn in as Prince of Silverblade.

From 1271 and 1280, O'Hain governed Silverblade. He forgave old debts, and managed to put the island on sound financial footing again (it was a ten-year uphill struggle). The relative quiet of the north shore tribes gave him the breathing space he needed. O'Hain's term as Prince ended in 1280. He nominated his protégé, Lord Kyle Douglas, to be prince. The council of Lords accepted Kyle.

O'Hain was a peaceful prince. During his term of office, the barbarian tribes were fighting among themselves. In 1282, Jarl Gunner "The Wolf", became Rig-Jarl, uniting more than half of the northern tribes. The Wolf's soldiers raided and pillaged outlying farms in 1283 and 1285. In 1287, they launched a major invasion of the Vale of Flowers. The invasion was narrowly driven back, with heavy losses on both sides. Prince Kyle fought in the forefront of the battle, and was given a hero's welcome in Wreckhaven.

In 1290, Kyle Douglas turned over his rod of office to General Grimm Wayfinder. Prince Grimm is a hard, ambitious, military man, chosen because The Wolf is expected to invade again. Robert O'Hain and Lord Kyle voted against Grimm's appointment. Despite their influence, the Council of Lords felt more comfortable with a military man as Prince.

In the winter of 1292-1293, Prince Grimm made himself extremely unpopular by strongly enforcing militia laws. He also began to surround himself with more pomp than his predecessors.

In 1293, Karl Hauberkson traveled north to the barbarian lands, to attempt to become a clan-chief, and eventually replace Gunner the Wolf. While a capable adventurer, the barbarian found himself out of his depth almost immediately. While his team-mates recognized this, he did not. He was able to build some popular support among the young men of the tribes – the ones who want to raid the south.

### 1.6.4 Game History

1291 Grak and the Smackers arrive in Silverblade, with their guide, Furere the Druid. They deliver a message to Robert O'Hain from Lady Shiva, an Imperial Military Governor. In the process, they learn the mystery of Ballock Fell. Through the summer of 1291, they raid Ballock Fell itself, then the Deep Green, then Hag's Kitchen, finally returning to Ballock Fell Castle. In the course of this adventure, they equip the Copper-Axe gnoll clan with metal weapons and armor, making that clan the most powerful in the Deep Green. During this adventure, Furere dies and is reincarnated as a bear.

Vendara Nimbletwig, and Emerald Jewel escape from prison in Wreckhaven. Lady Jewel having been (probably) brought in by accident. In the course of this escape, they uncover a dragon-cult operating under Wreckhaven, and manage to kill the cult dragon (a hatchling black).

1292 The remaining members of the Smackers teamed up with adventurers from Silverblade to return to Ballock Fell, recovering a huge amount of treasure. Emerald, Lia, and Furere decide to use their money to convert Emerald's manor house into an Inn.

Furere gets into a drinking contest with Karl Hauberkson (the most powerful adventurer in the island). She drinks him under the table, and carries him off to her lair. Rumors that Furere is an enchanted princess abound. Furere pesters Al Rickman, Wreckhaven's best pastry baker, into accepting her as an apprentice.

1293 Emerald Jewel, Lia Songbringer, and Furere formed their 'official' adventuring team, "Whiplash". Other members include Fyur the Thief, Bruiser Von Mourningvale, Don Miguel Saratos, and Eric Von Stromm. In the spring, they return to Hag's Kitchen, in the employ of Lady Llevendorn, to locate the wreck of one of her ships. In doing so, they are forced to battle Ogres, and perform a heroic defense of a partially wrecked fort. This battle become a popular ballad, and cements the group's reputation.

Fyur visits GranKonar shortly after the battle at Ogre Fort. Still persona non grata with Max, he manages to insinuate himself with the temple of Venora by helping them recover a scroll and some other records from the temple in GranKonar.

In the summer of 1293, Eric Von Stromm won his knighthood at the island tournament. Flushed with success, he accepted a post as a borderer for Mourningvale, separating him from Whiplash.

This year also saw the dissolution of the Arcane Masters, leaving Whiplash as the #2 adventuring team on the island.

While in Hag's Kitchen, Whiplash uncovered clues that the Ivory Warlord was stealing ships to invade civilized Silverblade. They provided this information to Prince Grimm, who sent a team to Icehaven, where they

In the fall of 1293, Bruiser invited his friends to Mourningvale for Oktoberfest. While there, they were asked to investigate a murder in the town of Shadowhaven. This turned out to be a fairly complex problem, including revenge, and two groups of monsters exploiting the situation. They were able to disarm and disable a black altar that was animating dead in the region. Sir Eric Von Stromm visited briefly, and was goaded into fighting a hill giant single-handedly. Eric's victory was his second legendary accomplishment, and sealed his decision to form his own adventuring team.

1294 In the spring Whiplash temporarily broke up. Furere went into the Deep Green to retrieve a lost gold dragon egg. While Furere was gone, Ghasor the Barghest (whom the party had foiled in Mourningvale) attempted to get revenge by attacking and burning down the Jewel House.

Emerald, Lia, and Capistrani headed off the island, to go to Ventura and chase down Emerald's mysterious past.

Eric Von Stromm launched his new adventuring team "Black Lightning", a cavalry and knighthood based team.

### 1.7 Politics

The Council of Lords rules the civilized portion of Silverblade. Racial lines, humans, elves, orcs, goblins, gnomes do not divide government. Everyone who so chooses has a chance to participate in governing. In practice, influence has swung one way and then the next. The Council of Lords is based in Wreckhaven. The council has expanded to 15 members, each of whom serves a 10-year term. A council member who serves a term is barred from serving again until three terms have passed. A single family cannot serve consecutive terms.

The "Prince" or "Princess" is the high lord of the council and, in theory, absolute ruler of the Island. This individual is always chosen from one of the 20 or so "noble" families of Silverblade.

Civilized Silverblade comprises about half the island's population. The bulk of the remainder are barbarian tribes. The tribes are divided into clans that, by definition, are racially defined. However, clans of many different races may make up a single tribe. The Ivory Warlord rules a mixed tribe of humans, orcs, and goblinoids on the north coast. With almost 10,000 warriors at his command he may be the most powerful government outside of the prince of the island. Both the Jarl of the Frost Giants, and the Hierophant of the Fire Giants, are rulers of mixed realms.

Tension holds the politics of Silverblade together. If the frost giants relax their vigilance against the fire giants, then they will be invaded. If any of the human nations relax their vigilance, the giants will attack. At this time, the giants regularly plunder human-sized nations, but cannot commit the resources for a war of conquest.

### 1.8 The Barbarian Tribes

The Vale of Flowers comprises about \_ of the island of Silverblade. The barbarian tribes rule most of the rest.

The culture of the barbarian tribes is heavily Norse-based. Think highland Scots and Vikings. Warriors (Karls) rule the tribes. The barbarians will not follow a man (or woman) who has not proved himself in battle many times over. Women are second-class citizens, but have many rights. A number of women (such as Kara Wolfsdotter) have earned the title of “Shieldmaiden”, which gives them the same rights as a man and a warrior.

The barbarians are divided into clans, where each clan traces its ancestry to a common ancestor. Clans are, by definition, racially based. However, there is some intermarriage, so many clans have half-and-half mixtures. The mixed breeds tend to water out over time. The average clan has about 2,500 members. A clan-chief rules a clan. Clans have hereditary land, although the borders constantly shift with hunting, grazing and inter-clan warfare.

Clans are sub-divided into lineages. These are extended families that hold traditional positions within a tribe. A normal lineage has about 50 to 100 living members.

Clans are united into jarldoms. The average tribe has 12 clans. Jarldoms are racially mixed, based on a complicated system of alliances and relationships. A clan may move from one jarldom to another, but this is a momentous event. A jarl rules a jarldom.

### 1.8.1 History of the Barbarian Tribes

The north shore is a hostile place, and the benefits of civilization have been swept away from it many times. The history of the barbarian tribes is every bit as complex and detailed as the civilized portion of the world. It is not, however, as well documented.

In the days of the Ruseldar there was at least one major city on the north shore. Its ruins can still be seen, at the base of the road leading to the ice crown. Tribal legend insists that they, the barbarian tribes, are the heirs to the Ruseldar.

There is little doubt that the frost giants dominated the north shore tribes during the giant domination. As the tribes retain many giantish words for political functions, and as tribal politics often resemble frost giant politics, it is likely that they were assimilated into the giant’s realm, far more than the southlanders based out of the Vale of Flowers.

It is during the time of Rhian the Liberator, and the Granean Empire, that the north shore barbarians are first mentioned as a force to be reckoned with. The few surviving records describe a fierce kindred, allied with giants, who knew not iron, nor cultivating the lands. Rhian’s diplomats claim to have taught agriculture and ironworking to the barbarians. They may have helped teach the barbarians tolerance as well; the modern tribes are intermixed between many races.

The barbarian tribes were semi-pacified under the kingdom. Castles built in the north were constantly under siege by disgruntled tribesmen, but the Gutan dynasty was, on the whole, recognized as the over-king of the island. This ended in the 800’s, when the Skanari arrived.

The Skanari had been trading with and intermarrying with the north shore peoples for years. Throughout the 800’s, they invaded, seized land, slaughtered the natives, and married into the tribes – a chaotic mess that created modern north shore culture, which is more Skanari in nature than south shore. The north shore prospered under the rule of the Ice Empire, and the city of Icehaven became a major trading port.

The tribes were rarely, if ever, united. During the time of the Magnificent Seven, and the creation of the Haven Charter, warriors from tribes fought freely on both sides of the war. Many of the tribes rejected the Haven Charter, and insisted on their independence. Despite attempts by several princes, conquering the north shore has proven impractical so far.

Periodically in history, a strong warlord unites the northern tribes. The most recent to do this is the Ivory Warlord, described below.

### 1.8.2 The Ivory Warlord

In 1264, Gunner “the Wolf”, a half-Orc from the White Tusk Clan, of the Walrus-Hunters Tribe, ascended to chieftainship. He married Yunda Blacktrews of the Woven Stars Clan, of the powerful Seven Mountains tribe. The current rulers of both tribes were conservative, and ineffective. Gunner focused the attention of his clan, and his allied clans, on the idea of a war of plunder and revenge against the River Ox tribe. Pushing for war, Gunner established himself as a fearless warrior, and cunning commander. By 1271, he dominated both tribes. Gunner spent the next ten years demanding the other tribes recognize him as Rig-Jarl that is “High King”. He made allies where he could, fought where he had to, and plundered to pay his men. The nobles of civilized Silverblade fortified their castles, and set about protecting their land. In 1282, the Wolf crowned himself Rig-Jarl, and announced that civilized Silverblade would recognize him as the first king of Silverblade in over 400 years. Robert O’Hain sent envoys to try to persuade the Wolf that invasion was unwise, and proposing an alliance. The Wolf stalled and negotiated, building his forces. In 1287, judging that he was ready and the prince was weak he invaded.

Like so many before him, Gunner “the Wolf” underestimated Prince Kyle Douglas. The Prince may have been a short man, with a slight lisp, but he was a superb manager, and had spent the available years building a series of defensive traps. Critical in this was the County of Mourningvale, the most important pass between northern and southern Silverblade. General Wayfinder, a man of petty nobility, but tremendous ability, organized a devastating counter-attack. Prince Kyle personally lead a charge of knights down the slopes into Mourningvale, a daring hammer blow that split the Wolf’s forces and broke up his supply train. Without supplies, the Wolf was forced to forage for food, splitting his troops from an irresistible army into resistible bands. With heavy losses on both sides, the barbarians pulled out.

Gunner swore revenge on Prince Kyle – now on General (now Prince) Grimm. He has spent the last 4 years rebuilding his army, and plotting a new strategy to conquer and plunder the south.

In the winter of 1292-1293, The Wolf arranged mass piracy. His followers captured over a dozen ships. Gunner planned to have his men, and supplies, ferried deep into the Vale of Flowers, and to attack the nobles from both sides. Unfortunately, his plan was discovered, and agents from Wreckhaven burned the fledgling fleet in Icehaven harbor.

Rig-Jarl Gunner “The Wolf” (M, Half-Orc, LN, Barbarian-17) is probably the most powerful warrior on the island. The Ivory Warlord rules roughly half the land area of the island. He has about 300,000 sentient beings under his command. He can field an army of nearly 60,000 men, orcs, hobgoblins, and other creatures. He getting older now, and is getting ready to pass on his kingdom. He intended to put his son Ves Wolfson (M, Human, CE, Barbarian-4, Sorcerer-7), but the boy is not showing any promise as a leader. Too proud to loose the blood-legacy, he has hopes that his daughter, Kara “The She-Wolf” (F, Human, NE, Fighter-10) will marry a suitable man to take over the tribe. Gunner is unable to see that his daughter is capable of running the nation herself. She is quietly preparing to eliminate him, make a deal with the frost giants, and then sweep civilized Silverblade into the sea.

## 1.9 Economics

Silverblade’s economy is based on six things: Fish, Silver, Diamonds, Ivory, Oil, and Furs. Small amounts of gold, rock crystal and wood go into the economy as well. The island is largely self-sufficient, but luxuries from the south are always welcome.

Fish, primarily Cod and Salmon, come from the Wreckhaven based fishing fleet, and from smaller fishermen around the island. Guided by merfolk, Silverblade’s fishing fleet is smaller, and more efficient than a comparable medieval fleet. Silver, diamonds, and other minerals come from the mines near the Ice Crown. Mining is a dangerous activity on Silverblade, both due to volcanism and the presence of the Underworld. Tuskers provide Ivory and Oil. These are great semi-domesticated herds of Walruses that live off the north shore. Mermen own and protect the herds, assisted by land-based races. Walruses are regarded much as cattle, and wars and raids for the herds are common among the barbarians of Silverblade. Finally, fur is trapped, again along the north coast, and shipped to the rest of the world from Wreckhaven.

The domestic economy relies heavily on shaggy cattle and goats, which are herded in the Vale of Flowers and the southern shoreline. Most of the Vale of Flowers is cultivated, and most of the island’s food comes from farms in the Vale.

Old-growth forests, and newer pine forests, provide wood. Policed by elves, the forests are tended and maintained. Hardwoods from Silverblade are extremely dense and strong. This makes them both valuable and hard to work.

Burnresin is another resource that Silverblade produces, and sometimes exports. Burnresin comes from the Ice Pines that grow in the colder and wetter parts of the mountains. Ice Pine resin is very volatile. It can be distilled down to a waxy substance that does not burn so much as it smolders while giving off a disproportionate amount of heat. Burnresin is a common cooking and heating fuel on the island. Burnresin gives off a dim red-orange light (think of cooking coals).

Sea-born trade brings in most of Silverblade’s wealth. Traders from the south bring copper, iron, grain, and luxury goods (wine is a popular import). They load up with salted fish and other products of the island.

### 1.9.1 Money

Money in Silverblade is almost pathetically disorganized. All of the major nobles, the prince, and all of the major guilds have the right to coin their own money. As a result, the island is flooded with contradictory currencies, many of dubious value.

It is entirely appropriate to speak of “gold pieces, silver pieces, and copper pieces”. Because while the complexity of money in Silverblade is something the citizens of the island have to live with, gamers do not.

Serious merchants in Silverblade check coins for purity, and weigh the coins to determine weight of metal. The nominally average coin – the silver guilder (so-called because it is the usual size used by the silversmith’s guild) – is about the size of a quarter, and masses 9 grams; 1/50<sup>th</sup> of a pound. Gold guilders are the same weight, as are copper guilders, although the coins appear the same size. Generally, merchants in Silverblade prefer silversmith’s guilders, or D’Naerean Imperial coinage. These coins are about 98% pure. Others are usually about 95% pure. Dark Lady Shipping is respected for the standardization and purity of their coins. Some coins are notorious for the opposite reason. For example, the Gold and Silver Havenites (the official principality coinage) from the 1250’s was notorious for being as little as 5% precious metal by weight.

#### The Barter System

Most trade on the island is conducted by barter. Even purchasing things with money is usually done with barter, as people haggle over the price. In the city, prices are usually handled with money. Out in the countryside, money is used to establish comparative value, but few coins actually change hands.

#### Payday

Like any agrarian society, Silverblade does payday when the crops come in. Most people build up a tab over the year for goods and services, and then the crop comes in, settle their accounts. Traditionally, this is done right before Octoberfest. Sailors and traders are paid off at the end of a voyage, and so have spending money in the pockets at any time of year. Adventurers are expected to pay cash! Their profession is too risky to allow them to build up a tab. Other transients and troublemakers, such as tinkers, bards, or wandering peddlers, also pay cash.

### Dwarven Trading Tokens

Dwarven trading tokens were developed on the mainland centuries ago. These are simple disks of adamant, each one weighing 1/50 of a pound. Virtually indestructible, these tokens are guaranteed trade for a given value of gold or labor. They are the closest thing that D'Naerea has to paper money, as these coins can only be produced by a lot of effort and trouble.

### Letters of Credit/Bills of Exchange

Most large-scale trade is done on paper. All guilds, and the government, issue letters of credit. These are signed, legal, documents vouching that a guild will pay the owner a certain sum of money. Letters for up to 100,000 gp have been honored by guilds – an unimaginable amount. Letters of credit are used to exchange funds between guilds on the mainland and on Silverblade. They are usually discounted; the further one is away from the letter's point of origin the less it is worth. Letters of credit are usually signed to a specific individual. However, many shipping guilds address their letters to another guild, rather than an individual. Some letters of credit are payable to bearer.

Bills of Exchange are a legal document, stating that a certain number of goods are being held for an individual. For example, Dark Lady Shipping might get a bill of exchange from a lumber guild. This bill guarantees her (Lady Levendorn) a certain quantity of lumber. Bills of exchange are more specific than letters of credit, but fill a similar function.

### Companies

The concept of the joint-stock company does not exist yet in Silverblade. Gamers can use the term “Company”, as it is the most appropriate term, but anything that would be a “company” belongs to an individual or a family. A few are partnerships, of trusted friends.

### Making Money

Legal mints make money by stamping coins. They design their own emblem to put on the coin. The laborers are paid poorly, and quality control is usually slipshod. Serrated edges do not exist yet, so insignia usually go to the edge.

The emblem on coins is usually the guild symbol on one side, and some variation of a cross (four or eight armed), on the reverse. The cross is so coins can be split into quarters, or eighths. The coin is usually marked with its denomination, the date, and the money-master's personal symbol on the back.

We say “Heads or Tails”. On the island, they say “Shields or Crosses”. And “making change” literally means, “bring out the chisel”.

### Counterfeiting

Counterfeiters usually make coins by molding them. You can test the authenticity of a coin by bouncing the coin on a hard surface (stamped coins ring, molded coins clunk).

A more common method of counterfeiting is shaving coins; trimming about 5% off each coin in a stack, and using the metal for something else. Because of shaving, when someone makes a large purchase the merchant will weight the money.

Of course the worst counterfeit coins – the notorious ‘havenites’ – were created by legal mints, but simply short of precious metal.

### Paper Money

In Siangtown, some people use paper money to purchase things. It has not caught on in the rest of the island.

### Value of Metals and Precious Goods

Material	GP Value per Pound
Adamant	500 gp
Copper	0.5 gp
Gold	50 gp
Iron	0.01 gp
Ivory	5 gp
Lead	0.05 gp
Mithril	100 gp
Platinum	500 gp
Silver	5 gp
Tin	0.1 gp

These numbers are rounded for ease of use. The actual values fluctuate with almost every purchase.

## 1.9.2 Agriculture

Agriculture is the primary labor-using form of work on Silverblade. Fully 90% of the population is involved in farming, or a related activity.

Because of Silverblade's latitude, farming is little better than subsistence work anywhere except the Vale of Flowers. Even in the Vale, farming requires more work per gold piece earned than most other professions. As a result, there is a constant trickle of immigration to the cities, particularly to Wreckhaven.

The growing season in the Vale of Flowers is roughly late May to September. Harvest is early October. In some parts of the vale, and along Mourningvale (where the snow is not as deep), the farmers grow small quantities of 'winter wheat'.

Wheat, Oats and Rye make up the primary cereal foods for the island. Wheat does not grow outside of the Vale, and is the most prestigious and expensive bread.

Aside from grain, the primary crops of the island are root vegetables; beets, radishes, turnips, onions, and so on.

There are very few fruits that are native to Silverblade. Berries (both blackberries and raspberries) are native to the island. Careful cultivation has allowed apples, plums, apricots, strawberries, and cherries to flourish. Citrus fruits have met with less success; lemons and some limes are grown in sheltered places, but oranges and other citrus imports have failed.

The Vale holds the island's (relatively rare) grape crop. Most native Silverblade wines are 'winter wines' that freeze on the vine before harvesting.

Outside of the vale, the only fruit that grows are black, blue, and razz – berries. Mourningvale has some cherry orchards, and apples, but these are generally inferior in quality to Vale of Flowers fruit.

Animal products are more reliable than vegetable ones. Cattle, pigs, sheep, and goats are cultivated. Chickens, of course, but also quail and partridge.

### 1.9.3 Shipping

Ships and Shipping are critical to the economy of Silverblade. While the island produces all the necessities of life, life is far more pleasant with goods, and luxuries, shipped in. The shipping industry is centered on Wreckhaven, the only real deep-water harbor on the island. Northern Icehaven is a reasonable port, if not as large as Wreckhaven, but winter gales along the north shore drive all but the hardiest ships into shelter.

#### Ships

From the days of Rhian the Liberator, up until the Ice Empire, ships of the northern seas changed little. They were tubby, used a steering oar, and had a single, vertical mast from which a square sail was hung. Most ships were clinker-built, and sewn together. Small vessels – those less than 40' long – were often made of leather stretched over a wooden frame.

Skanari ships were little different from the earlier sailing vessels. However, they introduced a more streamlined hull, and a better keel design.

In the early 900's, Captain Levendorn, had a ship "The Dark Lady" built in Wreckhaven. Captain Levendorn had studied ships in northern and southern seas alike, and crafted her vessel to take advantage of the best characteristics of both ships. She also took advantage of a new tool – an improved saw – that allowed her to cut large planks more economically than ever before. Captain Levendorn's design was adopted in the north, and "cogs" became the normal ship. In particular, the stern castle design was adopted into an after cabin.

The rudder was first introduced around 1050 FG. The multi-masted ship followed this around 1150. Lateen sails from Tashan were added to improve ship's capability to sail to the windward. Adopted from a D'Naerean design, caravels appeared in 1200. The 'great ship' – or Carrack, became the most prestigious design in the late 1200's. The large cargo capacity of these vessels makes them extremely desirable to ship owners. The high initial cost pays off fairly quickly, and the status associated with these vessels is extraordinary.

At this time (1280 – 1300 FG) most ships are still cogs. A fair number of Caravels and Carracks carry cargo, especially on the longer, deeper runs. Most cogs are relatively small; carrying 60 to 100 tons of cargo (60' to 75' long). A few large cogs are still in use, carrying 200 to 500 tons (90' to 120'). Caravels are fast ships, but are comparable to small cogs in size – 50 to 200 tons (65' to 100'). The Carracks are quite large; 500 to 1500 tons (120' to 170'). A cog costs about 120 gp per ton to build. A caravel or carrack costs about 200 gp per ton. The number of ships registered in Wreckhaven is: Small Cogs – 57, Large Cogs – 24, Caravels – 31, Carracks – 13. Total tonnage carried is about 30,000 tons. Of this, nearly half is carried by two rival shipping companies – Silverblade Shipping and Dark Lady Shipping.

In addition to ships, there are hundreds of smaller vessels used around Silverblade. Fishing boats resemble Luat, or Norwegian cod boats (double-ended, with high ends, low freeboard in the center, some use a leeboard, usually 15 to 35' long, holding \_ to 4 tons). They usually use a single lateen sail. Larger ones use a lugsail rig, and may have two masts.

No mention of shipping around Silverblade would be complete without mentioning the scows that run the Misty Sound. These simple boats average about 35' long, and 10' beam, with squared-off bows and transoms. Rarely drawing more than 2' of water, they skate across the protected waters of the sound, carrying farm produce from the Vale of Flowers to Wreckhaven. On the return trip, they load up with 'big city goods' from Wreckhaven to sell to towns and villages in the vale. Scows are capable of traveling a surprising distance up the streams of the vale, and are the most reliable form of transportation on the island.

#### Ship Owners

There are four primary ship-owning companies in Wreckhaven.

Silverblade Shipping	Sm Cogs – 0 Lg. Cogs – 0 Caravels – 9 Carracks – 6	~7,000 tons capacity. Owned by the powerful Forbain family, Silverblade Shipping spent the last two decades ‘modernizing’ its fleet. The huge profits from the fleet are paying off the equally huge debt incurred in building it. Silverblade shipping concentrates on bulk cargo, leaving passengers to Dark Lady. They do carry valuable cargo in their caravels. For the last decade, Silverblade shipping has had a monopoly agreement with the diamond-cutters to carry their goods to D’Naerea. Gold Standard is challenging that monopoly.
Dark Lady Shipping	Sm Cogs – 12 Lg. Cogs – 0 Caravels – 8 Carracks – 4	~6,000 tons capacity. Owned by the mysterious Lady Levendorn, Dark Lady shipping has a history of conservative business practice, and absolute business ethics. In 1293, Lady Levendorn began construction of a new Carrack, this vessel is intended to be the largest one ever built on the island – with a capacity of 2,000 tons. Completed, it will make Dark Lady the largest shipping company on the island again. Also in 1293, Lady Levendorn lost a carrack to pirates. Dark Lady carries more passengers than Silverblade shipping. The <i>Go-Ruden Kujira</i> was launched in May of 1294.
Northern Lights Shipping	Sm Cogs – 9 Lg. Cogs – 4 Caravels – 3 Carracks – 2	~4,400 tons capacity. Number three – and hating it – Northern Lights Shipping is largely owned by the furriers and jeweler’s guilds. They concentrate their trade on the northern routes, to Skanar and other places.
Gold Standard Shipping	Sm Cogs – 12 Lg. Cogs – 4 Caravels – 3 Carracks – 0	~2,600 tons capacity This unusual company bought up a number of large cogs from Silverblade Shipping, and is competing for the D’Naerean trade routes. Gold Standard is actually owned by a dwarf clan from Rockhaven. The lack of sailor ownership is the source of many course jokes. The ruthlessness with which Gold Standard protects themselves is not. They are suspected of being active pirates.
Independent Shippers	Sm Cogs – 24 Lg. Cogs – 16 Caravels – 8 Carracks – 1	~10,000 tons capacity Individuals or families own the rest of the ships in the island. The large number of independent shippers is the strongest deterrent to the shipping companies dividing up the cargo routes between themselves.

## 1.10 Politics of Civilized Silverblade

Silverblade is run by a constitutional elective oligarchy. In plain English, it is run by a group of people, who vote for themselves and keep themselves in office. This favoritism is softened by the “Haven Charter” a written code of laws and agreements that the island council agrees to work by.

### 1.10.1 The Charter

The Haven Charter was signed in 1090. It is too long to present in full (actually, it is only a couple of pages long). The key points are:

1. Membership in the council is not hereditary.
2. Property will not be taken without due process of the law.
3. Citizens of island are entitled to a fair and speedy trial.

### 1.10.2 Who’s What

The **Elector-Principes** (Usually just called “**The Prince**”) is the head of the island. He presides over the council of the Haven Lords, and is the final authority on all island matters; military, financial, legislative, and judiciary. The Council elects the prince for a 10-year term. Generally, he is elected from the council.

The **Council** is the ruling body for civilized Silverblade. It has 13 members, one of whom is the Prince. In theory anyone can apply for a council position. The Haven Lords make recommendations to the existing council members; the council then makes a final recommendation to the prince. The prince approves the actual appointment, but it’s a brave prince indeed who ignores the council’s recommendation. Council membership rotates. The prince is allowed to nominate 4 new members when he takes office. The remaining seats are supposed to change one seat each subsequent year. As a result, council membership is (nominally) for a 10-year period. A person can hold a council seat for consecutive terms. In practice, this is quite common.

By tradition, the council members make up the island’s chief advisors: Fiscal, Military, Policy, Trade, and so on. One council seat is reserved for the High Priest(ess) of Konar, the Head of the Wizard’s guild holds a second, and a third is held by either the island’s archdruid, or his representative. Finally, one seat is reserved for a “common man”, who represents the farmers and poor workers. This



was Robert O'Hain's seat. The remaining nine seats are fought over, and jealously held by, whichever members of the Haven Lords who can seize them.

The **Haven Lords** are the various noble and mercantile families who run the island. There are 10 noble families among the kindred races, and another 22 mercantile and steadholder families with enough power and prestige to be counted as Haven Lords. The other Haven Lords are the heads of the various temples (most of whom come from one of the 28 key families), and the heads of the most prestigious guilds (Wizard's, Captain's, etc.).

The **Barons** are mostly Haven Lords. They are landowning gentry, who inherited their titles from the old kingdom. While few of the barons are wealthy, they are the "old school", and the most prestigious citizens in Silverblade. There are five Barons, and two defunct baronial titles. The Prince can award these titles. The Mercantile and Steadholder families have been competing for these titles for years. Prince Grimm is the son of the Baron of Blackrock, and is expected to inherit his father's title in a few years.

The Baronies are: Blackrock, Douglas, Hikari, Lolsehcha, and Magnacamara. The defunct baronies are Ballock and Torni. All seven baronies are in, and around, the Vale of Flowers. The Barons of Blackrock and Douglas are human, Hikari is an elf, Lolsehcha a dwarf and Magnacamara a gnome.

All of the **Earls** are Haven Lords. They are also landowning gentry, but their titles come from the Ice Empire. The Barons view the Earls as Johnny-come-latelys, but few non-nobles can see any difference between them. There are three Earls. In theory, there is a fourth Earldom. The Prince can award this title.

The Earldoms are: Von Avril, Von Mourningvale, and Von Stromm. Von Avril controls the Vale of Flowers. Von Mourningvale controls the east coast of the island. Von Stromm controls the west coast of the island. In reality, the lands of all three Earls are considerably smaller than the theoretic quarter of the island. Von Oeao, the final Earldom, controls the north shore. The ruins of the old Von Oeao castle still stand next to Icehaven, but the family was scattered and slaughtered by the barbarian tribes. Many tribal chieftains still claim descent from the Von Oeao's. The ivory warlord publicly scorns the title, saying that he will not take anything offered to him by the princes.

All of the Earls are human, but have traces of elven, dwarven, halfling, gnome, orc... every form of politically expedient blood.

In 1294, the heads of the Von Mourningvale and Von Stromm families were both rather elderly. The Von Avrils are the least important of the Earls, due to the damage that Prince Brendan did to his family reputation in the revolution of 1271. Earl Von Avril is a relatively young man, who keeps out of politics.

The **Steadholders** are the Baron's rivals. These are non-nobles who own and control farmland. Less tied to tradition than the barons and earls, the Steadholders present themselves as champions of the common man, and protectors against the ravages of the nobility. In fact, they are neither better nor worse than the nobles. There are 20 steadholder families, 14 of whom are considered Haven Lords, and the other 6 of whom are considered very, very, annoying. Robert O'Hain is a Steadholder.

Racial distribution of steadholders is the same as the population of the island:

Race	Number
Dwarf	3
Elf	2
Gnome	4
Goblin	1
Halfling	3
Hobgoblin	1
Human	5
Orc	1

The **Mercantile Families** are the wealthy families who control most of the trade in and out of Wreckhaven. There are 8 mercantile families who have enough power and influence to be Haven Lords. Fifteen or twenty smaller families are just below the cut-off. While generally wealthier than the Steadholders, the mercantile families are at the bottom of the pyramid of the wealthy classes. Nobles regularly marry their younger children into the mercantile families. This provides an influx of wealth that keeps the nobles going.

The **Guild Leaders** rule the 100+ guilds that make up Wreckhaven's commercial life.

The **Landed Gentry** are not political leaders. There are roughly 800 families. Many 'own' their own land. Many could be steadholders, if they became more politically active. They provide the knights that make up the most important part of Silverblade's armies.

Race	Number of Families of Gentry	
Bugbear	13	
Centaur	7	
Dwarf	107	
Elf	102	Includes Emerald Jewel
Gnome	133	
Goblin	54	
Halfling	86	
Hobgoblin	30	
Human	211	
Orc	44	
Other	18	
	805	

### 1.10.3 Council Organization

### 1.10.4 Factions

There are several factions in Silverblade politics. Factions are composed of like-minded individuals, working together to advance their political goals. While some faction combinations are logical, many are not. Politics makes strange bedfellows on Silverblade as well as everywhere else.

Besides, where else would you see a bugbear chatting up a centaur in order to get a trade advantage on a hobgoblin-elf alliance?

#### Royalists

This faction favors a strong prince, a weak council, and reduced powers for the nobles. They point out that all of the great advances on the island happened under strong, single, rulers. Many of the minor races are strong royalists. They see the old families as exclusive, and lack the money of the guilds. Support from the prince is one of the things that keeps minority races in the political arena.

The royalists generally have strong support from the reigning prince. Retired princes often question their motives and common sense.

#### Military

The military faction grew out of Prince Douglas and Prince Grim's tendency to promote based on ability rather than birthright. The military faction advocates a national military, as opposed to noble controlled regiments. Although a powerful faction since the revolution of '65, they are currently split by Prince Grim's desire to upgrade the army in the imperial manner.

The military party is xenophobically opposed to the Empire,

#### Old Families

The "Old Families" faction is more accurately the noble's faction. The bulk of these are members of the Baronial and Earl's families. They firmly believe in heavier taxes on towns and cities, and restoration of noble's "rights". Chief among these rights includes the right to fortify one's own castle. Others include the right to control all revenue on and off one's lands, and so on. At their most extreme, the nobles party wants to shut down the steadholders and re-fief the entire land. They favor less power for the prince and more for the landholders.

The Old Families faction is probably the weakest faction, simply because membership is so exclusive. They are the most conservative faction, and stubbornly refuse to see that Silverblade is drifting away from feudalism.

#### Guilds

The Guild faction is simultaneously the wealthiest, and the least respected. Representing commerce and trade, the guilds advocate primitive capitalism. The guild faction advocates purchase of land, and stripping away the privileges of nobles and gentry. They also, in general, promote a weaker prince and council and a more laissez-faire approach to business. The one thing the guild faction can be counted on is to oppose any increase in taxes.

The Guild faction is powerful in cities, particularly Wreckhaven, but is unpopular everywhere else.

#### Temple

Harkening back to the days of Rhian the Liberator, the Temple faction argues for more privileges for the temples, and a more faith-oriented government. The temple faction is currently a political non-entity, due to the infighting between the temples of Lustro and Konar.

### 1.10.5 Members of the Council

#### High Priestess of Konar

Lady Suraine Auroxdotter, (Hum,f,born 1221,aris-3, c-15)

High priestess of Konar, Lady Suraine earned respect and honor during the rebellion, when she enforced a policy of strict neutrality on the temple of Konar. She was honored for her selfless devotion to duty, to healing, and her impartiality with the various factions. That was twenty years ago. For the last decade, Lady Suraine has been an egotistical aristocrat, over-concerned with her position and caught up in a personal feud with Lady Moralis (see below). As the High Priestess of Konar, Lady Suraine is, by tradition, the spokesperson for all religious matters on Silverblade. Most of the other priests are fine with this; the Priesthood of Lustro has been trying to topple this monopoly for decades. They argue that most of the senior guild leadership follows Lustro, and so they should have at least equal treatment in religious matters. As few nobles worship Lustro, they have not met with much success.

#### High Priestess of Lustro

Lady Moralis Ramsfollower, (Hum,f,born 1221,aris-2, c-16)

High priestess of Lustro, Lady Suraine traveled widely as a young woman, was unashamedly partisan during the rebellion, and constantly sides with the wealthy guild-masters over the common sailors and merchants who are the bulk of her worshippers. For the last ten years, she has been trying to topple Konar as the number one god of the island, and has been sniping at the privileges that

Konar's clergy enjoy. Her latest demand is that the high priest(ess) of Lustro be granted a permanent seat on the council. She is a strong supporter of Prince Grimm, and flatters him constantly in hopes of getting his support behind her temple.

#### **Earl Edward Von Stromm**

Earl of Stromm, Lord of the West. (Human, m, born 1242, f-5, aris-3)

A conservative and unfriendly individual, Earl Edward Von Stromm is a solid member of the conservative noble's faction. He does not get along well with the prince, and is having a difficult time of it in the council these days. The prestige of the Earls is waning in the face of the merchants, and Von Stromm is on the forefront of the battle to prevent that. Aside from this, he favors a more powerful military, he simply wants to ensure that the traditional nobles are in charge of it. Von Stromm is unfailingly polite and correct, follows the code of chivalry to the letter – and not one jot more.

### **1.10.6 Key Players**

### **1.10.7 Becoming a Player**

## **1.11 Military**

The standing military of civilized Silverblade is based on a mix of the Western and Eastern models. The island's military is centered on the nobility. Each noble is required to maintain certain standing forces, both heavy cavalry and foot troops.

#### **Knights**

Knights are the core of Silverblade's army. The civilized island supports roughly 500 knights. The knights are lead by the greater nobles (3 Earls, 5 Barons). Each knight leads a "lance" of four heavy horsemen: Himself, his fighting squire, and two mounted sergeants (or unattached squires). Total heavy cavalry is therefore some 2,000 horsemen. About 60% of these are human, the bulk of the rest are elves and dwarves. A typical greater noble (Baron or Earl) commands some 30-50 knights, including his landed knights. Wreckhaven has the city guard of some 250 men. Other cities have 20 to 50, with towns and villages having a proportionately smaller share.

#### **Light Cavalry**

Light cavalry are used for skirmishing and scouting. There are roughly the same numbers of light cavalry as knights (about 2,000 horsemen total). Most of the light cavalry is militia.

#### **Foot Soldiers: Archers, Crossbowmen and Men-At-Arms**

There are, approximately, 8,000 professional soldiers in civilized Silverblade. As a general rule, about 50% of them are footmen (usually lightly armored and equipped with spears or halberds), 30% are crossbowmen, and 20% are archers. A typical greater noble (Baron or Earl) commands about 100 – 150 of these men personally. Each of his landed knights directly controls about 20 – 50 soldiers. Towns also have "town guards". For example, Wreckhaven has 250 men in the City Watch.

Some members of the militia are 'reservists', and are trained to military standards. These militia members are also the knight's most reliable men. In general, a knight's footmen are supplemented by +25% to +50% by his superior militia.

The racial distribution of the soldiers depends on the leading noble. Generally, about half of them are of the same race as their lord.

#### **The Militia**

In theory, if the entire civilized population of the island could be mobilized, the prince would field a force of over 70,000 men (and some women). Serving in the militia is part of every person's duty. In practice, no militia call up has ever assembled more than half the potential force. Prince Douglas's call up to resist the great invasion of 1288 was probably the most successful call-up. Normally, a knight is lucky if 25% of his militia show up. Luckily, the superior militia (described above) will show up.

## **1.12 Religion**

Silverblade follows the Eastern D'Naerean pantheon, and the solar cult of Konar.

### **1.12.1 Churches**

The dominant religion of Silverblade is the Church of Konar. This goes back 1300 years to the days of Rian the Liberator. Roughly half the sentient population worships Konar in one form or another. The high priest of Konar has a permanent seat on the council of lords. He (She at this time) also serves as an unofficial spokesman (woman) for all religious matters throughout the island.

In the cities, Lustro (in his role as god of trade) is nearly as popular as Konar.

The temple of Dular is gaining in popularity. Prince Grimm is a follower of Dular and many members of the island's upper classes are finding it politic to join that church.

### 1.12.2 Druids

Silverblade has been home to druids for as long as anyone can remember. They are not a major religious force, except for some of the smaller barbarian tribes. Probably no more than 10% of the island follows druidism. Orcs are the primary adherents.

Druids provide several important services. First of these are the *Havens*. Havens are inns and/or safe houses that dot the island. Most of them are outside of the Vale of Flowers. Along important roads, such as the trade road over the mountains between the Vale of Flowers and the north shore, there is a haven every day's travel. Havens are like country inns; a courtyard, rooms, places for animals. Most of the cities on Silverblade started as havens, then grew into towns, and finally cities.

The second service provided by druids is *Staffing*. For over a thousand years, druids have acted as emissaries between warring factions. Respected for their neutrality, the druids of Silverblade carry messages, convey letters, and communicate news. *Staffing* gets its name from the colored staves that the emissaries carry. For example, a silver staff means the druid is on a mission of peace. A druid carrying a silver staff is forbidden to fight, even to defend himself (Attacking a druid who carries a silver staff is low enough to rouse the entire island against you...). A red staff indicates the druid is conveying messages between factions in a feud or clan war. A yellow staff tells the world that the druid is going to and from a plague zone. There are many colors and meanings to staves. Most natives of Silverblade understand to leave a druid alone, if he is carrying a staff of any color other than plain wood.

Being essentially priests of nature, yet working with civilized people, several factions have arisen among the druids. Wilder druids avoid civilization entirely, concentrating their lives on the wild parts of the island, and ministering to the folk who live and work there (trappers, hunters, etc.). Hedge-druids live among farmers and settled folk. They concentrate on domestic plants and animals. Haven druids live primarily in the Havens, and spend less time protecting nature, and more time protecting people who must travel through nature. Haven druids also provide guides and messengers between towns. To date, the three factions of druids have usually avoided overt bloodshed (there was a nasty war between wilder and hedge druids between 957 and 986). A member of each of the three factions advises the island's Archdruid. There is a fourth faction: Sea Druids. These are merfolk druids, who concern themselves with offshore events. They have little contact with their land brethren, but a great deal of contact with the island's political leaders. Specifically, they enforce fishing limits, and help direct fishermen.

## 1.13 Orders and Organizations

### 1.13.1 Brothers of the Empty Hand and the Vrosht

Two Sianese monasteries have small branch chapters on Silverblade. The Brotherhoods of the Empty Hand and the Vrosht are deadly rivals, and both have a small presence on the island.

The Brotherhood of the Empty Hand teaches that superior discipline leads to superiority. These monks are loosely tied to the temple of (Lawful Evil God). The Prince of Silverblade outlawed the Empty Hand temple a decade ago. The original temple, in Wreckhaven, is sealed, and there are laws against entering it. The monks now have a hidden temple, somewhere beneath the city streets. Empty Hand brethren wear either black or white. The head of the order wears red.

The Brotherhood of the Vrosht teaches that superior discipline leads to enlightenment, and unity with the cosmos. They are not tied to any temple, but are accepted as allies by the city council. Humans and giants respect their monastery, on the slopes of the Ice Crown, as neutral territory. Vrosht brethren wear earth tones, with a colored belt or sash to indicate their rank in the order.

The two orders fight a constant, private, war with one another. Both sides struggle to defeat the other, but both sides refuse to accept outside help. In fact, when one monastery is under attack, members of the other have been known to appear to help defend it!

There are probably no more than 80 monks on Silverblade, evenly divided between the two monasteries. There are rumors of a magic portal in the Empty Hand temple, which allows them to summon more of their brethren.

A player character monk is assumed to be a member of one order or the other. If he has evil leanings, he is a member of the Empty Hand, otherwise he is a member of the Vrosht. A monk is expected to donate 10% of his income to his order. In return, he may train at the chapter house, learn new feats and skills there, and may get free food, water, and shelter. He is expected to support his own chapter house, fight members of the other chapter house, and protect both chapter houses from outside interference.

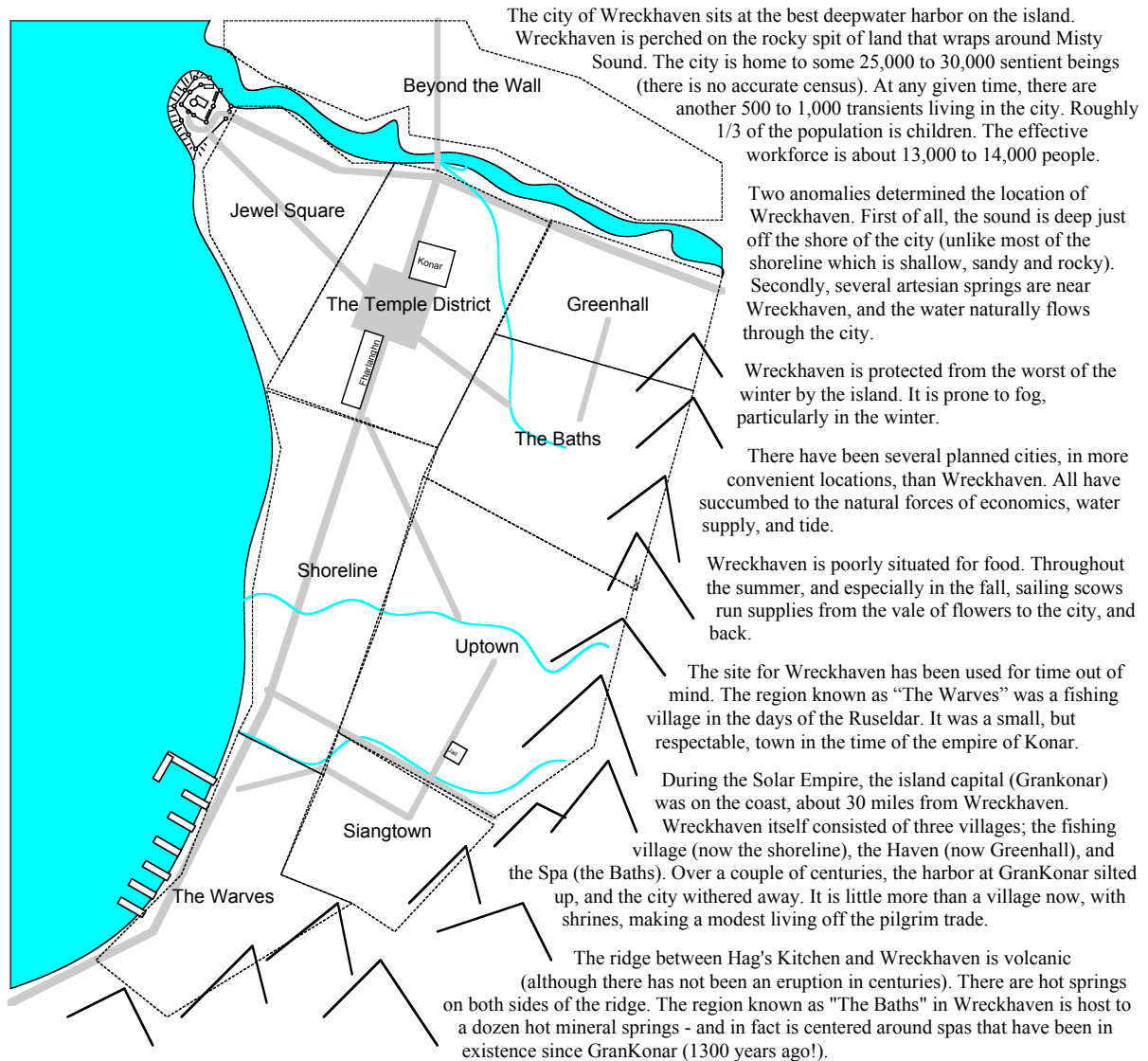
### 1.13.2 Order of the Oak

Druids are generally independent naturalists who hold a fundamental belief in the maintenance of natural balance. They can generally be classified, as being of a "Garden" or "Wilder" variety, but these labels are broad and don't really encompass the true division of the druid ranks. Druid ranks are vague to most outsiders, and the system of seniority and recognition is invisible to those who are not indoctrinated into the profession. The 'inner circle' of the druidic ranks determined that, in order to maintain a public face that could be respected by organized governments, they needed an organization that could be identified and classified. Thus was created the "Order of the Oak". The Order is open to all druids, regardless of religious affiliation, and any others who follow the ways of Reese or Reena (this would include rangers, clerics, fighters, etc.). Members receive the benefits of a standard guild, including discounts on supplies, medical services, and informational services. There is an annual membership fee.

There are five chapters of the order on Silverblade: Wreckhaven, Icehaven, Glimmerhaven, Blackhaven, and Meadhaven. Further, there are two formal outposts: Jotunburg and Swartheim. Each chapter house is located on the same site as the original havens of old. The outposts are granted through treaty to the Order, in exchange for services rendered as liaison between the two giant cultures and

the rest of Silverblade. Non-members may contact representatives at any chapter house in seeking services, and may be charged a nominal fee, depending on the services rendered.

## 2. Wreckhaven



### 2.1 Sections of the City

Wreckhaven can be loosely divided into nine sections:

- Beyond the Wall
- Jewel Square
- The Temple District
- Greenhall
- The Baths
- Shoreline
- Uptown
- The Warfs
- Siangtown

### 2.1.1 Beyond the Wall

Poor, ~1,800-2,000 people, ~300 bldgs

This is the built-up area outside the city walls. The area beyond the wall contains a few villas and an Inn, but is primarily temporary structures. Several mills grind flour for the city; the River

### 2.1.2 Jewel Square

Minor Noble, ~1,300-1,500 people, ~200 bldgs

The wealthiest section of the city, Jewel Square takes its name from the central plaza in front of the citadel. The plaza is paved with painted tiles, and surrounded by exclusive shops and expensive townhouses. A statue of Rhian, and a fountain dominate the square. All island Lords have townhouses in this district.

### 2.1.3 The Temple District

Guildsman to Minor Noble, ~4,000-4,500 people, ~650 bldgs

Situated along the main road from the docks to the Vale of Flowers, The Temple district was the original home to the largest and most impressive temples in Wreckhaven. This district is still wealthy. It houses the Diamond Eye Guild, the Silversmith's Guild, and several important civic buildings, including the city armory, and city guardhouse.

### 2.1.4 Greenhall

Guildsman, ~1,800-2,000 people, ~300 bldgs

Possibly the oldest section of town, Greenhall resembles a cross between an elven town and a human town – which it is. Many of the buildings in Greenhall are living trees, and the roads are paved with moss and heather instead of cobblestones.

### 2.1.5 The Baths

Townsmen to Guildsman, ~4,500-5,000 people, ~700 bldgs

Natural hot springs bubble in the baths. While hot water is piped to other parts of town, most businesses that rely on hot water are located in the baths. Several ornate public bathhouses and popular gymnasiums are here, along with support services. The district is not wealthy, although there are several well cared-for roads between the baths and Jewel Square.

### 2.1.6 Shoreline

Poor to Townsman, ~4,500-5,500 people, ~800 bldgs

Stretching from the Temple District to the Warfs, Shoreline is the primary artisan's district. Most of the lesser guilds are located in Shoreline; from the prestigious Shipwright's, to the lowly Candle-makers. Temple Market is considered the north end of Shoreline, the Fish Market, south. The shore itself is flat and sandy, with several retaining walls. Numerous fishing boats and scows pull up on the beaches of shoreline.

### 2.1.7 Uptown

Poor to Townsman, ~5,000-6,500 people, ~900 bldgs

The primary living area of Wreckhaven, Uptown is also the newest district. Uptown gets its name from the hillsides; many of the streets are so steep that they have steps. Uptown is home to minor guilds, and unfashionable crafts. Mountain run-off provides the area with water, most of which goes to dyers and other crafts.

### 2.1.8 The Warves

Poor, ~1,300-1,700 people, ~250 bldgs

The Warves are the roughest area of town, a tiny, festering hole of warehouses, whorehouses, taverns, and gambling pits. The people here are poor, working on the docks or the slaughterhouses south of the docks. City Guards patrol the Warves rarely, and in large groups.

### 2.1.9 Siangtown

Poor to Guildsman, ~1,100-1,400 people, ~150 bldgs

Isolated from the rest of Wreckhaven; partially by design and partially by culture, Siangtown is the home of Wreckhaven's Siang-hu immigrants. This section of town keeps to itself, polices itself, and is generally left alone by the rest of the inhabitants. The inhabitants keep close ties to their homeland. There are persistent rumors of an all-Siang-Hu wizard's guild, Assassin's guild, and choose-your-own-they-shouldn't-be-allowed-to-do-that-guild located in Siangtown. Due to the small size of the area, none of these are likely. The

Monasteries of the Open and Empty hand both have houses here; but the Brotherhood of the Vrosht house is dark and boarded up, ever since the Lords of the island shut it down twenty years ago.

## 2.2 Inns and Taverns

There are 85 Inns and Taverns in Wreckhaven. Here are a few of them.

Star	Name	District	Comments
*	The Merman's Arm	Shoreline	This cheap Inn is only notable for the submerged room; one of the few places where humans and merfolk can meet under a roof.
*	Sawdust Lot	Uptown	Built out of an old furniture factory, Sawdust lot is a cheap, somewhat forbidding inn. It serves as a base of operations for Sovan's criminal organization.
*	The Helmet	Warves	This dive is little more than a large shack, with canvas "walls" dividing the drinking area from the sleeping area.
*	Stubborn's	Uptown	This is the bar people drift into when they want to get drunk and talk about their troubles. People talk here, but not really to be listened too. It has an atmosphere of almost supernatural gloom.
**	Ticklefish	Shoreline	The Ticklefish is possibly the longest bar in town. It is literally an alley that was roofed over to make a bar. Ticklefish does offer rooms, but Ajoter's primary business is drinks. One end of Ticklefish is designed for those seeking to get drunk and rowdy, the other for those seeking to get drunk and quiet.
**	The Crowing Cock	Uptown	The Crowing Cock was, a few years ago, just another small Inn. The proprietor, a dwarf named Grubbins Gudhaver, decided to patronize the arts. He gives free food and crash space to bards and other performers. Now the Crowing Cock is crowded every evening, with multiple live performances every night. Gudhaver is seriously thinking about purchasing the building next door, and expanding his dinner theater.
**	The House of Infinitely Preferable Repose	Siangtown	The Crowing Cock is the headquarters for the "Arcane Masters" adventurer's guild (1289 – 1294)
**	More's House	The Baths	This small, but intensely clean, this Inn takes in few 'foreigners'. It is mostly used as a talking place for Siangtown's natives, and as a place to stay for wandering monks and oriental visitors.
**	The Foggy Harp	Shoreline	A bulky building, More's House crams over 40 rooms into a four-story converted townhouse block. The thick walls of the house help keep the rooms warm, and the multitude of entrances and exits allow guests to slip in an out unobserved. The rooms are plain, but every one has a lock. This is a popular place for assignments.
**	The Foaming Boot	Temple Plaza	Built right at the corner of shoreline and the temple district, the Foggy Harp is in a dilapidated building, coming off an ally that faces the bay. "Servant Row" is one name for the ally, as it runs up into the temple district and to jewel square. Servants use this ally for discrete passage – and pawnshops and gambling dens attest to other uses. The Foggy Harp has a forbidding exterior, but is pleasant enough inside – if you don't mind the low (6' high) ceiling. Usual clientele are locals; servants, shop-owners, and thieves.
**	The Crossed Swords	The Baths	The Foaming Boot is something of a dive. Located just off the main road between Temple Plaza and Shoreline, the Foaming Boot is conveniently close to the temple of Brand. Tables and stools are bolted to the floor, and nightly entertainment consists of brawls and drinking contests. It's a brave bard who slips in here.
***	Pilgrim's Rest	Temple Plaza	Carl Hauberkson is a regular at the Foaming Boot. His presence brings in a fair number of idolizing young men and bimbo-ish young women.
***			Located right at the edge of Temple Plaza and the Baths, the Crossed Swords is a straight Tavern. It features a good drinks, numerous games and diversions, and a cheerful atmosphere.
***			It is a favorite of young officers, soldiers, blades, duelists and other fighting men. It is adjacent to the Full Moon arms academy, and is the usual hangout of their students.
***			Regulars include (Father) Don Miguel Sarantos (hum, m, C-5, b~1267), and Sir Eric Von Stromm (hum, m, F-4, b~1270).
***			<In the spring of 1292, both of these regulars made 6 <sup>th</sup> level)
***			This large Inn caters to the temples. Lady Goodnwise, the proprietor, is a retired cleric. She provides large, clean rooms. The real attractions of the inn are the two large common rooms, which Lady Goodnwise often rents out for feasts and festivals.



Star	Name	District	Comments
***	Hydra's Wash	The Baths	This elegant marble building is one of the smaller inns in town. Hydra's Wash only has eight rooms. However, every room has hot and cold running water – a feature that makes many people overlook the otherwise Spartan accommodations.
***	The Haven	Greenhall	A thousand-year old oak tree, nearly dead but still setting forth a few shoots each spring, is the center of this, Wreckhaven's original building. The Haven is still owned and managed by Silverblade's druids. The Haven is comprised entirely of living trees, magically shaped into rooms. The Haven is famous for "Regrets" wine, a bittersweet vintage that makes the drinker remember in a melancholy way.
****	Saltana's	Temple Plaza	The best food and wine in the city. Largo Saltana, Vendan expatriot, serves up his nation's traditional cuisine replete with imported wine.
****	Fountain House	Jewel Square	The plushest and finest inn in the city, the Fountain House gets its name from the large fountain in the central courtyard. For 25 gp per night, you get gourmet dining, a plush suite of rooms, and a well-trained waiting and entertainment staff.

## 2.3 Establishments

### 2.3.1 Beyond the Wall

	The Temple of Konar	The humblest of Konar's temples, this temple is situated just beyond the mills. It emphasizes Konar in his aspect as the grain-god, who brings food and life to people. The single priest, Rikkard Mannson (Hum,m,born 1230,c-6) is, perhaps, a better example of the way Konar means his priests to live than those in the city.
****	Jewel House	This temple has an elderly staff – those who could not handle the politics of the city temples. A new Inn, founded in 1291, the Jewel House is a converted manor house, belonging to Emerald Jewel (elf, f, born 1165?, s-6 (in 1292). Emerald Jewel is the leader of the adventuring team Whiplash. The Inn is five miles north of town, and is a serene and comfortable location for those seeking to escape the rush of city life.

### 2.3.2 Jewel Square

****	Harlfinger's Harness Shop Armory	Harlfinger (Dwarf, m, Expert-11) fits the stereotype of a dwarf. He came down from the mountains in 1220, and opened an armory on the Shoreline. Over the last seventy years he has steadily moved up in Wreckhaven. His shop is snobbish, hard working, and so clean that you could eat off the floor. An army of abused apprentices slave over lesser pieces, Harlfinger himself concentrates on the best armor. Harlfinger's Harness shop is the best place to buy masterwork armor in Wreckhaven. Harlfinger only makes plate armor (Breastplate, Partial, or Full Plate). It takes 3-6 months to get a full suit of armor. The cost is masterwork cost, plus 25% to 100% for ornamentation. Harlfinger is the only smith in the city who knows the secrets of working Adamant. He periodically works with the Diamond Eye guild to make magical armor (with a great deal of grumbling).
****	Al Rickman's Pastries Bakery	Al Rickman (Human, m, Expert-12) is one of the fattest men in town. He is without doubt the best pastry baker in Wreckhaven. Reliable rumor has it that barbarians have shed blood for the right to purchase one of his strawberry cream pies. Rickman's bakery caters pastries to the wealthy of Wreckhaven, he bakes an enormous amount every morning before sunrise, and it is all gone by noon. In 1292, Furere, a bear and a druid, joined Al Rickman (kind of against his will) as an apprentice.
***	Temple of Dular	The traditional god of war and duty is based in Jewel Square. It is a (for the neighborhood) shabby building, shaped like a sword. The Temple of Dular is moderately well attended, especially in the last year, as Prince Grimm is a known Dular-worshipper. The new prince's militant stance is strongly approved of by the temple, and they are trying to recruit additional chaplains to serve the army and militia.
	Dark Lady Shipping	Started more than 50 years ago by the Lady D'Nmaximine Llevendorn, this company now lays claim to a fleet of ships. Ms. Llevendorn maintains her headquarters office in Jewel Square, with a satellite office in Uptown, and five warehouses situated on the Wharves. Despite the large number of ships, most of Dark Lady Shipping's vessels are small cogs, she only controls four of the new, large, Carracks. Lady Llevendorn is eager to modernize her fleet, but continues to practice the careful business plan that has made her so successful.

Silverblade Shipping	<p>Dark Lady's chief rival, Gerard Forbain (human, m, Aris-5, Exp-5, b 1245), runs one of the oldest shipping companies on the island. Egil Forbain (human, m, Aris-8, Exp-4, b~1223), his father, retired from the company and is now the Lord of Shipping, one of the most important members of the council of lords.</p> <p>Silverblade Shipping controls fifteen ships, a shipyard, and numerous warehouses. Although the company controls fewer bottoms than Dark Lady, their fleet is mostly composed of large Carracks, giving them the same cargo capacity with less overhead.</p> <p>The rivalry between Dark Lady and Silverblade shipping is intense and often bitter; ship's crews fight, both companies frantically bid on jobs, and both Forbain and Llevendorn struggle to gain the upper hand against each other. The two respect each other, and hate each other (although Forbain proposed once, to merge the companies).</p>
**** Villiers Wineseller	<p>Yosh Villiers (human, m, Com-10, b 1239) is the most cultivated wine snob on the island (Knowledge [wine] – 19!)</p> <p>Villier's shop is a plain front, with a large cut-glass window. Only the grapevine decoration around the door hints at what is found inside. Inside, one finds a simple walk-up counter, and a strong, wine smell. Mr. Villiers, or his assistant, will speak with customers. Often, a large sum of money exchanges hands.</p> <p>Villiers constantly imports wine and liquors from all over the world. His shop is superbly well stocked, and is definitely priced towards the nobles and connoisseurs of the island.</p>

### 2.3.3 Temple Plaza

Cathedral of Konar	<p>A gleaming gold-veined marble structure, the Cathedral of Konar is one of the most imposing buildings in the city. Most of the temple is re-assembled from Grankonar, making the key portions of the temple over 1,000 years old.</p> <p>The cathedral is huge, capable of seating 3,000 people in comfort (It measures 200 feet by 200 feet). The central altar has a great gold dome over it, surrounded by statues and murals of the various aspects of Konar.</p> <p>Recent renovations include a new façade, and gold-plated bronze doors – the current high priestess is in a status war with her counterpart in the temple of Lustro.</p>
Cathedral of Lustro	<p>A giant grey stone structure, the Cathedral of Lustro is locked in perpetual war with the Cathedral of Konar for being the most imposing and dramatic building in the city. Lustro's cathedral is only a few hundred years old, and was built on the site of temples to less fortunate gods.</p> <p>The cathedral is road-shaped, 100 feet by 400 feet, with great arches and towers. Murals inside depict the glories of trade and travel.</p> <p>Recent renovations include a bronze roof, still under construction (will finish in 1293), and an elaborate fountain and garden in front of the temple (finished in the summer of 1292).</p>
Temple of Moradin Temple of Yondalla Temple of Garl Glittergold Temple of Brand	<p>Although a small building, the temple of Brand is wealthy and well-appointed. For the last decade, the Red Banner Brotherhood adventuring society has sponsored the temple; the treasure and glory they have attained is reflected in the temple.</p> <p>An imported pink marble façade, elaborate iron grills, expensive carpeting – and yet the temple still resembles a cross between a festhall and a gymnasium. Several of Haberkson's trophies adorn the walls.</p> <p>Young men, who hunger for the macho glamour of the adventuring lifestyle, largely attend the temple. Young women, intent on attracting the attentions of the young men, also attend it....</p>
Temple of Wee Jas	<p>This small temple is poorly attended. It presents a grim façade to temple plaza, and the small numbers of black-clad mourners who come and go are largely unnoticed.</p>
City Morgue	<p>Located behind the Temple of Wee Jas, the city morgue is a large, heavy, stone building. What happens on the first floor of the building is unknown; the morgue itself is in the basement. Here, bodies are kept for up to 7 days, prior to burning (cremation is normal in Wreckhaven). Nasty rumor insists that the morgue also sells bodies to the Diamond Eye Guild.</p> <p>The morgue is heavily protected with divine wards from many gods – nobody wants a plague of undead in the city.</p>
Temple of Zodia The Diamond Eye Guild and Store	<p>The wizard's guild is detailed elsewhere in this account.</p>

### 2.3.4 Greenhall

***	The Ringing Harness Armory	<p>Ulf Singinghammer (Elf, m, Expert-6) makes fine mail armor. His chain armor is well-made, with light embellishment, making it some of the more popular light and middle weight armor in the city.</p> <p>Ulf is capable of making masterwork armor, but few of his customers ask for it. He has been known to work with the temple of Corellon Larethian to produce near-priceless Celestial Armor.</p> <p>Ulf's particular heartbreak is his daughter, Yryllen. She is of 'suitable age' but unpleasant to look at – even ugly. Both of them hope to find a suitor who is more interested in her inner qualities than her face – but alas, she is no saint.</p>
-----	----------------------------	---

### 2.3.5 The Baths

***	The Full Moon Academy	<p>The Full Moon Academy is a fencing school. More accurately, it is a hall of arms, of the sort that occurs before fencing was really invented. Master Stephen Heimrich (hum, m, F-12, b~1240) teaches all simple and martial weapons, and many exotic ones. He oversees some of the militia training as well, but is far more interested in the personal, one-on-one battle or duel than mass troop ordering. His students include a number of adventurers, including Don Miguel Sarantos, a Vendaran priest, posted to Silverblade for mysterious reasons. Another of his students is Arman Bloodblade – but the old master is no longer on speaking terms with that student.</p> <p>Membership in the Full Moon Academy can be taken as part of a 3-star or higher lifestyle. Lower status character may join for a monthly fee of 12 gp, if they have a base attack of '+1 or higher.</p> <p>Students are rated by their attack bonus:</p> <table><tr><td>Student</td><td>+1 to +5</td></tr><tr><td>Journeyman</td><td>+6 to +10</td></tr><tr><td>Master</td><td>+11 to +15</td></tr><tr><td>Grand Master</td><td>+16 or more</td></tr></table> <p>Master Heimrich does not adventure, but some of his students can be hired.</p>	Student	+1 to +5	Journeyman	+6 to +10	Master	+11 to +15	Grand Master	+16 or more
Student	+1 to +5									
Journeyman	+6 to +10									
Master	+11 to +15									
Grand Master	+16 or more									
*****	Osin's Steamery	Bathhouse to the insanely rich and snobbish.								
****	The Marble Pillow	Bathhouse that "just happens" to share a wall with a brothel.								
***	The House of Jade	Bathhouse with an exotic Venturan décor.								
***	The Black Pool	Bathhouse, functional rather than comfortable, but has an excellent gymnasium.								
**	House of Comfort	Bathhouse. Laela's House of Comfort is usually called Half-Pints, as it is scaled to a halfling-sized trade.								
**	The Mermaid's Rest	A bathhouse.								
**	Stancheck's	Largest public bath in town.								
*	Will Call	Bathhouse. Clean but plain and cheap								

### 2.3.6 Shoreline

** _ *	Mother Mary's Cookies Bakery	<p>The local branch of the famous cookie chain. Mother Mary's cookie store is at the north end of shoreline, attracting plenty of custom from the wealthy markets of the Temple district. It is particularly popular with apprentice wizards.</p> <p>What is not well known is that Bertha Highclimber (Halfling, f, Rogue-6) is not just a baker; she is a fence for 'hot' magic items and spell components. There are rumors that she deals in other things as well.</p>
*	The Walrus Hammer Butcher	<p>People who are disturbed by the sight of a cleaver-wielding blood-soaked gnome rising from the hacked-open carcass of a Walrus should avoid this shop.</p> <p>Located near the south end of shoreline, Twinkle Brighteye (Gnome, m, Commoner-3) runs a butcher shop specializing in walrus, manatee and other sea meats. His four assistants, all ogres, do the heavy lifting, leaving Twinkle to handle the fine work.</p> <p>Twinkle sells good steaks at a reasonable price – several of his relatives run meat stalls in the markets of Wreckhaven.</p>
	The Temple of Lustror Dark Lady Finance Emporium	<p>This is a subsidiary of Dark Lady Shipping, opened in 1281. Its purpose is to help finance business endeavors by females throughout Silverblade.</p> <p>Frandalwire Fancyline (Gnome, f, Com-2, Exp-2, b ~1234) runs the office. Frandalwire reviews business opportunities, talks to women, collects on loans, and manages paperwork. The office is only open about half the time, as Frandalwire spends a lot of her time visiting guilds, talking to guild leaders, and looking for job opportunities. Sometimes she contracts out for muscle to help collect loans. Her assistant, Kyra Gravensharn (Hum, f, Com-2, b ~1263) holds down the office.</p>

	Gillian's Fantasies in Wax Candlemaker	Gillian "just Gillian" (Human, f, Sorcerer-5, Candlemage-3, b ~1240). She owns and runs this medium sized candle shop on Back Street (actually one of the better roads in Shoreline). There is a small back lot, with a canvas awning, where most of the actual dipping is done. Gillian is a pleasant-featured middle-aged woman. She is usually found in the shop these days, leaving most of the actual candle dipping to her two apprentices. She enjoys carving candles into elegant sculptures. These sculptures don't sell well in Shoreline, but a few have made it uptown. Gillian's business is well established enough that she now has some free time. All of Gillian's magic is subtle, and slanted towards enchanting her candles. She is a member of the Diamond Eye, but does not advertise the fact. Players who want to buy exotic candles, scented candles, or just superior quality candles can come here.
	Melmoth the Scribe	Shawn Melmoth (Human, m, Exp-5, b ~1262) is a poet, a writer, and a visionary. He is also terminally unemployed, and quite unable to sell his work. His 'office' is two rooms, one of which he lives in, the other has his books and writing implements. Aside from his habit of quoting his own verse, Melmoth is harmless enough. He wears expensive, but well-worn clothes, he somewhat resembles a down-on-his-luck dandy. Melmoth is an expert on languages, and has good handwriting. He drafts letters, petitions, makes copies of legal documents, and teaches writing (sometimes). Melmoth's rates are cheap (1 sp per page, and he has 10 to 12 customers a week), and he is usually willing to take trade (several taverns have standing deals with him). Most of the time he wanders the city, or writes. He spends virtually all of his money on books and parchment. Melmoth's establishment is on Back Street, a second-story apartment, directly above Gillian's Fantasies in Wax.
**	Cully Coopers	Cully is a good, average, cooper. His shop is at the southern end of shoreline, bordering on the warves.

### 2.3.7 Uptown

**	Mama Helga's Bakery	Mama Helga (Human, f, Expert-3) runs a simple bakery in Uptown. There is little special about the place. Mama Helga makes outstanding fruitbread and cake, but her staple is long loaves of rye bread. Her place is popular with the lower-ranking clergy, who use her day-old bread to make soup and fondue. One virtue of Mama Helga's is the "sitting room" on the southwest corner. This small room gets plenty of sunlight, and Mama has placed chairs and tables here. In late afternoon there are usually half a dozen clerks here, reading and killing time before returning to temple duties.
**	The Heavy Needle Tailor Shop / Seamstress	Grunna Blockhouse (Orc, f, Expert-2) fits her shop into narrow alley. Behind the shop is a tan yard, contributing a rather foul smell to the business. Grunna came to the big city in 1282. As an orc girl she had few skills, but could handle hides. She learned to sew, well, and started a side business in leather clothing using scraps of hide. Good work, good prices, and a good head for business, enabled Grunna to open her own shop in 1288. Grunna makes practical leather clothing. She does not embellish, dye or decorate. Her work is intended for people who need clothing that will stand up to rough work. This makes her popular with miners and adventurers. Lately (1291) Grunna has begun thinking of getting a husband. She's got her eye out for a handsome orc with a reasonable head on his shoulders, and some sort of business that she can combine with her own.
**	The Temple of Konar	This smaller, humbler, temple of Konar is adjacent to the Hospital, and run by Jurman (Elf,h,150,c-5). It is well attended, and moderately well kept up.
**	Hospital of Konar	This large building hosts the healing facilities run by the temple of Konar. The hospital provides many services, primarily healing. Humble Watchover (Hlf,m,100,c-12) runs the hospital, with two clerical assistants {Jurman (Elf,h,150,c-5) and Bunny (Hum,f,21,c-4)}, and two medics. Bunny also works at the adjacent orphanage.
**	The Rag Shop	The Rag shop sells secondhand clothing, mostly collected from dustbins and charity bins in the wealthier parts of town. A decent suit of secondhand clothes costs about _ the cost of new clothes of similar status. Kari and Johan Walkingsford run this shop, and have for over a decade. He's a tailor, she's a seamstress, and they spend much of their time cleaning, repairing, and dying old clothes. They have no children of their own, and are very tolerant of the neighborhood children playing dress-up in their shop.
*	The City Jail	Sergeant Ian Lock runs the city jail. An ugly brute of a man, Lock is worse than most of the criminals thrown into his jail. The jail is a two level building – one above ground and one below. It is a blocky rock building, 90 feet to a side with 60 cells, a small 'exercise' yard, and several medieval implements that it is probably best not to know the purpose of. Lock's men are considered the dregs by the other city guard – correctly so.

### 2.3.8 The Warves

Temple of Lustro	This flashy temple attends the needs of sailors, dockworkers, and other transient folk who work in the poorer section of town. The temple was recently rebuilt, and is a veritable jewel in the slums of Wreckhaven. The temple provides a soup kitchen and an employment office, and is doing some good despite itself.
Temple of Venora	Poorly attended, poorly kept up, the Sea Queen's temple has a single priestess protecting what was once a powerful temple. These days, most people prefer Lustro in his role as god of trade. The temple of the Sea Queen gets regular donations from those who want to avoid the sea's wrath. The priestess, Pelasgia Greenhair, has a regular congregation of maybe 50 people who worship – mostly sailors and fishermen. She is in regular contact with her counterparts among the merfolk. Few people in the city are aware how powerful this mysterious priestess is. The two thieves' organizations know that nobody who has tried to rob this temple has ever been seen again.
Temple of the Dragon	Hidden under the wharves is a kobold dragon-cult temple. Little known to the 'legitimate' portion of the city, this temple is well supported by the kobolds of the city.
Tinhead's Fixit Shop	Tinhead Kelly (hum,m,b 1253,exp-7) runs a strange little tinker's shop. The man inside got his name when an over-eager healing spell sealed a plate of metal onto his skull. Tucked in an alley, Tinhead is officially a tinker. The inside of his shop is hung with odd tools, hinges, cookware, and other second-hand detritus of civilized life. Under the counter, things get more interesting. Tinhead sells thief's tools. He stocks, or makes, a reasonable supply of what a person needs for breaking and entering, lifting, snatching, etc. Tinhead only works by referral. Tinhead pays most of his profits to Max, who in return sends people to Tinhead.
Philby the Alchemist	While there are better alchemists in Wreckhaven, Philby (hum, m, b 1239, wiz-5, exp-6) is possibly the most ingenious available alchemist. Philby is a gaunt man, with stooped shoulders, and the unworldly look in the eye that comes from inhaling too much mercury fumes. He has little interest in the world outside his lab, except as a source of exotic materials. His lab is in the Warves, in the reinforced basement of an old brewery. Philby is usually in his lab. He never questions the purpose a customer will use one of his products for. He does not, specifically, charge money, but is always short on supplies. As a result, customers end up paying market rate for most items.

### 2.3.9 Siangtown

## 2.4 Government

The Prince of Silverblade is also the Lord of Wreckhaven. In practice, the reigning prince appoints a Lord Mayor, who usually serves throughout the Prince's term. The Haven Council advises the Prince and Lord Mayor. This council is made up of 20 to 25 "Responsible Citizens". In practice, the Haven Council is made up of the guild leaders of the city.

### 2.4.1 The City Guard

The City Guard is the closest thing that Wreckhaven has to a standing military. The Guard polices the city streets, and the city walls. They man the catapults designed to keep giants from overrunning the city.

Technically the guard is a full company of 250 men. A captain commands the guard. He has two lieutenants, and 6 sections of 41 men (each one managed by a sergeant and 4 corporals). Each section patrols two of the city's regions, with two sections responsible for manning the walls. Siangtown is not patrolled by the Guard, but has its own methods of defense.

In the event of a military emergency, the noble families are required to bring their armies to Wreckhaven's defense. This usually involves sea-borne marauders, giants, or barbarian invasions. In fact, few invaders make it as far as Wreckhaven; most combat occurs in the Vale of Flowers, where noble-led units deflect the invaders.

The city jail is located in Uptown. Prisoners are often formed into work gangs to clean the city's sewers. The "Gaoler's Section" is a separate section of the city guard, and is looked down on by the guard. There are 24 men in the gaoler's section, led by a sergeant and two corporals. They are worse than most of the people in the jail.

The Invasion Scare of 1292 brought a shake-up to the guard.

#### Captain Bottshaven

Richard Bottshaven (Hum,m,born 1258,aris-4/f-2) is the younger son of Lord Bottshaven, a merchant-noble of Wreckhaven. His family put him up to a military career, and he served with distinction under Prince Kyle. Afterward, he (and his family) got him the post of Captain of the Guard, so that he could retain his military rank and 'career'. In fact, Captain Bottshaven is quietly neglectful of his duties.

In 1292, the Captain has not changed, charged with "Building up the Militia" by Prince Grimm, he manages to do as little as possible.

In 1293, Captains Bottshaven figured out that if he presents a good inspection-ready unit to the prince, the prince gets off his back. Inspections and armor polish become the order of the day for the watch.

In 1294, Prince Grimm, not fooled in the least, begins steps to replace Captain Bottshaven. Bottshaven's ties with the merchant guilds ultimately prevent that (Grimm needs their support for his new model army), but 1294 – 1295 is a bad year to be in the watch.

#### Lieutenant Dammiller

Frederick Dammiller (Hum,m,born 1271,f-1) was foisted into the city guard by his family. Not precisely wealthy, but not poor, LT Dammiller's commission was a pay-off of an old political debt. Dammiller is actually quite bright, but completely wet behind the ears. His sergeants treat him like a favorite puppy – cute, but not particularly useful. LT Morrissey is supposed to be teaching Dammiller, but Morrissey avoids the young man as much as possible.

In 1292, Dammiller is a little less naïve, but still poorly trained. By 1293, Dammiller began to work around LT Morrissey and Sergeant Veridank. This situation suited both of them just fine. Morrissey began to spend more and more time investigating, and Dammiller found himself stuck running the watch.

#### Sergeant Genette D'Adrim

This half-giant (half-giant,f,104,f-5/r-2) is the most effective sergeant in LT Dammiller's command. She stands 7 feet tall, weighs over 450 lbs, and none of it is fat. Sergeant D'Adrim has been known to break up brawls by throwing a wagon full of hay on the brawlers – still in the wagon. Aside from her infamous strength, Sergeant D'Adrim has a good stock of common sense, a gentle, easy-going nature, and the tendency to treat all the men in her command as little brothers. She finds herself working around LT Dammiller more often than not, a factor of reality that she really does not like.

#### *Guardsman Lank*

Lank (aka "Pigeon" or "Pidgy") (hum,m,40,r-4) is not precisely evil. He is petty, cowardly, the kind of man who would only kick a downed man if he is REALLY sure that the man won't get up again. He helps himself to drinks, spies on conversations, steals stuff left lying around, tarnishes weapons just by looking at them. If it weren't so petty it would be corruption. As it is, Pidgy is just a nuisance. Sergeant D'Adrim keeps him on as for two reasons; 1) She's known him all his life. 2) Pidgy has some of the best street sense that the Sergeant has ever known.

Sergeant D'Adrim's approach to the guard's internal troubles was to get herself out on the street more often. She now spends an inordinate amount of time on patrol Uptown, Shoreline and the Warves.

#### Sergeant Veridank

Every guard has a sergeant somewhere who has been around forever, and who has learned to always schedule himself for desk duty on rainy nights, and to be out in the field when office inspections occur. Benjamin Veridank (Hum,m,60,war-3,exp-4) is that sergeant. He

always manages to get the softest duty, takes collections for his ‘mates’, and if he never does anything wrong it’s more a matter of laziness than inclination towards good. Currently he works for LT Dammiller. This causes both of them problems, because LT Dammiller is trying to run an ‘efficient’ guard, and Sergeant Veridank is trying to teach ‘the kid’ how the world ‘really works’.

In the winter of 1293, LT Dammiller managed to trade Sergeant Veridank to LT Morrissey. Veridank is now on permanent desk duty, and spends his days avoiding the attention of his superiors.

#### Lieutenant Morrissey

Donavon Morrissey (Dwf,m,200,war-4/exp-6) has been in the city guard longer than anyone. He worked his way up through the ranks, helped make the guard what it is today, and was passed over for promotion to the Captaincy due to his lack of family connections. He resents the guard, his captain, his recruits, and the world in general. He takes out this resentment by running the guard to suit himself, ignoring as many of his Captain’s orders as possible, and obstructing everyone else from doing their job. The only way to get something past him is to make him believe the captain wouldn’t want it. Morrissey’s sergeants are reasonably loyal, and take advantage of his situation by running scams and taking bribes.

In 1292, Lt. Morrissey becomes convinced that Capt Bottshaven is Max, the mysterious crimelord. He begins a hunt for evidence, which he believes will remove Bottshaven and get him promoted to Captain. Initially a mild quest, it becomes more fanatic over the next couple of years. By early 1294, LT Morrissey’s investigations have become extensive enough that Max becomes aware of them. He is still discrete enough that the watch is only aware that he is investigating the Captain

#### Sergeant Cosain

There’s always a bad egg or two in an organization, Sergeant Cosain is – almost – openly corrupt. He takes bribes, lies, cheats, and trains his men to do the same. He hasn’t been caught yet, but the other sergeants have warned him that he’s on thin ice. The ice may be thin, but he has Captain Bottshaven’s backing. Sergeant Cosain is a master of the shiny uniform and the military appearing ranks. He’s good at saying what his superiors want to hear. As a result, by 1294, he and his men usually patrol Jewel Square, Temple, and Greenhall. It’s only a matter of time before he gets caught, and the fallout will be ugly.

## 2.5 Living In Wreckhaven

Typical living expenses in Wreckhaven include food, lodging, and entertainment and accessories appropriate for maintaining one’s status.

### Cost of Living

		Short-Term (Inn)			Long-Term (Apt)		Long-Term (house)			Purchase
		Day	Week	Month	Month	Year	Month	Year		
Poor	*	0.3	2	8	6	60	3n+5	30n+50	500	(1)
Townsmen	**	1.5	10	40	30	300	15n+75	150n+750	7,500	(4)
Guildsman	***	6	40	160	120	1,200	60n+300	600n+3,000	30,000	(6)
Minor Noble	****	25	170	680	500	5,000	250n+1,200	2,500n+12,000	120,000	(10)
Major Noble	5*	100	650	2,500	2,000	20,000	1,000n+5,000	10,000n+50,000	500,000	(20)
King		400	2,500	10,000	8,000	80,000	4,000n+20,000	40,000n+200,000	2,000,000	(40)

All prices are in gold pieces.

If two or more characters are sharing an apartment, or rented house, then add  $\frac{1}{n}$  the living expenses per person sharing. Apartments given here are designed to hold one person (1 bedroom, 1 common room). Larger apartments cost more. Renting a townhouse gets a house sized to hold the number of people listed in parenthesis. House rentals are given differently; the cost to rent the house is the number on the left. The living expenses of the people in the house are per person. This is the number on the right. So if the Arcane Masters are living on *Guildsman* level, and the four of them share the cost of renting a house, their annual living expenses are:  $600 \times 4 + 3,000 \text{ gp} = 5,400 \text{ gp}$ . Their house is large enough to accommodate two additional people.

The number in parenthesis next to the purchase price of the building indicates how many people the building is designed to house, in addition to the given number of servants. Purchase prices were estimated using the *Strongholds* supplement.

**Poor** living means that you live in flophouse or shack. You eat once or twice a day, and with luck can get enough wood and burnresin to heat the place during winter.

**Townsmen** living means that you live in an inexpensive apartment, or a house shared with a business. You don’t have to worry about eating, but can’t spend much on luxuries or entertaining. City guard and normal foot soldiers live at this level, as do junior priests and magicians, minor craftsmen and skilled laborers, and moderately successful bards and thieves.

**Guildsman** living means a nice apartment or, more likely, a house. Your guild membership dues are part of your living expenses. You eat well, and probably have at least one live-in servant. You may have a horse, or two. You can entertain well, and can afford theater tickets, and a few luxury items without worrying about the cost. Guard officers live at this level, as do poor knights, mid-level priests and magicians, professional craftsmen, city officials, and master thieves and entertainers.

**Minor Noble** living includes a superior townhouse or house. You can afford to feast most nights, and have a staff of 5 to 10 servants. You probably have bodyguards and possibly a magician on staff. You have a small stable of horses. You may have a country home in

addition to your city residence. Landed knights live at this level, as well as high priests and guild master magicians. The senior officers of the most prestigious guilds live at this level, as well as senior government officials.

**Major Noble** living includes a house in the most fashionable part of town, and a country estate. You have a large staff of servants (20-40) and a personal bodyguard of at least 20 soldiers. You have a Cleric, a Bard, and a Wizard or Sorcerer on staff. You have stables of horses, and possibly more exotic beasts. You hold glamorous parties, and commission theater troops for private showings. You are expected to participate in civic ceremonies, and make generous contributions to public projects (included in cost of living).

**King** living is more of the same for the major noble. You have several residences, hundreds of servants, a large, elite personal bodyguard of classed and leveled characters. Your staff includes Clerics, Bards, magicians, and other specialists.

## 2.6 Guilds

Most of Wreckhaven's practical government is in the hands of the guilds. There are over 100 guilds. Virtually all professions in the city have one. Guilds are responsible for maintaining order over their members.

Some guilds on Silverblade maintain close ties with their counterparts on the mainland. The Jeweler's guild, the Silversmith's guild, and the Furrier's guild, all maintain close ties to their counterparts on the continent.

A few guilds are openly antagonistic with their mainland 'brethren'. These include the Fishmongers, the Ivory-workers, and the Oil-Sellers. In the case of the first two, the mainland guilds heavily resent the competition from the Silverblade guilds. In the case of the oil-sellers, the mainland guilds feel that the competition from Burnresin, and the "unnatural" cooperation between the islands surface people and merfolk gives the islanders an unfair edge.

## 2.7 Religion

Konar and Lustro compete for the status of 'most popular god' in Wreckhaven.

Deity	Role	% Followers	# Followers	Temples	Priests	Other Employees
Dular	War & Duty	3%	500 – 600	1	2	5
Moradin	Dwarves	4%	600 – 800	1	3	8
Yondalla	Halflings	4%	600 – 800	1	3	4
Ehlonna	Woodlands	1%	150 – 200	1	1	0
Garl Glittergold	Gnomes	4%	600 – 800	1	3	4
Konar	Sun	35%	5,000 – 7,000	3	10	10
Corellon Larethian	Elves	4%	600 – 800	1	3	5
Brand	Strength	3%	500 – 600	1	2	3
Wee Jas	Death & Magic	1%	150 – 200	1	1	2
Kubarto	Retribution	1%	150 – 200	1	1	0
Zodia	Magic	0.5%	75 – 100	1	1	1
Lustro	Roads & Trade	35%	5,000 – 7,000	3	10	21
Reese	Nature	1%	150 – 200	1	1	2
Other (including outlawed cults)		4%	600 – 800	10	10	13
				27	51	78

The percentages total over 100%. Some people join more than one religion.

About a third of the kindred races join their racial religion. The rest practice a religion based on trade or practical application. Sometimes, unrelated races join a racial religion. For example, Moradin is honored as the God of Mining, as well as the God of Dwarves. Garl Glittergold is honored as a God of Craftsmen, as well as gnomes. Yondalla is often worshipped as the Goddess of Good Fortune, as well as of halflings.

The people of Wreckhaven have a practical approach to religion. Temple membership shifts as one god comes into favor and another falls out. Only Konar and Lustro have large enough temples to have a hierarchy of priests.

"Other Employees" are servants, clerks, non-ordained teachers, templars, hospitallers, paladins, and other individuals who work for the church. The temple of Konar has a large bureaucracy; as a temple is sponsors many charities, including a hospital and an orphanage.

Currently, the temple of Brand is quite wealthy, despite it's small size, due to the patronage of a wealthy and powerful adventuring team, the Red Banner Brotherhood.



### 2.7.1 Services

Sunday, (Konarsday on Silverblade) is the traditional day for religious services. Most temples hold services on the same day, so they are not competing for time with the guilds. Sunday was chosen and named to make it easy for the players.

Each evening, before closing the doors for the night (usually a little before midnight), most temples hold “Blessings” when their clerics use up their available spells from the previous day, healing the poor and ill.

### 2.7.2 The Clergy

In 1291, the priestly breakdown was:

Deity	Level of Clerics															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Dular		1								1						
Moradin	1				1			1								
Yondalla	1	1					1									
Ehlonna								1								
Garl Glittergold	1		1				1									
Konar	2	1	1	1	2	1						1			1	
Corellon Larethian	1				1		1									
Brand		1							1							
Wee Jas							1									
Kubarto						1										
Zodia					1											
Lustro	1	1	2	2	2	1										1
Reese						1										
Other	1	2	2	2	1	1						1				

Dular (2)	1 Human (2 <sup>nd</sup> ), 1 Orc (10 <sup>th</sup> )
Moradin (3)	3 Dwarves (8 <sup>th</sup> , 5 <sup>th</sup> , 1 <sup>st</sup> )
Yondalla (3)	3 Halflings (7 <sup>th</sup> , 2 <sup>nd</sup> , 1 <sup>st</sup> )
Ehlonna (1)	Human (8 <sup>th</sup> )
Garl Glittergold (3)	3 Gnomes (7 <sup>th</sup> , 3 <sup>rd</sup> , 1 <sup>st</sup> )
Konar (10)	5 Humans (15 <sup>th</sup> , 6 <sup>th</sup> , 4 <sup>th</sup> , 2 <sup>nd</sup> , 1 <sup>st</sup> ), 1 Elf (5 <sup>th</sup> ), 2 Gnomes (1 <sup>st</sup> , 5 <sup>th</sup> ), 2 Halfling (12 <sup>th</sup> , 3 <sup>rd</sup> )
Corellon Larethian (3)	3 Elves (7 <sup>th</sup> , 5 <sup>th</sup> , 1 <sup>st</sup> )
Brand (2)	1 Human (9 <sup>th</sup> ), 1 Orc (2 <sup>nd</sup> )
Wee Jas (1)	Halfling (7 <sup>th</sup> )
Kubarto (1)	Dwarf (6 <sup>th</sup> )
Zodia (1)	Human (5 <sup>th</sup> Cleric/4 <sup>th</sup> Wizard)
Lustro (10)	5 Humans (16 <sup>th</sup> , 5 <sup>th</sup> , 4 <sup>th</sup> , 3 <sup>rd</sup> , 1 <sup>st</sup> ), Dwarf (2 <sup>nd</sup> ), 2 Gnomes (5 <sup>th</sup> , 3 <sup>rd</sup> ), Goblin (6 <sup>th</sup> ), Halfling (4 <sup>th</sup> )
Reese (1)	Gnome (6 <sup>th</sup> level Druid)
Other (10)	4 Humans, 1 Goblin, 1 Gnoll, 1 Gnome, 1 Halfling, 1 Orc, 1 Kobold

There is rumored to be a high level priest of some unnamed god in the city, but this is not proven.

#### Adventuring Clerics

In 1291:

Fargaunt of Farhaven (Hob,m,22,c-9) – Brand – Works with the Red Banner Brotherhood. Fargaunt carries the Red Banner of Brand – a magical banner that stores twice his level in clerical spells per day (for Brand only).

Thurston Greycloak (Human,m,28,c-5/w-4) – Zodia. Works with the Arcane Masters.

Don Miguel Sarados (Hum,m,19,c-4) – Kubarto. Works with Whiplash

In 1292, Fargaunt rose to 10<sup>th</sup> level, Greycloak to c-5/w-5, and Don Miguel to c-6.

By 1294, Fargaunt was 11<sup>th</sup> level, Greycloak had retired from adventuring, and Don Miguel rose to c-7 in mid 1294.

Also, by 1294, most of the first and second level priests listed above had gone up a level, new priests joined and at least one old one died.

### 2.7.3 Clerical Player Characters

All cleric player-character must belong to one of the temples in Silverblade. Generally they are “associate” members. As associates, they do not spend all of their time maintaining the temple. They are expected to help with upkeep. There are a variety of benefits and restrictions associated with all temples.

#### For Player Characters Only

The following section lists the benefits and restrictions of being a member of a church. A player-character may decree that they are a member of the church, but ignore the benefits and requirements listed below. In this case, they are assumed to be filling in religious duties during their off time. This allows players to be clerics, etc., without having to keep track of temple rules.

#### Benefits

1. Spell Pool: A priest, druid, ranger, or paladin may ‘borrow’ spells from the spell pool. His upper limit is levels of spells equal to half her own experience level each day, to a maximum of 3\* his experience level. A character cannot call on a spell that they are not normally capable of casting. The spell is drawn from the pool, and lodged in an open slot in the character’s mind. Drawing a spell is a full action. The chance of the desired spell being available requires a difficulty check with a target number of 8+spell level, on a D20.

A priest, druid, ranger, or paladin builds up a spell debt when he draws on the spell pool. The debt is equal to the level of the spell being drawn (i.e. a 3<sup>rd</sup> level spell incurs a debt of 3 spell levels). The debt is paid off by various methods, but player-characters pay their debt off by declaring at the start of an adventure that they will not use one or more of their available spell slots. No spell is memorized in that slot. If the character makes it through the adventure, they are credited with that many levels into the spell pool. Spell debt can be paid off in advance; a character can build up credit equal to 3\* his level.

The spell pool is accessed through one’s holy symbol.

2. Socialization with like-minded people.
3. Opportunity to learn new skills, spells and divine-related feats.
4. 10% Discount on scrolls, potions, holy water, and most spell components.
5. Lodging and meals: “Poor” level for free [in the dormitories], or “Townsmen” level for 15 gp/month (vs 25) [the priest’s quarters has some comfortable apartments].
6. The Temple Vault can be used to safely store equipment.
7. Credit to members; up to (number of experience points/10) gold pieces, at 10% annual interest. High-risk members may get more or less. If the credit is taken in scrolls or potions, double the limit (so a priest with 1,500 ep’s can get a loan for 150 gp, or 300 gp in scrolls and potions).
8. Loan of magic items on temple-sanctioned quests or missions. These items are dolled out by the GM, and the temple expects them to be returned in good working order. These items are ‘equalizers’ to balance an adventure.
9. Letter of introduction to other temples to the same deity, anywhere in the world. A priest, druid, ranger, or paladin with such a letter may perform his services and get his benefits at another temple.

#### Restrictions

1. Associate priests, druids, rangers, and paladins donate 10% of their income and 10% of their time to their temple.
2. Associate priests are expected to donate scrolls, potions, or minor enchantments to the guild. These enchantments effectively make up a 1% experience point cost. (Although ‘found items’ are acceptable donations, instead of spending your own ep’s.)
3. Members are expected to obey their temple superiors, and perform services as requested.
4. Members are expected to support one-another. This is abstract, but may lead to role-playing situations.

### 2.7.4 Clerical Magic and Magic Items

Adventurers often want to buy supplies such as holy water, healing potions, and scrolls. They also sometimes want to purchase spells or spell casting.

In keeping with the mercantile nature of Silverblade, most temples are happy to sell their services. In particular, the temple of Lustro has a ‘cash and carry’ policy, charging 125% the price listed in the DMG. Other temples prefer to sell only to members, charging a 50% to 100% premium to outsiders. As usual, membership is defined as attending services weekly, and donating money to the temple (normal donation is 10% of one’s income). Individuals who regularly donate large sums may be given spells, potions, etc. In this case, the GM should assess how much the player has donated to the temple, and give him magic (usually potions) or spells of value equal to that sum.

Temples may also hire adventurers, or ransom adventurers. The temple of Zodia is particularly known for doing this. The usual agreement is half the fee in advance in the form of healing, magic items, and equipment, and half on completion, with a rider that the temple will perform healing (and resurrection) if necessary.

### 2.7.5 Healing

Temples do not charge for their healing services. However, there is a huge demand for healing, and ‘regular members’ get preferential treatment for healing.

To be considered a 'regular member', a person needs to attend weekly services, participate in festivals, and tithe 10% of their money to the church.

Non-regular members will be told to 'come back tomorrow' when they request healing. This may go on for several days.

One feature of healing is 'Blessings' also called the 'evening rush'. Clerical spells are renewed daily. Most clerics try to save spells, in case of an emergency. As a result, immediately before the temple closes down (about 10 pm most nights) most clerics have spells that they can cast. As a result, down-on-their luck people will appear immediately at temples late in the evening, and ask for healing. It is traditional to offer healing, and then invite the recipients in for services. Few refuse, even fewer refuse to make some contribution to the temple.

### Getting Raised from the Dead

The city of Wreckhaven has a population of some 25,000 to 30,000 souls. The city death rate is about 5% per year; this translates to roughly 25 people dying per week. By ancient tradition, the temple of Wee Jas oversees the city morgue.

Virtually everyone who dies has family or friends who request resurrection. As there are a limited number of resurrections available, the temples invariably perform a simple divination (a 1<sup>st</sup> level spell) to learn if the resurrection will work. Most will not. Most people immediately drag the body of their family member around to another temple to be raised. They invariably get the same answer (a person who dies usually stays dead). As a result, there are, on the average, 50-100 requests for resurrection a week. The city priests actually perform 1 or 2 resurrections a week. Most of these are due to accidental deaths.

In 1291, six priests in the city are capable of performing resurrections:

1. Hrak the Bold – M-Orc, Dular, Cleric-10
2. Lady Suraine Auroxdotter, F-Human, Konar-Aristocrat-3, Cleric-15 (Cathedral)
3. Humble Watchover, M-Halfling Konar, Cleric-12 (Hospital)
4. Krogor Wolfshead – M-Human, Brand, Cleric-9
5. Lady Moralis Ramsfollower, F-Human, Lustro-Aristocrat-2, Cleric-16 (Cathedral)
6. Pelasgia Greenhair – F-Water Genasi, Venora, Cleric-12

In time of war, and in winter, when frost giants attack, there is more demand than normal for resurrection. Because of this, all temples keep a number of healing and resurrection scrolls on hand.

This list did not change between 1291 and 1294.

## 2.7.6 Holidays

Not all holidays recognized in Wreckhaven are religious in nature, but most of them are. Some of the holidays celebrated in Wreckhaven are:

**New Year's Eve/Day - (Sunreturn)** - The Winter Solstice begins at sunset of Small Gods day. The temple of Konar holds massive ceremonies all night (which is nearly 20 hours long!) people burn bonfires, and dedicate the night to prayer. New Year's eve is a solemn occasion. When the sun does rise the following morning, it leads to celebration and thanksgiving. It is traditional to give gifts, party, and celebrate life. The foul weather dictates that the parties are usually indoors.

**The Ice Festival** (late January) – Based on an obscure holy day to Zodia and/or Reese, this festival is sponsored by the Diamond Eye guild. Wizards, Sorcerers and their apprentices take great pride in building massive snow sculptures, creating fireworks, and displays of showy magic. Other guilds have joined in the fun, and for a week the city is lined with ice sculptures, skating is popular, sleigh-races, and other winter sports.

**The King of Bean /Feast of Fools** – there is no set date for this festival. It normally occurs in late spring, (April or May) when the first food crops are harvested. Spontaneously all over the island, mummers and performers will announce the Feast. A "King" will be found, and they will traipse all over the Vale of Flowers. The King of Bean flips the social order; lords serve their servants, apprentices give orders to their masters. The festival lasts a single day and night (and most of the populace sleeps a good portion of the next day).

**Midsummer Day** – The summer solstice is a time of celebration. The planting is finished, and the early crops are in. Traditionally, there is a tournament and carnival somewhere in the Vale of Flowers on this day. The various nobles take turns hosting it.

**Liberation Day** – The 10<sup>th</sup> of August is celebrated as the day when the Magnificent Seven liberated Wreckhaven, and established the Haven Charter. Traditionally, all apprentices are given the day off, parades and a military review are held, and the current prince reaffirms his vows. Every 10 years, this is also the day that the new prince is sworn in.

**Octoberfest** – The harvest festival is held in late October, after the crops are in. Arguably the most boisterous holiday, it is celebrated more in rural areas than Wreckhaven itself.

**Small Gods Eve** – The night before the winter solstice is small god's eve. This day is normally a workday, but the night is a night of parties, pranks and practical jokes, and masquerades. It is widely accepted that there is more magic in the world on Small Gods Eve, and that demons and spirits slip into the world this night.

**Small Gods Day** - The last, and shortest, day of the year is traditionally set-aside for "Small Gods". Small Gods are the spirits and gods who are too minor to have their own churches and temples, but who nevertheless are important to the world. Small Gods day is a day of prayer, leading into New Year's Eve. The day ends with wassailing and processions; most of which end up at the temple of Konar.

## 2.8 Wizards and Sorcerers

Wreckhaven is just civilized enough to support a proper wizard's guild. There are probably 150 Wizards on the island, and four or five times that many sorcerers (and about 10 times that number of adepts). However, the wizards are divided between many races, and not all are friendly, or participate in Wreckhaven.

### 2.8.1 The Diamond Eye

There are roughly 30 Wizards in Wreckhaven. They, and another 10 in various towns and estates, make up the Society of the Diamond Eye. The Diamond Eye includes another 30 members who are sorcerers and bards. They are members of the guild for access to study materials and use of the guild store.

#### For Player Characters Only

The following section lists the benefits and restrictions of being a member of the wizard's guild. A player-character may decree that they are a member of the guild, but ignore the benefits and requirements listed below. In this case, they are assumed to be filling in guild duties during their off time. This allows players to be magicians, without having to keep track of guild rules.

#### Membership

The Diamond Eyes (also called the Whiteyes, by the sarcastic) are a non-partisan society for advancement and study of the magical arts. In practice, they are as partisan and political as it is possible for them to be. The Diamond Eyes do not favor any particular alignment or god, but work to encourage magic and study.

The Diamond Eye is organized like most Wizard's guilds. Members are rated according to their magical ability:

Rank	Spell Level	Spellcraft	Knowledge (Arcane)	Number of Members
Student	1 – 2	3+	3+	15 – 20
Journeyman	3 – 4	6+	6+	15 – 20
Master	5 – 6	9+	9+	3 – 6
Magus	7 – 8	12+	12+	2
Adept	9	15+	15+	0
Adeptus Majoris	Must be over 20 <sup>th</sup> level as an Arcane Spellcaster			0

The required Spellcraft and Knowledge (Arcane) levels include INT bonus and/or feats.

The symbol of the Diamond Eyes is a variant on the near-universal Wizard's Guild symbol; an eyeball, with a diamond-faceted cornea. This emblem is painted on all guild approved shops and buildings. Members of the guild carry a wand or staff with an eye emblem.

A player character who chooses to join the Diamond Eyes must be able to cast arcane magic. They must have 4 Ranks in Knowledge (Arcana). There are many requirements, but these can be abstracted to a member must donate 10% of their time, and 10% of their income to the guild. In return, they get access to the guild library and facilities, and, depending on level and interests, a vote in guild policy. Members are expected to uphold the "traditions of the magical arts", and to train at least one apprentice (to become a guild member). Members may be hired as full time teachers or functionaries in the guild.

#### Promotion

Guildmaster Alcanti likes pomp and ceremony. When a member of the guild demonstrates that they can cast spells of sufficient level, the guild throws them a party, and presents them with their formal badge and robes of office. On the average, there is one promotion party per year.

At formal occasions, members of the guild wear an over-robe trimmed with a band that shows their rank. The robes are white, with gold trim for ranks. No trim indicates a student. A narrow stripe indicates a Journeyman, a wide stripe for a Master, a narrow and wide stripe for a magus, and two wide stripes for an Adept. An Adeptus Majoris, if the guild ever has one, will have two wide stripes, separated by a narrow one. The stripes run along the hem, collar, and cuffs of the robe.

Although there is no official rule, Masters and above carry staves at formal occasions, Journeymen have a wand as a badge of office, and students keep their hands free.

#### Benefits

1. **Spell Pool:** A guild member may 'borrow' spells from the spell pool. Her upper limit is levels of spells equal to half her own experience level each day, to a maximum of 3\* her experience level. A guild member cannot call on a spell that they are not normally capable of casting. The spell is drawn from the pool, and lodged in an open slot in the magician's mind. Drawing a spell is a full action. The chance of the desired spell being available requires a difficulty check with a target number of 8+spell level, on a D20.

A magician builds up a spell debt when he draws on the spell pool. The debt is equal to the level of the spell being drawn (i.e. a 3<sup>rd</sup> level spell incurs a debt of 3 spell levels). The debt is paid off by various methods, but player-character magicians pay their debt off by declaring at the start of an adventure that they will not use one or more of their available spell slots. No spell is memorized in that slot. If the character makes it through the adventure, then they are credited with that many levels into the spell pool. Spell debt can be paid off in advance; a magician can build up credit equal to 3\* her level.

The spell pool is accessed through one's guild badge (a very minor enchantment).

Example: Geronde Helldane is a 6<sup>th</sup> level wizard. Going on an adventure, he needs some extra spells. He draws a second and a third spell from the guild pool. This gives him a 5-level spell debt. On his next adventure, he declares he will not use two first and two second-level spell slots. Surviving the adventure, Geronde gains 6 levels of credit in the pool, paying off his debt, and giving him a credit of +1 spell level. He does the same thing on his next three adventures. His total spell credit is now +18 levels, the highest it can be. The next adventure is a big one, and Geronde finds himself trying to hold off a vampire's legions with just his magic. He burns his own spells, then throws 6 more 3<sup>rd</sup> level spells, using his 18 spell levels of credit, then casts even more spells, drawing his balance down to -18 spell levels. Geronde has tapped all of his resources, and all of his guild resources. Hope he won.

2. Socialization with other magicians.
3. Opportunity to learn new spells and magic-related feats. Assume any spell not specifically described as "rare" is available at the Diamond Eye.
4. Access to the guild library. The library acts as a supplement for Spellcraft or Arcane Lore skill rolls, as well as many other knowledge skills. The library has a skill of +10 for any magically related knowledge. (In other words, a sorcerer with Arcane Lore skill +4 could use the library's skill level of +10 instead of his own skill; he still uses his own INT bonus.)
5. Use of the guild alchemical and arcane laboratories. While extensive, the laboratories are not personalized; a magician using these facilities is at -2 to his skill roll.
6. 10% Discount on scrolls, potions, and most spell components.
7. Lodging and meals: "Poor" level for free [in the dormitories], or "Townsmen" level for 15 gp/month (vs 25) [the guild has some comfortable apartments].
8. The Guild Vault can be used to safely store magic items, particularly cursed items.
9. Purchase of magic items at 75% full value instead of 50%.
10. Credit to members. The limit is (number of experience points/10) gold pieces, at 10% annual interest. High-risk members may get more or less. If the credit is taken in scrolls or potions, double the limit (so a mage with 1,500 ep's can get a loan for 150 gp, or 300 gp in scrolls and potions).
11. Letters of introduction and mutual support to guilds in several major cities in the Empire and in the Western Kingdoms.

#### Restrictions

1. Diamond Eye members donate 10% of their income and 10% of their time to the guild.
2. Members are expected to donate scrolls, potions, or minor enchantments to the guild. These enchantments effectively make up a 1% experience point cost.
3. Members are expected to support one-another. This is abstract, but may lead to role-playing situations.
4. Obedience to guild superiors, and serve in a guild office if required.

#### Leadership

Magus Viero Alcant (M, Human, LN, Abjurer-13), a foreigner who moved to Silverblade decades ago, is the head of the Diamond Eyes. He is a cheerful, politically astute man, who uses his position as head of the guild to influence Silverblade politics and policies. His rival, and sometimes friend, is Magus Vengorenak Greyhammer (M, Half-Orc, N, Wizard-16). Vengor's magical might is only matched by his disinterest in people or politics.

The Diamond Eyes have enough political clout to require all Wizards and Sorcerers to register with the guild. Wizards and sorcerers have a great deal of subtle pressure on them to join the Diamond Eyes. For example, spell components, and enchanting components can be purchased at the guild store – but the prices are doubled for non-members.

### 2.8.2 The Guild Store

Attached to the Diamond Eye Guild is the Guild Store. The store is stocked with everything a wizard might need; spell components, books, ink, funny hats, enchantment materials, and so on. This is also the official outlet for commissioning spells (although most people go directly to wizards or sorcerers and cut out the middlemen). Guild students are kept busy gathering spell component items to keep the store stocked. Vieza Sharpeye (F, Elf, LE, Transmuter-9) has run the guild store for over 100 years. These days she has her apprentice, Gigni Blossomheart (F, Elf, LN, Wizard-3 [in 1290, rises to 4<sup>th</sup> in 1297]) do most of the work. Gigni is a cheerful, likeable girl, a distant cousin of Vieza's.

The store often has magic items; particularly scrolls and potions, which it sells on consignment for guild members (the store takes 10% of the resale price. It also often has wands and other, minor, items. At any given time there are 4,000 to 10,000 gp worth of magic items in the store. Virtually all are items that can be made by 1<sup>st</sup> through 7<sup>th</sup> level wizards. Anything that would cost more than 100 ep to make is only available by special order.

There is plenty of security at the guild store; spells, curses, and magical constructs. Several unfortunate thieves have learned that the presence of valuables means the presence of valuable security.

#### The Dragon

In the summer of 1291, a band of adventurers put a stuffed baby black dragon on display at the guild. Gigni Blossomheart charges a copper piece to anyone who wants to see it.

## 2.9 Psionics

Psionics are less common than magic in Silverblade. There are perhaps 50 - 60 psychics and psychic warriors on Silverblade (5 to 10 of each class). Maybe 12 of them live in Wreckhaven.

Few people can distinguish between magic and psychic power. Even fewer care. Several psychics are members of the Diamond Eye.

Like sorcerers, psychics tend to be loners and rebels. To date they have only shown a little interest in organizing.

### 2.9.1 The Cerebral Guild

The Cerebral Guild is a group of psychics. There are five members in Wreckhaven, and four other traveling members. The Cerebral Guild would like to be a recognized guild, like the Diamond Eye, but they lack the membership and political clout.

The Cerebral Guild does not have a guild store. However, members keep track of where one can buy supplies and crystals for psychic projects.

The Guild meeting house is in Uptown.

### 2.9.2 The Loyal Watch

The Loyal Watch calls itself a society, but with only 3 members (Two Telepaths and Seer) it is really just a band.

The prince sponsors the Loyal Watch. They are his psychic spies. They are very secretive. Two of them are members of the Cerebral Guild as well; allowing the prince to keep tabs on that organization.

## 2.10 Crime

Wreckhaven is home to two forms of crime (three if you count the government). Internal crime is crime practiced by the minority of the city's population, against natives of the city. External crime targets outsiders: Visiting farmers and sailors and merchants from the Empire.

The total professional criminal population of Wreckhaven is probably no more than forty or fifty people. However, the amateur criminal population (such as innkeepers who sell short to sailors, or who roll drunks for their money) is hundreds of people strong.

Most (90%) of the professional criminal population is in the employ of Max, Sovan, or the Wandering Monkeys.

### 2.10.1 Organized Crime

There are three organized crime gangs in Wreckhaven. The crime lord Max is the most powerful crime boss, and controls most of the smuggling, racketeering, and loan-sharking in the city. Max controls most of the crime in the Warves, Shoreline, the Temple District, and Greenhall. Max has been the most powerful force in Silverblade crime for years, but lately his grip seems to be slipping. Sovan is known to be casting covetous eyes on Jewel Square, and an all-out gang war may be in the making. Max has a gang of maybe fifteen or twenty full-time employees, not all of who are criminals (fences and such).

Sovan is the other primary crimelord. Sovan controls Uptown, the Baths, and to some extent Jewel Square. Sovan handles general crime, racketeering, and a lot of illegal gambling. Sovan also controls fifteen or twenty employees; again, not all are criminals.

The third gang is the Wandering Monkey Tong. They do virtually all of their work in Siangtown. Both Max and Sovan have taken on the Wandering Monkeys, several times. Each time they defeat the armed forces, only to find themselves shut out of Siangtown. Both mob bosses have found it easier to work with the Wandering Monkeys. There are probably ten full-time criminal members of the Wandering Monkeys.

### 2.10.2 Assassination

Despite all the romantic claptrap about assassin's guilds, there isn't one in Wreckhaven. The city has roughly 1,200 deaths a year, but only about 24 of them occur among people who have enough money to be worth killing. And those people usually kill each other. Counting all of civilized Silverblade, there are 1 or 2 assassinations a year.

There are two individuals in Silverblade who are rumored to be assassins. Arman Bloodblade is one. Mist D'Maine is the other. Both of these individuals regularly work at other jobs, as thieves, gamblers and whatever.

### 2.10.3 Forgery

Forgery is a capital crime in Silverblade. There is no paper money in Silverblade, and much of the population is illiterate. However, there is a thriving black market in false bills of sale, government petitions (and answers), licenses, and guild letters of credit. Probably 1,000 transactions are recorded on paper every day. Of those, probably 1 or 2 a day are forgeries. As the city is largely controlled by mercantile guilds, these guilds object to having to deal with so much false paper.

### 2.10.4 Gambling

Gambling is legal in Wreckhaven. However, city law dictates that 10% of all money gambled belongs in the city coffers, and gambling games are strictly regulated for odds, and upper betting limits. The result of this high tax is that illegal gambling flourishes.

The hottest -stakes illegal gambling is in the Baths, where rich and poor alike throw away their money in three different halls. Smaller stakes, and even more dangerous action, can be found in the wharves.

Most illegal gambling is small games in taverns and inns. These games are so prevalent that the city guard doesn't even try to shut them down. Usually the winners tip the tavern keeper, who pays the city guard a percentage of the winnings. Occasionally the city gets the money.

In late 1292, Prince Grim upped the city percentage on gambling to 15%.

In 1293 there was a proliferation of illegal gambling dens. Both Max and Sovan collected a smaller percentage than the Prince, so the incentive to run an honest game dropped.

### 2.10.5 Prostitution

Prostitution is not illegal in Silverblade, however most 'respectable' people frown on it. The lawful churches are opposed to it, particularly Dular. There are probably sixty full-time prostitutes in the city. Maybe 1/3 are streetwalkers (mostly in the Warves), the rest work out of 6 cathouses:

Star	Name	District	Comments
****	The Elegant Lady	The Temple District	The Elegant Lady is located in the temple district, but shares a back wall with the Marble Pillow Bath house. This arrangement has been mutually beneficial.
***	Splash House	The Baths	
**	The Harem	Uptown	
**	Mrs. Grover's	Shoreline	
*	Wresting House	Warves	
*	Canute's	Warves	

### 2.10.6 Robbery

Personal robbery is depressingly common. Most of it is targeted at transients; in summer there are 10-15 ships in harbor at any given time. This means 250 to 600 sailors in port all summer. All summer and fall, there are another 100 – 200 farmers visiting from the Vale. This translates to 350 to 800 victims available a day, plus the general city population. As a wild guess there are maybe 30 muggings or pick-pocketing a day in summer, half that the rest of the year.

House and shop robbery is less common, maybe 5 to 10 a day. During markets, there are usually 20 to 30 additional robberies in market stalls every day.

Adventurers are considered outsiders. But only an idiot tries to mug them. Usually they lose their money in con games.

The bosses control House robberies, and protection schemes against the same. Generally, they avoid robbing nobles and guild leaders. As a result, those who have influence enough to demand the laws be enforced are never in a position where they see the need.

### 2.10.7 Smuggling

Smuggling is life and death to many of Wreckhaven's citizens. Frequently they do it for life, and get death. Not much cargo is forbidden in Silverblade, and the customs dues are generally quite reasonable. However, the Empire takes a different view, and many ships bound for the Empire have 'bonus cargos' surreptitiously loaded into their holds.

Over the last decade, Max has taken over a lot of the smuggling. He routinely kills freelancers.

## 2.11 Law and Getting Busted

In guild-controlled Wreckhaven, the most elaborate set of laws are property laws. Theft and fraud are the most persecuted crimes.

Crimes in Silverblade are divided into "High Crimes", "Guild Crimes", and "Low Crimes". High Crimes all carry the death penalty. Guild Crimes are always commercial in nature. Some carry the death penalty, most carry Low Crimes have a variety of punishments. In addition to High and Low crime, there is ecclesiastical crime, and "Common Law". Common Law is a loose pattern of custom and law, based on island traditions.

There are several levels of justice. On the noble's estates, the noble him (or her) self is responsible for conducting court. Most nobles appoint a magistrate, who conducts most daily business. High Crimes are tried before the noble, or the prince. The Prince's court is available as an appellate court. In chartered towns and cities, there is a "City Court" composed of three magistrates appointed by the city fathers. These magistrates administer justice for the city. Again, the Prince's court is available as an appellate court.

Silverblade adopted the idea of a jury trial from the Skanari. The jury is traditionally 12 peers. Jury trials are available to nobles, guildsmen, and yeomen. Serfs, slaves, and the urban poor are not entitled to a jury trial. Robert O'Hain tried to enforce jury trials for everyone, but the idea only really caught on for members of guilds and yeomen.

Punishment in Silverblade is public. The idea of 'preserving the criminal's dignity' is unknown. Executions, whippings, even paying fines, are done in public squares, so everyone can see the offender, and see that he was punished. Punishment is carried out by the local guard, be they the city watch or the noble's bodyguard. In some cases, the guard refuses to 'sully their hands'. Punishment goes to the low man in the duty, a jailor, or other low-status brute.

### 2.11.1 High Crimes

These crimes always carry the death penalty. High Crimes are only tried before a ruling noble, a trio of city magistrates, or the prince himself. A person accused of a high crime has a right to demand a jury trial.

#### High Crimes include:

1. Treason    Death for the person and all of their immediate family.
2. Secret Murder
3. Murder of an innocent.
4. Murder of a "Staffing" Druid
5. Being a priest of proscribed god
6. Necromancy (specifically the creation of undead)
7. Demon/Devil Summoning
8. Being a Vampire, or other form of monster that preys on kindred races.
9. Eating the flesh of kindred races.
10. Piracy of Silverblade-owned ships
11. Taking up arms against a noble (commoners only)
12. Counterfeiting: Specifically, forgery of government documents, noble's seals, and shaving coins or creating 'false gold'.

### 2.11.2 Guild Crimes

Guild crimes are commercial crimes. They are usually punished by fines. Guild crimes are tried before a city magistrate, noble, or the noble's selected representative. There may or may not be a jury present. A representative of the trade guild that the crime touches on will advise the judge. Guild crimes periodically reach the prince, particularly when the amounts involved are large.

#### Guild Crimes include:

1. Forgery of Guild Documents
2. Forgery of Financial Documents
3. Theft
4. Fraudulent sales
5. Refusal to Honor a Contract

#### Typical Penalty

Fine commiserate with the guild's status and ego. Forgery of shipper's or diamond-miner's guild documents is usually punished by death and confiscation of all property. 40 lashes, and 2 month's labor in the tanyards is the punishment for forging a tanner's guild document. Imprisonment is not uncommon.

Fine of 2\*document value, death for repeat offenders

This refers to guild letters of credit.

Public punishment (such as whipping), and Fine of 2\* item value, or imprisonment for 1 month to 2 years depending on value of item.

Generally, theft only applies to guild or noble property, not commoner's property.

Fine of 2\*value of goods, public whipping or display (depending on severity of crime). Specifically fraudulent sales, such as short weight, or green wood.

Fine commiserate with the guild's status and ego. Rarely, if ever, punished with death, but confiscation of property is common.

Note that jails in Silverblade are run as businesses. Criminals are expected to pay rent for their cells, and pay for their food. 2 sp a day gets you a room, gruel, and filthy water. Additional money purchases such luxuries as blankets and burnresin.

Noble prisoners are not taken to the city jail; they are locked in the prince's dungeons at the palace. For that matter, wealthy guild members often bribe their way out of jail, or bribe the judge to place them under 'house arrest'.

### 2.11.3 Low Crimes

Low crimes carry a variety of penalties. All penalties are quite harsh by 20<sup>th</sup> century standards. Low crimes are tried before a city magistrate, a noble, or the noble's selected representative. There may or may not be a jury present; there will always be a jury on an appeal. Low crimes rarely, if ever, reach the prince. Low crimes are usually settled by a fine, maiming, or imprisonment.

Low Crimes are only enforced against commoners. Nobles can be punished for low crimes, but it would be a brave guardsman who tried to bring a noble in.

#### Low Crimes Include

1. Illegal Gambling
2. Refusal to Participate in Militia
3. Petty Theft
4. Mugging

#### Typical Penalty

Fine of twice the amount wagered.

Pillory for one day, public whipping, or fine.

Pillory or one day's hard labor for every silver piece the item was worth. Generally, theft of anything that does not belong to a noble or guild master is 'petty theft', regardless of its value.

As with petty theft, plus public whipping, if the victim was harmed. If the victim is unfit for work, then the thief is liable for the cost of hiring a replacement.



- |    |                            |   |
|----|----------------------------|---|
| 5. | Rudeness to ones ‘betters’ | Public whipping, sometimes a fine.  |
| 6. | Public Drunkenness         | Generally ignored unless the person makes a nuisance of himself or herself. The penalty is usually an afternoon in the stocks, although it may be a fine if the criminal was wealthy. |

## 2.11.4 Common Law

## 2.12 The Baths of Wreckhaven

On the average, 1,500 people a day visit “the Baths”. These are primarily citizens of Wreckhaven, but there are a substantial number of transients and tourists who come to the old spas. The baths are open 12 hours a day (some longer, some shorter). A normal visit lasts 1 to 3 hours.

The best baths feature several areas: The “Long Pool” which is hot at one end, and chilly at the other. This allows a customer to soak where they want. Hot mineral pools. A washing and rinsing room (which usually has a slightly-raised wood floor, allowing water to run off). A massage room. A gymnasium. As one goes down in quality, the number of options is reduced.

There are 7 primary Baths, of varying level of quality and size. All are located in “the Baths” district. Aside from these baths, the better Inns in Jewel Square, Temple Plaza, and Greenhall all offer baths. Their accommodations are not as elaborate as full baths.

Two visits to a Bath a month are included in lifestyle cost. Additional visits or “full service” has to be paid for separately.

Star	Name	Size	Comments	Regular Cost	Full Service
*****	Osin’s Steamery	25	Osin Bigbeard runs the most exclusive, and well-appointed bathhouse on the island. This boldly-understated elegant marble building is well guarded on the outside and inside. It has to be. Some of Silverblade’s wealthiest come here. The smaller mineral pools are quite small, and are isolated from one another, allowing for private conversations. The Steam Baths are Osin’s pride and joy. He is always disappointed that not everyone wants to use them. The gymnasium is cramped, but, as might be expected, the staff is well trained and permanently on hand. Every client has a personal attendant who sees him or her through the bathing experience. On the side, Osin works for Sovan, the crime boss, and sells information on his customers. He keeps secret files – of secrets – as safekeeping. Patrons of Osin’s include the high priestesses of Konar and Lustro, the heads of the Forbain family, and other notables.	10 gp	50 gp
****	Marble Pillow	50	That the Marble Pillow shares a wall with Wreckhaven’s most expensive brothel is a fact lost on nobody. This is a full-service bathhouse, and male and female customers can discretely arrange ‘full service’. It is also the only bathhouse that serves wine in the pools. All of this aside, the Marble Pillow is a superb bathhouse, if not as well appointed as Osin’s, it offers an equally full range of facilities, including hair dressing and styling, and healing. The – very large – long pool is particularly famous. Jelanor Fancyfingers, a discrete gnome with a good sense of business, is the latest in her family to run the baths. This is one of the older establishments in the city, dating back over five centuries. Lady Llevendorn, of Dark Lady shipping, is a regular here. There is no evidence that she uses the bath’s “special services”, but nobody has had the nerve to ask. Anyone stupid enough to accuse is likely to have their head handed to them. In 1292, the Marble Pillow runs into some financial trouble. In 1293, the bath is actually threatened with closure.	3 gp	10 gp+
***	The House of Jade	40	Yokanto Yamatori is a dwarf with a permanently fierce expression. He proudly runs the only “authentic Venturan Bath” on the island. The house of Jade offers an exotic Venturan atmosphere, a fine long pool, and the only mixed-gender bathing in the city. “Improper behavior” (which, in the case of males, may be involuntary) gets one ejected by a sumo dwarf. There is no gymnasium, but the massage facilities – for a REAL massage – are the best in the city. This facility is popular with elves, dwarves, and with humans looking for a touch of exotic. In deference to the preferred	1.2 gp	4 gp

			temperatures for elves and dwarves, this place is much cooler than most of the other bath houses. The “Barbarian Steam Bath” is a caricature of a Skanari sweat bath. Yokanto Yamatori’s real name is Otto D’Maine. He is an uncle to the three D’Maine sisters. They sometimes use his bathhouse as neutral meeting territory. He lets them in for half price, as they are family.		
***	The Black Pool	65	Catering primarily to students from the schools of arms, “The Black Pool” is named for its black-tile lined long pool. It hosts a superb gymnasium, but does not offer steam baths. The massage facility is functional, rather than comfortable, and is used to work out knots in muscles. Although well furnished, the Black Pool is not as clean or well kept up as the other baths. The owner, Elsa Varnon, is more interested in flirting with her customers than paying her staff regularly. This was cute, twenty years ago, but now it discourages customers. Her primary clientele are transients. In 1293, an unfortunate duel gets Elsa Varnon in trouble. The Black Pool declines steadily from there. In the winter of 1294-1295 the Black Pool closes, Elsa Varnon commits suicide by drinking herself to death.	1 gp	3 gp
**	Half-Pint (Laela’s House of Comfort)	80	Half Pint’s got its name from a rude sailor, but it stuck. Unlike all of the other baths, this one is specifically geared towards halflings. Gnomes, goblins, and kobolds find it pleasant. Dwarves consider it cramped. Elves and humans rarely even try to enter the building’s 3 1/2 foot high doors. Laela got her start from a loan from Dark Lady finance emporium.	2.5 sp	6 sp
**	The Mermaid’s Rest	100	The cheapest house with a long pool, Mermaid’s Rest is proud to offer a full line of massage and aromatherapy services. If you don’t mind the new age jargon, this place gives a good steam and treatment. Herbal rubs are a specialty. There is a sign on the long pool that says “No belly-flopping” (“bears especially”). Furere D’Maine, druid, apprentice baker, and bear, uses this establishment, and has a line of credit here.	2 sp	4 sp
**	Stancheck’s	200	The largest public bath, Stancheck’s is the most spartan of all the bath houses. Stancheck has a washing room, several pools, and nothing else. People looking for a service establishment go elsewhere. People looking to get clean come here. Stanchecks is often overflowing in the early evenings.	1.5 sp	NA
*	Will Call	80	Will Call is cheap, but well maintained by Liam Erinor. The tile may be plain stone, and the towels are cheap linen, but the facility is lovingly maintained. Will Call does not have a long pool, but Liam is very proud of his “gymnasium” (a cleaned up warehouse, with some weights and bars).	5 cp	1 sp

### 2.12.1 Bathing and Hygiene in Silverblade

Silverblade is cleaner, and more hygienic than the Middle Ages of earth ever could be. It is not, however, equivalent to the modern world.

Most people in Silverblade wash daily. Washing is accomplished by heating a kettle of water, and scrubbing down with a towel or sponge. Rinsing follows this. They may or may not use soap, depending on their level of wealth. Hair and beards are washed less frequently. Being able to afford to wash, with soap, every day, is a sign of wealth, and as such is emulated by the middle class and the poor. Teeth are brushed with salt and/or vinegar, using a soft twig (usually birch) as a “toothbrush”. Mouths are rinsed with a variety of scented solutions – most of them relying on alcohol as the disinfectant.

While deodorant is unknown, the wealthy preserve their skin tone and complexions with scented oil, massaged into the skin.

Sweat-baths, like a modern sauna, were imported during the Ice Empire. They are still quite popular, especially on the north shore.

Baths are an opportunity for relaxation, more than cleanliness. Generally, a person scrubs down well, and is rinsed off, before they soak in the bath. Because of the expense of a proper tub, and the fuel to heat the water, only the very wealthiest people can bathe at home. Most go to the public baths; which are effectively spas. They offer washing, bathing, massage, and other relaxation techniques. Sexes are separated in most baths, although species are not. The average person goes to the “bath” once every two or three weeks.

## 2.13 Entertainment

Theaters

Inns and Taverns

Sports

Street Theater

## 2.14 Adventuring Bands

Several groups of adventurers work out of Wreckhaven.

### The Red Banner Brotherhood (founded 1283)

Carl Hauberkson leads the famous Red Banner Brotherhood. Haberkson is by far the most powerful member of the band; who's other members include a 9th level cleric of Brand, and an 8<sup>th</sup> level sorceress. The band really consists of Haberkson and his followers, and is named for their magical red battle banner. This banner stores clerical spells for priests of Brand, and is the source of the band's power.

Haberkson frequently hires 3-10 additional mercenaries (usually barbarians or warriors of 1-3<sup>rd</sup> level) to accompany him on missions.

In the summer of 1293, the Red Banners headed north to barbarian lands. They remained there for the winter of 1292-1294.

### The Arcane Masters (founded 1288, broke up summer 1292)

This unusual group of adventurers includes a Bard, a Cleric/Wizard of Zodia, and 2 Sorcerers. With such a heavy reliance on magic, the group's tactics are unconventional. They are best known for routing out magical treasures and spell components.

The Arcane Masters broke up in 1292; one of the sorcerers decided to raise a family, the cleric/wizard took a teaching job, the second sorcerer joined a guild as a professional sorcerer. Gosdrk, the bugbear bard, resumed being a wandering bard.

### The Deep Sisters (founded 1264, but with periodic turnover)

The oldest adventuring band in Silverblade, the Deep Sisters are an all-female band composed of Dwarves, Gnomes, and Halflings. All short, and all comfortable underground, the Deep Sisters specialize in going deep beneath Silverblade. They can be hired as guides or as muscle for adventuring parties seeking the underworld. Over the last thirty years, the band has ranged from three to twelve members, with the average member staying with the band for about five or six years.

### Whiplash (founded 1291, named 1292)

Founded in 1291, Whiplash is based out of the Jewel Inn, an elven manor house converted into an Inn, in 1291/1292. The core members are an elven sorceress and bard. They have a trained bear. There is an urban legend that she is actually intelligent and a druid or priestess. Other, associated, members of Whiplash include Don Miguel Saratos, a swashbuckling priest of Kubarto, and several new members, including a young 'professional' from the allies of Wreckhaven and a younger son of the Count of Mourningvale.

In the spring of 1292, Whiplash defended a fort in the Hag's Kitchen from an all-out ogre assault. This was their first 'legendary deed'.

### The Lightning Company (founded late 1293)

Sir Eric Von Stromm founded the Lightning Company in the winter of 1293. He assembled a number of young knights and squires for a cavalry-based adventuring team. Their first adventures involved defending villages of Von Stromm lands against the copper-clan gnolls of the deep green.

The Lightning Company is not actually based out of Wreckhaven.

### Retired Adventuring Groups include:

1. Arctic Fox – Active from 1285 – 1288. Primarily adventured along the north shore, and western shore. The Berserker Troll of Ironwood killed most of the members in 1288. They won the fight, but surviving and resurrected members retired.
2. Winter Wolves – Active from 1288 – 1290. An example of a band that gives adventurers a bad name, the Winter Wolves became notorious for raiding villages, and working for anyone, regardless of legality. A price was put on the team's head, and they were run down in 1290. They are all believed to be dead (as of 1292), but in fact one member – "Black Hattie" Grumwald escaped, and works as a criminal and gambler.

3. Hellblades – Active in 1291-1292. This small team successfully rescued some children near Oakhaven, then vanished somewhere along the eastern mountains. They are presumed dead.

## 3. Regions of the Island

### 3.1 Deep Green

The west shore of Silverblade gets more rain than any other part of the island. 60 or more inches of rain fall every year on this area, making it a cold rain forest. The forests are too thick for civilization to flourish, but a number of forest-dwelling tribes thrive here.

#### 3.1.1 Natural World

Climate

Plant and Animal Life

#### 3.1.2 Civilization

History

#### 3.1.3 Law and Government

Economy

Social Order

Military

Manors and Castles

#### 3.1.4 Towns

Havens

### 3.2 Ice Crown

Almost forty miles across, the ice crown is the glacier that caps Silverblade.

Along the south face of the mountains, the Ice Crown starts at an altitude of some 6,000 feet above sea level. Along the north side, it starts as low as 4,000 feet above sea level. The thousand feet prior to the crown is mostly alpine tundra. This is usually a 1 to 3 mile wide stretch of ground. The Ice Crown belongs to the frost giants, but the tundra is a bitter no-man's land.

#### 3.2.1 Natural World

Climate

Largely located above the timberline, most people believe the Ice Crown is permanent ice and snow. It is, but there are hidden valleys in the glacier where plants and animals flourish.

The climate is effectively a perpetual winter; even warm summer days rarely go above 50° Fahrenheit.

Plant and Animal Life

Plant life mostly consists of lichens and tundra plants. However, there are ice plants; semi-magical plants that share the cold metabolism of the frost giants. These plants are rich in natural alcohol, and can grow even on the glacier. They are, however, killed by heat.

Most of the animal life is "normal" animal life. Hidden in the valleys are small herds of domesticated mammoths, reindeer, and mountain sheep. The frost giants cultivate these "hot creatures" for food and fur.

Cold Animals include a variety of ice dwellers. Like the frost giants themselves, these creatures have natural body temperatures below freezing, and suffer horribly if taken off the glacier.

#### 3.2.2 Civilization

The Ice Crown has never belonged to anyone except the Frost Giants. This is a small population of actual giants – there are no more than 600 of them – and five times that number of slaves. The slaves are mostly glacial dwarves and gnomes.

The Frost Giants have a single “city”. This is their capital, Jaakaupunki. Nearly half of the giants live in this “city”. From there they fan out to manage their farms, and mines, and to launch raids against the civilized portions of the island. Jaakaupunki sits on a hill near the largest volcano on the island. It is eternally vigilant for the return of the fire giants.

#### History

### 3.2.3 Law and Government

#### Economy

#### Social Order

#### Military

#### Manors and Castles

### 3.2.4 Towns

#### Havens

## 3.3 Mourningvale

The region known as Mourningvale is Silverblade’s answer to Ravenloft. Mourningvale can be a grim place, where the dead walk and ancient feuds are never really forgotten. Mourningvale is a roughly triangular region, a wide, glacial valley. It is roughly 60 miles east west. The mouth of the triangle, facing the eastern shore, is about 60 miles wide. The northern border is defined by a jagged row of hills, running almost due east west. The southern border is also defined by jagged hills, running northwest, until it meets the northern border, somewhere under the diamond glacier.

### 3.3.1 Natural World

The vale itself is broad, and slopes more or less steadily towards the mountains. This slope gives the vale it’s name; when the sun rises, it rises almost simultaneously all over the vale. Observers from the air describe it as an effect like the lights suddenly coming on.

The river Os meanders down the central valley, weaving from side to side. It is a swift-flowing river, with many cataracts and rapids. The Os is also icy cold, as it is fed primarily from the Diamond Glacier.

The primary rocks of the vale are black basalt. As a result, the area has few caves. The soil is dark, but dry and sandy.

#### Climate

Mourningvale is one of the driest parts of the island. With the prevailing wind from the northwest, or northeast, the vale gets little rain. The warm sea-current that wraps around the island has less effect on the vale than elsewhere – leaving it quite cold at times. Sea fog happens, but is relatively rare.

#### Plant and Animal Life

Virtually all of Mourningvale that is not cultivated or pasture is thick pine forests. These forests are relatively dry, so burnresin is uncommon. The pines and spruce of Mourningvale are in great demand as ship’s masts.

There are roughly 1,200 square miles of arable land in Mourningvale. Another 500+square miles are too steep and wild to properly cultivate.

The mountains to the north of Mourningvale are the primary habitat of the Silverblade Griffin. This makes travel to the north particularly dangerous.

### 3.3.2 Civilization

The total population of Mourningvale is roughly 30,000 human equivalents. It has a higher percentage of humans than most other parts of the island. The kindred races, other than humans, are relatively rare here.

Race	Percent	Estimated Numbers
Dwarf	3%	900
Elf	2%	600
Gnoll	1%	300
Gnome	11%	3,300
Goblin	6%	1,800

Halfling	4%	1,200
Human	69%	20,700
Orc	2%	600
Other	2%	600

~90,000 acres are cultivated; this is ~130 square miles. Another 600 square miles are used as pasture land. The remaining 1,000 square miles or so are wilderness. The population is centered along the Os, and the coast. In populated areas, the population is about 40 people per square mile (~2 miles between villages). In the rest of the county, population is about 4 people per square mile (~7-8 miles between villages). 95% of the population lives in villages. There are some 190 villages scattered around Mourningvale.

There are two main towns; Oshaven is a fairly large town, with a population of nearly 1,000 people. Shadowhaven, near the west end of the vale, is little more than a glorified village; with perhaps 600 souls. Oshaven is centrally located, where the north-south road crosses the Os. Mourningkeep, the Earl's castle, supports a large village, almost a town, of some 300 people.

## History

Most of Mourningvale's history is the same as the history of Silverblade itself. The Ruseldar inhabited the valley of Mourningvale. They left ruins in several places, most notably, near Shadowhaven. During the Gutan dynasty, the vale was a prosperous place. King Dorian I (FG 668-688) recognized the strategic importance of the pass, and had it fortified. Unfortunately, the Skanari also recognized the importance of the pass, and Mourningvale (then called Morningvale) was one of the first places they conquered.

In the late 800's, the island of Silverblade was overrun Skanar Jarls and fighting hoards. With the old kingdom gone, the only real power in the island lay with castles and fighting men.

East of the Diamond Glacier, and Northeast of the Vale of Flowers, is the Morningvale. Morningvale faces the eastern sea, but lacks a good harbor. It is windy, cold, and wet, covered in redwood trees and buried in deep snow much of the year. Morningvale is too wet and cold to be good farmland. This has not prevented buildings, and farms. Morningvale is maybe 20 miles north south, and 10 miles east-west.

Caer Lathan (Castle of the Morning) was built in Morningvale in 110 FG. It was intended as an outpost to prevent raiders from the north shore from assaulting the Vale of Flowers. With the collapse of Gran Konar, Caer Lathan grew in importance. A small town grew around the town, and the castle lord expanded his keep. During the Castle-States era, Caer Lathan grew repeatedly. It resisted several sieges, was taken once by treachery, and was finally destroyed by King Gutan I in 645. Morningvale became a royal fief.

In 703, the Count of Morningvale requested, and received, permission to build a keep on the ruins of the old castle. The Morning counts took some liberties, as did his descendents, and by the early 800's, Morningkeep was strong enough to resist royal authority. At the same time, the Skanar were landing in force, often in Morningvale. Morningkeep became a key point for resisting the Skanar. This gave the counts considerable support, by those who opposed King William's policy of appeasement.

During the mass invasions 838, Morningkeep was one of the strongest centers of resistance. Jarl Dignar Icemaster swore a deadly oath that he would capture the castle. Unfortunately for him, Count Irven Morningkeep heard of his plans, and brought all the local citizens and all of the supplies his men could find into the castle. The Jarl brought an army, but Morningkeep was ready. After several attempts at assault, Dignar and his men settled in for a siege. The siege was one of the longest and bloodiest in Silverblade history. Both leaders tried measures and countermeasures. Plague assaulted both the attacker and the defender. At one point, the attackers built a bridge across the moat out of dead bodies ("Dignar's Bridge"). After a two-year siege, the Skanar captured members of a foraging party, and convinced one of them (Hamm Hummelsson) to turn traitor. Hummelsson agreed to open the gates to the castle that night. At the last moment he had an attack of conscience; he opened the gate, but immediately sounded the alarm. Doubly a traitor, he tried to slip out of the castle, but was butchered by the Skanari. The fighting lasted all night, as the Skanari broke into the castle and keep. They managed to overrun the defensive positions – helped by the sickness and malnutrition that the castle was suffering. Count Irven offered to fight the Skanari Jarl. This was accepted, but even as the two dueled, both sides broke into a frenzy of bloodlust and slaughtered one another. Count Irven and his family all died. Jarl Dignar, claimed Morningkeep, and declared himself Jarl of Morningvale. Ever after, Dignar was afflicted with madness, and although he ruled for another decade, he always kept a hundred torches burning around him at all times. The title "Earl of Morningvale" became official for the Ice Empire in 915. But by then, a more insidious evil had entered the castle.

Mala "the Lark" was born sometime in the late 9<sup>th</sup> century. She was known for her beauty and her singing voice. In 894 she caught the eye of Ygan, the new Jarl of Morningvale. Ygan was forty, heavy but fit, ruthless and self-assured. Mala accepted his advances and became his mistress. She tired of Ygan, and seduced Bron, his son, into murdering his father. The two of them then systematically murdered his siblings, removing all rivals to the county. She became a vampire young, and ruled ruthlessly through her husband. In 988 Mala declared herself Countess of Morningkeep, publicly killing Bron's grandson Stephen. It was at this time that the bards began to refer to the castle as Mourningkeep. Mala accepted the satire; and made a bleeding bird her personal symbol. The next century was a nightmare for the inhabitants of Morningvale. Mala ruled on whim. She demanded regular tributes of healthy young men and women, seized property, taxed ruthlessly, and fought everyone who opposed her. The dead walked regularly; Mala's infamous zombie enforcers were paraded through towns where living relatives could see that their families were not safe from the vampire countess, even in death. Mala regularly suppressed revolts with a ruthlessness that depopulated whole parts of the vale. Mad dog patrols prevented peasants from leaving their land.

In 1083, the Magnificent Seven laid siege to Mourning Keep. After a 12-month siege, the defenders were sufficiently weakened for the attackers to assault the walls. Jernath and Bringaragak led the assault, slaughtering Mala's vampiric legions. Nesarinda dispelled the undead, and Murien protected his friends from Mala's sorcery. The fact that there was nothing living within the walls did not prevent the fighting from being fierce and desperate. At last, Jernath reached the vampire's tower, and slew both her, and her champion in combat. The vampire's ashes were collected, sealed in a sanctified vessel, and locked in the vault of the temple of Konar.

At the end of the siege, the newly created Prince of Silverblade found some distant relatives of the old Earl, and by marrying them into other noble families, was able to restore the Earl of Mourningvale as proper family.

While the island prospered under the new Haven Princes, Mourningvale did not. Devastated by a century of vampiric rule, the county was poor, paranoid, and overwhelmed. Castles were torn down around the island; Mourningkeep was allowed to stand, as a fortress against invasion from the north. With the new, larger, ships, Mourningvale's tiny harbor was bypassed by ships unable to land.

The current Earl of Mourningvale, Earl Josef Von Mourningvale (II), was born in 1204. Initially a capable fighting man, he became convinced, quite young, that he was going mad, and his family was under a curse. He married late, had only one child, and by 1260 spent most of his time in his keep, gloomily waiting for his 'doom' to catch up with him.

When the revolt began, in 1265, Mourningvale solidly supported the Roses. In return, when Prince Brendan attained office, he reaffirmed Mourningvale's charter to maintain the keep. Prince Brendan demanded, and received, a large 'contribution' from Mourningvale. Robert O'Hain restored some of the money, but the county remained impoverished.

In 1287 Jarl Gunner "the Wolf" invaded the south. Prince Kyle Douglas arranged for the barbarians to pass Mourningkeep with only token resistance, and then struck as they left Mourningvale and headed for the Vale of Flowers. The Prince's army chased the barbarians back across Mourningvale, and the gates of Mourningkeep sealed the south against invasion again. Unfortunately, one of the casualties of that battle was 44-year old Sir Wilhelm Von Mourningvale, the Earl's only son and heir.

The new Neo-count, Josef Von Mourningvale, was born in 1264. A dedicated knight, he voted for Prince Grimm, for his father when the new prince was selected. Josef spends much of his time in Mourningvale, making a nuisance of himself. He also represents his father on the council of nobles. His politics are purely Old Families, with a taste of military. He has no talent as a ruler, but has capable people working for him. Josef's youngest brother joined the adventuring band, Whiplash, in 1292.

### 3.3.3 Law and Government

Mourningvale is an Earldom, ruled by the Earl of Mourningvale. The Earl is responsible for all taxes, the military, and keeping the peace in Mourningvale.

The Vale is divided into 18 shires. Six of these come under direct control of the Earl, two are the towns of Shadowhaven and Oshaven, respectively, and each of the others comes under control of a landed knight. Two landed knights control two shires, each. Each shire is roughly 100 square miles, and 10 – 11 villages. Obviously, the shires in the less populated regions have lower populations.

The landed knight who controls each shire appoints a shire-reeve (sheriff) who is responsible for taxes and law enforcement. Often the knight himself is the sheriff, particularly in the outlying regions.

#### Economy

Mourningvale's economy rests primarily on the rye farms. Some oats are grown, but rye takes the cold better. Wheat grows well near the coast. Fruit is rare in Mourningvale, mostly imported from the Vale of Flowers. Certain species of dark cherries grow along the Os, and apples are not uncommon. Root vegetables (including beets, leeks, and turnips), and cabbages and other leafy vegetables are staple diet items for the people of Mourningvale. Pork is the primary meat raised in Mourningvale, although beef and venison are popular. Most cattle are raised for milk, and Mourningvale native food includes many cream-heavy dishes. Goats are also raised for milk, and Mourningvale goat's cheese is noted for its creamy consistency. Likewise, the relatively dry climate is good for horses, and many of the island's best horses come from Mourningvale. Export of horses is the Count's primary cash "crop". Fish are caught on the coast, including shellfish. Sturgeons in the River Os grow to large sizes, often eight or more feet long.

Winter is trading time in Mourningvale. With the seas too rough for ships, sleds of goods from the north pass through the vale on their way to Wreckhaven.

#### Social Order

There is one great noble family – the Mourningvales. Including distant cousins, there are about 20 of them.

There are twenty families of gentry, a total population of about 300. Technically, there are only 8 families of gentry – that is, 8 landed families.

Freeholders make up roughly 1,000 families, or about 10,000 people.

Peasants and serfs are the rest of the population, nearly 20,000 people.

The lines are somewhat blurred. The Prince and Earl then promoted several knights who performed well in the invasion to landed knights ("Knights Bannerette"). A knight who cannot maintain his manor loses it to the Earl, who, in time, appoints a new knight to run the manor.

#### Military

The Earl is responsible for maintaining 50 lances of cavalry. That is to say, 50 four-man squads of heavy cavalry, each one consisting of a knight, a fighting squire, and two mounted sergeants. Of the Earl's 50 knights, eight of them are landed (Bannerette) knights. The remaining knights are knights in service (knights-bachelor). 12 serve the Earl directly, the remaining 30 serve one or another of the landed knights.

In addition to the 200 horsemen, there are roughly 500 professional footsoldiers. Of these, roughly 100 report directly to the Earl, Shadowhaven has 30 soldiers, Oshaven 50, and the remaining 320 are divided between the various landed knights.



Each Shire is responsible for providing feudal levies. The levies have a paper strength of ~9,300 men. Of these, perhaps 500 have experience as soldiers. Realistically, a call-up is unlikely to draw more than 3,000 levies. During the invasion of 1287, the call up produced 5,200 men.

#### **Manors and Castles**

Mourningkeep is one of the largest and most powerful castles on the island. It has to be, as it protects the pass from a north shore invasions. Every shire has a keep. As part of the Haven Charter, these keeps have to be kept below a certain size. This is a constant source of friction for the nobles – keeps lead to centers of power – and revolt.

### **3.3.4 Towns**

#### **Havens**

There are five havens in Mourningvale. One is on the coast, one is near each border (north and south). The other two are Oshaven and Shadowhaven.

#### **Oshaven**

#### **Shadowhaven**

### **3.3.5 Notable People of Mourningvale**

## **3.4 North Shore**

The icy north shore is blasted by storms in the winter, and protected from the warm southern currents in the summer. It is a rugged, unforgiving country, home to barbarians; it is Silverblade's ultimate proving ground. The land is rugged, rocky, and largely covered with pine forests.

### **3.4.1 Natural World**

#### **Climate**

The south is warmed by a warm ocean current (which runs past Hag's Kitchen) - the north is not. Some people joke that the north shore has two seasons - Winter and July. The heaviest precipitation is in winter, and snow clings to the ground in sheltered hollows until July.

#### **Plant and Animal Life**

The short growing season limits crops to hardy rye and oats - wheat can't grow up there.

### **3.4.2 Civilization**

The people of the north shore are of the same basic stock as the rest of Silverblade, with one exception. The Skanari invasions started here, and the Skanari have intermarried heavily with the barbarian clans (invasions from ~800 to 900 FG), and it is now impossible to tell where Skanari culture begins and old western culture ends.

#### **History**

### **3.4.3 Law and Government**

#### **Economy**

#### **Social Order**

#### **Military**

#### **Manors and Castles**

### **3.4.4 Towns**

#### **Havens**

### **3.5 *Vale of Flowers***

More than 30 miles across, the vale of flowers is a broad alluvial plain on the southern edge of the island. The vale is the core of civilized Silverblade. It gets its name from the wildflower growth that carpets the vale every spring.

#### **3.5.1 Natural World**

Climate

Plant and Animal Life

#### **3.5.2 Civilization**

History

#### **3.5.3 Law and Government**

Economy

Social Order

Military

Manors and Castles

#### **3.5.4 Towns**

Havens

GranKonar

## 4. Other Cities

The largest settlement is the city of Wreckhaven. A number of smaller cities and towns dot the island as well. These include Icehaven, the town on the north shore, Glimmerhaven, a secretive elven town, Blackhaven, a mining center populated largely by dwarfs and gnomes, Meadhaven, an up-valley farm small city, not far from Wreckhaven, Gutterskulk, the Goblin capital, Fangburg, the Bugbear “city”, Bonegnaw, the Gnoll “city”, Drakholm, the Kobold capital, and Redeye, a large orc settlement. Two other towns are worthy of mention: Jaakaupunki, the capital of the Frost Giants and Tulikaupunki, capital of the Fire Giants. Not all of these towns are accessible to friendly races, although a small amount of trade passes between all of them.

City	Size	Population	Population Breakdown
Blackhaven	Small City	2,400	36% Dwarf, 22% Human, 20% Gnome, 12% Halfling, 3% Goblin, 2% Orc, 5% Other
Bonegnaw	Town	750	85% Gnoll, 5% Ogre, 5% Human, 5% Other
Drakhom	Town	1,000	90% Kobold, 10% Other
Fangburg	Town	550	45% Bugbear, 35% Goblin, 15% Hobgoblin, 5% Other
Glimmerhaven	Town	800	90% Elf, 2% Gnome, 2% Halfling, 1% Human, 5% Other
Gutterskulk	Town	2,800	60% Goblin, 19% Hobgoblin, 8% Bugbear, 5% Orc, 3% Human, 5% Other
Icehaven	Town	900	31% Human, 15% Orc, 12% Goblin, 11% Dwarf, 10% Gnome, 7% Gnoll, 5% Elf, 4% Hobgoblin, 5% Other
Jaakaupunki	Town	650	50% Frost Giant, 40% Gnome, 10% Other
Meadhaven	Small City	2,700	42% Human, 15% Halfling, 13% Dwarf, 13% Gnome, 7% Elf, 2% Goblin, 2% Kobold, 1% Orc, 5% Other
Redeye	Town	950	77% Orc, 8% Human, 5% Goblin, 2% Hobgoblin, 2% Ogre, 1% Bugbear, 5% Other
Tulikaupunki	Town	500	75% Fire Giant, 20% Dwarf, 5% Other
Wreckhaven	Large City	26,000	42% Human, 13% Dwarf, 13% Gnome, 11% Halfling, 7% Elf, 5% Goblin, 3% Kobold, 2% Orc, 5% Other
Total		40,000	

### 4.1.1 Blackhaven

Blackhaven is one of three towns large enough to call itself a ‘city’. It is also the town with the most distinctive working-caste atmosphere. Blackhaven is the civic center of Silverblade’s mining region. All of the mines, and villages, route their goods through Blackhaven for shipping to the rest of the island, or overseas.

Blackhaven has been a mining center for time out of mind. The oldest buildings are ancient slave-shacks, put up by Fire Giants sometime around 2,000 years ago.

Blackhaven itself is not a wealthy town. Although largely controlled by the wealthy mining guilds, the guildmasters themselves prefer to live in more cosmopolitan Wreckhaven. The city is composed of miners, and establishments that cater to miners.

In the winter, poor farmers sometimes come up to Blackhaven, for employment in the mines, until the next planting season. As a result, the population of the city (and surrounding villages) changes – it is actually highest from December to March, by as many as 300 or 400 people. These men toil hard, spend too much, and return home each spring, almost as poor as they left.

Blackhaven has the highest number of bars per capita of any city on the island. In the summer of 1292, there were actually a twenty bars in the relatively small town. Considering the drinking population is only about 1,000 people, the bars compete viciously for business.

There is a minor holy site near Blackhaven. “The Plug” is a gigantic boulder, more than 40 feet across; it is embossed with the sigil of Konar, engraved deeply into the rock. The Sigil is reflective, and also glows softly at night. Local legend, probably true, says that Rhian the Liberator placed the Plug himself, when he sealed the entrance to the Fire Giant’s kingdom. This is probably true, as frost giants, as well as the more civilized inhabitants of the island, occasionally leave offerings at the shrine.

Located in the mountains, Blackhaven is at more of a risk than any other area when it comes to frost giant attacks. As a result, the city has the strongest anti-giant defenses. The wall surrounding the seven-acre town has 20 towers, less than 100 feet apart. Each tower has four ballista on top. The guard trains regularly, and trees to a two hundred yard radius outside the town have been cleared. Any giant approaching Blackhaven will be targeted by at least twenty lethal bolts, fired by bored guards who are eager to prove their marksmanship.

### 4.1.2 Glimmerhaven

Glimmerhaven is perhaps the most exotic, and racially exclusive, of Silverblade’s towns. Originally a small village, Glimmerhaven was settled and developed by refugees from Ventura in 915 F.G. For the last three centuries, Glimmerhaven has been the “Ventura of the North”. While the dwarven refugees largely settled in Blackhaven and Wreckhaven, the Elven refugees expanded Glimmerhaven to become their own town. Roughly  $\frac{1}{3}$  of the town’s current population are direct descendents of refugees. As a result, Glimmerhaven’s architecture and feel is strongly Venturan.

Glimmerhaven is located near the deep green, in the foothills of the mountains. It is located in a wide, shallow, valley. The center of the valley is a marshy lake, where the inhabitants grow wild rice. Other crops include plums, wheat, soybeans, and strong winter wines. Repeated attempts to grow tea have failed. Glimmerhaven imports tea from Ventura. They export art, some wood and textiles, and some farming products.

Many of the buildings are shaped trees. The roads are covered with thick moss. Tiny gardens are tucked in front of houses. A shugenga shrine is located on a particularly scenic peninsula into the lake. Curved, grown, bridges arch over the streams and from island to island in the lake itself.

Glimmerhaven is home to Silverblade's only Venturan Tea House, and numerous elves (including Haggerty the Sage) visit it to receive a taste of "the old country". Other artists use Glimmerhaven as a retreat, finding the town's stillness and decorum conducive to their arts.

There is an outpost of the Diamond Eye guild in Glimmerhaven. Many members consider this outpost a quiet country retreat, but few non-elves take advantage of it.

There is a monastery in Glimmerhaven, but it is not affiliated with the Vrosht. Instead, its traditions are based on Venturan philosophy and arts. Members of the human monasteries periodically challenge Venturan monks (of whom there are a whopping 8 on the island) to fights to test their techniques and skills. Although the more conservative masters are loathe to admit it, these challenges are bringing about a healthy cross-pollination to both monasteries.

#### 4.1.3 GranKonar

The old capital was GranKonar - founded ~0, by Rhian the Liberator, who united the medium-sized races against the frost giants, and won back the island in the name of Konar the sun god. GranKonar was the capital of the island for nearly 300 years, until the solar empire, which included part of the D'Naerean continent, collapsed.

GranKonar is a holy place, but as the harbor silted up, the island's economy moved to Wreckhaven, which has a deep-water harbor. By the founding of the Gutan Dynasty (and the Kingdom of Silverblade) in 640 FG (Founding of GranKonar), the harbor at GranKonar was no longer viable. The new king built his castle at Wreckhaven. Queen Karina of the Gutan dynasty lavished money on the holy temple. She also plundered the 'mundane' parts of the holy city for building stone. Partially because of this, temples other than Konar's closed, and the city "Dedicated to the Gods" became a town, primarily dedicated to one god.

Venturan refugees initially settled in GranKonar, in 914 - 915. They then moved inland, when it became obvious that the old city was no longer a viable living area. Many of the buildings had sunk beneath water level (the city was built on loam and sand).

When Jernath Deepstone, and the Magnificent Seven, arrived in Silverblade, they found that the old city was mostly buried under a swamp. Jernath had some of the temples shored up, and new levels built. Despite pressure from the temple of Konar, the Seven accepted Wreckhaven as the capital of the Principality.

At its greatest extent, GranKonar had a population of perhaps 10,000 souls, and covered 400+ acres of land. By now (1293 FG) the original foundations are buried under 20 feet or more of muck. The existing buildings of the 'city' are largely built on top of older buildings. The existing "city" covers maybe 2 acres, and has a full-time population of maybe 300 people. At any given time, there are another 300 tourists/pilgrims.

GranKonar has lost its importance as a temple as well; appointment to GranKonar is now a form of retirement for priests of Konar. The politically ambitious vie for posts in Wreckhaven, or one of the other towns.

Adventurers have, periodically, searched the muck for treasure; there are plenty of stories of lost treasure and artifacts buried in the old city.

The town is reminiscent of an old west town in the spring and early summer, with one- and two-story buildings made out of wood, narrow alleys, and boardwalks running everywhere. It is a very seasonal town. Spring is all about mud, and the townspeople erect temporary catwalks to get from building to building, district to district. The streets are impassable this time of year. Summer sees the mist dissipate, and the mud (at least around the town) dry up. The late summer and early fall is hot and humid. Then, they fade into winter, a long, cold winter that freezes the ground hard as stone.

Back behind the 'Grand Boulevard' is the Temple District, which is the section of the town closest to the old city. Most of the temples/shrines are made out of stone, usually recycled from the old temples which have been lost below the creeping mud-line, which encroaches about \_" a year.

The primary river is the Delgar river, which runs north and west, through County Stromm, and towards the Deep Green.

The town is on the Northeast edge of the Misty sound, on the land that slopes down from the mountains to the rivers that drain into the bay, and of course, have brought the silt that over time doomed the old city. As the silt encroached, the living part of the town has slowly moved east, to higher and higher elevations.

4. Town has two inns. The Bird 'n' Baby, and the Sunkin' Temple.
5. Town has one Baker, a family affair overseen by Dola Fromeghast (E8, Baking Skill +12) and her four daughters Dina (E2), Vela (E1), Sula (E1), and Saphi (E1). Dola's is the center of town for information and good will. She knows everyone in town, and a bit of history as well.
6. Jenea Clearwater, Priestess of Venora (C9). Venora has been out of favor in the town for a long time, since the port became unusable. She is usually content to spend her time reading, and ministering to the occasional pilgrim. As a result of events in the summer of 1292, she became an important local figure, as the careful reclamation of the port and the old city commences.
7. Friar Badin is a name dropped, indicating he is the blacksmith. I was also picturing that he would be the Cleric of Malik in the town.
8. The name Badin is dropped as the name of the town's mason.
9. There are eel fishermen, and crabmen, who work the marshy area what was once the port. Also, there are rice farms out of town, which utilize irrigation from the rivers.

#### **4.1.4 Meadhaven**

Meadhaven is the second largest city on Silverblade. The inhabitants of Wreckhaven never let them forget it. Meadhaven is the center for farming export of the Vale of Flowers. Converging streams and convenient roads make the city a loading point for farm produce. There is a definite agrarian feel to most of the town. The Meadhaven Oktoberfest is probably the best on the island.

Meadhaven is a two-day journey from Wreckhaven by road (40 miles?), and can be traversed in a day under good conditions. It is located on the north-eastern part of the Vale of Flowers.

Meadhaven is best known for its rich fields of clover, and the large population of bees. The city's best known export is honey wine – Mead (well, duh).

Meadhaven's location also makes it a prime recruiting and gathering ground for mercenaries. It is far enough out of the foothills that it is not in immediate danger of giant attacks during the winter, but close enough that there is easy transportation to the more northerly towns and cities. The granaries of Meadhaven are used as storage for the winter patrols, and the city includes a seamier section where mercenaries converge for paying jobs. Quite against its will, Meadhaven shelters criminal outcasts from Wreckave – criminals who want to remain close enough to civilization to continue their practices, but who have offended one or more of the crime lords of Wreckhaven.

Meadhaven is a wealthier town than Blackhaven. Country squires use it as a gathering place, away from the politics of Wreckhaven. Transient workers (other than mercenaries) who wander into Meadhaven usually wander out in a day or two, having gotten leads on farms in the area that need workers.

Meadhaven's walls protect ten acres of the town. Another three acres of town have grown up outside the walls. One of the most racially mixed towns, Meadhavenites take a practical attitude towards race, i.e. Are you willing to work?

Finally, the ancient Haven is the center of Hedgedruidism on the island. While the Haven's keepers strive to be as studiously neutral as required by their order, they show a definite preference for agrarian workers and other Hedge-druids. The Haven is a peculiar building, made of stone and carefully shaped plants. It has suffered many times in the past, when druids from opposing factions decided to settle their difference by magical duel, rather than debate. As a result, a large vacant lot next door to the Haven has been set aside for "debates", and druids who attempt to talk politics are politely directed to take their discussion outdoors.

## 5. Hiring and Paying

### 5.1 So Ya Wanna Hire Adventurers, Eh?

Hiring adventurers is not the easiest thing. First of all, there are only a few ‘adventurer’ teams on Silverblade. Secondly, adventurer’s rates vary dramatically. Prices allow for looting rights, and paid for healing.

A party of adventurers may want to hire an individual fighter or other specialist to fill a gap in their adventuring party.

Keep in mind that “Levels” and “Challenge Ratings” are game mechanics, not something that people in the world talk about. Basic pay scales on level (CR, actually) is a mechanic to reflect that the more expert a person is in their profession, the more money they can get for exercising it. Beginners are paid little, lacking reputation and skill. The longer a character goes, the more expert they are.

#### 5.1.1 Pay Systems

In Guild-Dominated Wreckhaven, there are a number of ways to hire adventurers: Basic Pay, Basic Pay (no expenses), Limited Partner, and Full Partner.

##### Basic Pay

In the Basic Pay scheme, the hiring party agrees to pay a fee to the adventurers, or to the adventuring party. This may be a daily, weekly, or monthly fee. It is comparable to mercenary pay scales. In addition to base pay, the employer agrees to pick up reasonable expenses: i.e. they will cover food, transportation, lodging, equipment repairs, replacement of lost equipment (as long as it was not lost through neglect on the part of the adventurer), used scrolls or wand charges, and healing. Healing includes paying for resurrection. Spell components are part of the ‘expenses’, if they were used to further the expedition.

Use the “Basic Pay Scale” for the hiring rate of an expedition. Calculate the challenge rating of a party, and look that up on the table.

When adventurers are hired on a ‘basic pay’ scheme, their employer may or may not grant looting rights. Found loot is turned over to the employer, who returns 50% to 75% to the adventurers. An employer who suspects that the adventurers used their missions as an excuse to go on a looting expedition may withhold most, or all, of the loot. If the employer withholds looting rights, double the basic pay rate.

##### Example:

Haggerty hires the “Outcasts” as guards while investigating an underground city. Their group challenge rating is 10. Hiring them for a week costs 75 gp. Haggerty agrees to outfit the outcasts with basic equipment, to replace what they lose or expend, and to give them 75% of all the found loot – provided they turn it over to him. After some further thought, he decides he does not want them looking for loot while he’s studying the city; he increases the pay to 150 gp, but informs them that any loot they find belongs to him.

##### Basic Pay (no expenses)

This is a relatively rare scheme. The employer agrees to a basic fee, but the adventurers will have to cover all out-of-pocket expenses themselves.

Use the same “Basic Pay Scale” from the table below, but then quadruple the amount the employer has to pay. Found loot is turned over to the employer, who returns 50% to 75% to the adventurers. An employer who suspects that the adventurers used their missions as an excuse to go on a looting expedition may withhold most, or all, of the loot. If the employer withholds looting rights, double the basic pay rate (a total of 8\*normal rate....)

This is a fairly rare scheme for adventurers. Some specialists use this rate – such as wizards or assassins.

##### Example:

Arman Bloodblade is a 12<sup>th</sup>-level assassin. He bases his fees on how much his employer can pay, and how dangerous his target is. No particular time limit is set for assassinations, so the GM assumes a 1-week employment. Base pay for a 12<sup>th</sup> level character is 150 gp a week. As he is denied expenses or loot, Armand charges 8\* base pay: 1,200 GP to perform an assassination. At this rate, Armand can live quite well on one assassination a year.

##### Limited Partner

This is the usual deal for a party hiring a junior adventurer to bolster their skills. The junior NPC is paid the Basic Pay Scale rate, plus a \_ share of any loot found. The party agrees to protect the hired character as best they can, to supplement their equipment, and to pick up reasonable expenses: Food, transportation, lodging, equipment repairs, replacement of lost equipment (as long as it was not lost through neglect on the part of the adventurer), used scrolls or wand charges, and healing. Healing includes paying for resurrection. Spell components are part of the ‘expenses’, if they were used to further the expedition.

Characters hired using this scheme must be of a lower level than the lowest level PC in the party. If the party includes a 1<sup>st</sup> level character, then only 1<sup>st</sup> level NPC class characters can be hired.

##### Example:

The Arcane Masters (a 4-member adventuring team) decide to hire a pair of fighters to accompany them on a particularly dangerous expedition. The lowest level character is Gos’drok, a 4<sup>th</sup> level Bard. Gos’drok is a bugbear, giving him 3 class levels – so for all intents

and purposes he is a 7<sup>th</sup> level character. The Arcane Master can hire characters up to 6<sup>th</sup> level as Limited Partners. Hiring 2 - 6<sup>th</sup> level fighters, they agree to pay them 20 gp/week, each. In addition, when the treasure is parceled out, it is divided into 4 full shares, plus 2 half shares; (1+1+1+1+1/2+1/2). Each member of the Arcane Masters gets 1/5 of the loot. Each hired fighter gets 1/10 of the loot.

#### Full Partner

A full partner is the usual scheme for an adventuring party member. Full partners are not paid, and are given an equal share of the loot. In short, they are treated as PC's. Depending on the adventurer party pay scheme, healing and equipment replacement may come before or after dividing loot.

### 5.1.2 Basic Pay Scale

CR	Day	Week	Month	Year	
0.5	0.2	1	4	60	Poor
1	0.4	2	8	120	
1.5	0.6	4	16	180	
2	0.8	5	20	240	Townsmen
2.5	1.0	6	25	300	
3	1.2	7	30	360	
4	1.6	10	40	480	
5	2.5	15	60	750	Guildsman
6	3.2	20	80	960	
7	5.0	30	125	1,500	
8	6.4	40	160	1,920	
9	9.5	60	230	2,850	Minor Noble
10	12.5	75	300	3,750	
11	18.5	110	440	5,550	
12	25.0	150	600	7,500	
13	37.5	225	900	11,250	Major Noble
14	50.0	300	1,250	15,000	
15	75.0	450	1,875	22,500	
16	100.0	600	2,500	30,000	
17	150.0	900	3,750	45,000	King
18	200.0	1,200	5,000	60,000	
19	300.0	1,800	7,500	90,000	
20	400.0	2,400	10,000	120,000	

### 5.1.3 More Comments On Pay Scales

There is no fixed catalog of 'adventurer fees'. Fees are negotiated, based on perceived danger, competence, and how much the adventurers think they can squeeze out of their employers. For that matter, fees are compared to what the adventurer can make in more mundane employment. Emerald, the aristocratic sorceress, has an income of 5,000 gp a year from her estates and businesses. Even though she is only 5<sup>th</sup> level, she is unlikely to be tempted to adventure by a fee of less than 60 gp a week.

Clerics, and some other characters, have a guaranteed living through their establishment. Hiring them is more a matter of donating money to their order, or to the poor, or some similar charity, than paying the character.

Reputation and Status affects a party's pay scale as well. The Red Banner Brotherhood is known to be the most powerful adventuring band in Silverblade. Because of this, the appropriate fee for their level (450 gp a week) is raised a level – to 600 gp a week. They charge more when they think they can get away with it.

### 5.1.4 Wizards

Wizards, as opposed to sorcerers and any other form of adventurer, have extremely high advancement expenses. Writing a single new spell in a spellbook costs the wizard 200 gp\*spell level; twice that if he keeps a back-up spellbook.

The net result is that most wizards work for the guild, or for another wizard, until they reach 8<sup>th</sup> or 9<sup>th</sup> level (taking 30+ years to do so!), and then seek a generous employer. Adventuring wizards invariably seek limited partner or full partner status; they simply can't advance in their profession without large sums of money.

### 5.1.5 Who Hires Adventurers?

Given these prices, hiring adventurers is the province of the wealthy; guild masters, nobles, and the prince. In fact, nobles tend to rely on their private armies, as does the prince. So guild masters and steadholders are the primary employers of adventurers.

An employer generally will not spend more than 1 month's income on adventurers, except in very rare cases. Thus, a minor noble will try to avoid spending more than 500 gp on a party of adventurers. Obviously this can go up, especially if the sponsoring party expects some serious financial reward for his money.

### 5.1.6 Using the Pay Scale for Other Professions

The pay scale given is based on the pay scale for NPC's given in the DMG, page 149.

Use the character's class level, modified by status, to determine the pay scale:

Profession	Example	Level Mod	Example
Low status profession	Leatherworker	level -3	Grunna Blockhouse, L-2; pay as CR=1/2: 1 gp/week
Medium status profession	Gambler	level -2	Hard Luck Tom: L-4; pay as CR=2: 5 gp/week
High status profession	Armorer	level -1	Ulf Singinghammer: L-6; pay as CR=5: 15 gp/week
Recognized as Expert	The top character of any particular profession	level	Haggerty the Sage, L-12; pay as CR = 12: 150 gp/week.

Keep in mind that character levels, except in professions like magic, are not known. This is a game mechanics system applied to the real world. Nobody says "Philby is an 11<sup>th</sup> level alchemist." They say "Philby is about the best alchemist in the city."



## 6. Characters

The island of Silverblade is full of colorful and entertaining characters. Some of them are described below.

### 6.1 Political

#### 6.1.1 (Lord) Robert O'Hain

Human, Male, Born 1228 (62 in 1290), 5' 8", 160 lbs, Blue eyes, Grey hair

Aristocrat-14, HP: 73 Lawful-Good Follows Konar

ST: 9 DE: 7 CO: 10 IN: 16 WI: 16 CH: 20

**Feats:** Trustworthy (+2 on Bluff and Gather Information), Persuasive (+2 on Diplomacy and Innuendo), Gift of Gab (+2 on Diplomacy and Intimidate), Alertness (+2 on Listen & Spot Checks), Iron Will (+2 on Will saves), Leadership (may have followers)

**Skills:** Bluff +14, Diplomacy +25, Gather Information +16, Handle Animal +10, Innuendo +10, Intimidate +14, Knowledge (History) +9, Knowledge (Politics) +20, Listen +10, Profession (Ruler) +15, Read Lips +10, Ride +3, Sense Motive +20

**Languages:** Read and Write, D'Naerean, Old Caero, Classical Granean, Skanari, Tashanti, Deep Venturan, High Venturan, Gnome, Goblin, Giant, Gnoll, Halfling, Orc, Undercommon, Zevestan

**Weapons and Armor:** Sometimes carries a silvered, masterwork dagger. Does not normally wear armor.

**Magic:** Does not normally carry any magic items. Sometimes wears an amulet that prevents his mind from being read.

**Other Equipment:** O'Hain always has pens, parchment, ink, sealing wax, and his signet ring on him. He dresses well, but casually.

**History:** Robert O'Hain is the most popular man on the island, and possibly the most respected and honored. He has a true gift of gab, and a true ability to listen. He loves the island of Silverblade, and likes people, of every species and race.

O'Hain rose to power as a people's representative in the late 1260's. His friend Brendan Cuplord was elected prince in 1269.

Brendan's mismanagement gave rise to angry mobs, and in 1271 Robert O'Hain replaced him as prince. From 1271-1280, O'Hain struggled to re-unite the island. He retired at the end of his term, making his protégé prince.

Since his retirement, Robert O'Hain has been a quiet force in Silverblade politics, and to some extent in politics in the rest of the world. His knowledge and acumen are widely respected, and he is acquainted with many rulers and influential people. O'Hain is happy in retirement, and despite the fact that he could be made prince again in 1300, he has no intention of retaking the office. Despite this, he is not trusted by the current government of Silverblade, and is watched closely as a possible revolutionary.

#### 6.1.2 Baron Kyle Douglas

Human, Male, Born 1239 (51 in 1290), 5' 0", 135 lbs, Brown eyes, Grey-Brown hair

Aristocrat-10, Fighter-2, HP: 68 Lawful Good Follows Konar

ST: 10 DE: 10 CO: 10 IN: 18 WI: 16 CH: 14

**Feats:** Trustworthy (+2 on Bluff and Gather Information), Alertness, Iron Will, Leadership, Mounted Combat, Ride-By Attack, Spirited Charge, Toughness

**Skills:** Appraise +9, Bluff +12, Diplomacy +17, Forgery +8, Gather Information +14, Handle Animal +11, Innuendo +11, Intimidate +9, Jump +2, Knowledge (Politics) +14, Profession (Ruler) +13, Ride +10, Sense Motive +14, Swim +5, Wilderness Lore +3

**Languages:** Read and Write, D'Naerean, Classical Granean, Skanari, Deep Venturan, High Venturan, Orc, Zevestan

**Weapons and Armor:** The Douglas Blade; a +3 defending electric longsword. In battle wears a suit of +2 Full Plate, with a +2 shield, for a total AC of 24.

**Magic:** Ring of Regeneration.

**Other Equipment:** Lord Douglas always has pens, parchment, ink, sealing wax, and his signet ring on him. He dresses well, and appropriate to his station.

**History:** Often dismissed as O'Hain's lapdog, Kyle Douglas is one of the smartest men on the island. While O'Hain is the genius at reading people, and understanding how they work, Douglas is brilliant as a planner and strategist. Kyle Douglas is a small man, slightly stooped, so he appears even smaller. He has a weak gaze, and speaks with a slight lisp. This causes many people to underestimate him.

Douglas was not personally involved in the revolution. His barony is a small place in the Von Stromm Lands. He served as an advisor to O'Hain, first as a spokesman for the noble party, and later as a diplomat, and trade negotiator.

Douglas's accomplishments as prince were overshadowed first by his charismatic predecessor, and then by his heroic defense against the barbarians, and the battle of Mourning Pass. He is less involved in politics these days, preferring to run his barony and avoid the limelight.

### 6.1.3 Prince Grimm Wayfinder

Human, Male, Born 1241 (49 in 1290), 5' 7", 150 lbs, Brown eyes, Grey-Brown hair

Aristocrat-6, Fighter-5, HP: 74 Neutral Follows Dular

ST: 14 DE: 11 CO: 12 IN: 15 WI: 12 CH: 17

**Feats:** Alertness, Blind Fight, Expertise, Iron Will, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge

**Skills:** Appraise +6, Bluff +9, Diplomacy +13, Gather Information +9, Handle Animal +10, Intimidate +10, Jump +7 (1), Knowledge (Nobility) +10, Knowledge (Politics) +12, Ride +10, Sense Motive +8, Swim +5 (-10)

**Languages:** Read and Write, D'Naerean, Classical Granean, Skanari, Deep Venturan, High Venturan, Giant, Orc

**Weapons and Armor:** Sun Blade, +2 Full Plate of Invulnerability, +2 Large Shield, Ring of Protection +3

**Magic:** Weapons and armor only

**Other Equipment:** Signet Ring. Other equipment usually held by aids.

**History:** One of the heroes of the battle of Mourningvale, General Wayfinder was nominated by the nobles to be prince, as he strongly supported a military build-up, and advocated carrying the fight to the barbarians. As the eldest son of Baron Wayfinder, Grimm was seen as a supporter of the 'old noble' ways and an opponent to the more commercially minded candidates proposed by the guilds. He also had few ties in Wreckhaven itself, which was seen as a good thing by many people of the Vale of Flowers; many people felt that the previous administration's policies had favored Wreckhaven at the expense of other parts of the island.

Grimm Wayfinder is a hard, precise, man. He looks like the kind of man who'd put military creases on chain mail, if he could think of a way to do it. He gives the impression of always having a strong, decisive answer to any question. He hates any form of compromise. In fact, this hardness masks a growing paranoia and uncertainty. He is out of his depth in running the island, but hides that knowledge even from himself.

Prince Grimm's term, to 1292, has been a disappointment to his original backers. While he favors a strong military, he has not supported increasing feudal armies. While he supports the noble platform in general, he is smart enough to recognize that they do not necessarily support his programs. Grimm does not really understand give and take, and is constantly annoyed at the petty bickering that makes up the council.

## 6.2 Supporting Cast In Wreckhaven

### 6.2.1 Haggerty the Sage

There is no university in Wreckhaven. Instead, the guild of scribes and luminaries has an extensive office. Haggerty the Sage is a member, and also a free-lance wise man.

Elf, Male, Born 922 (368 in 1290), 4' 11", 90 lbs, Green eyes, Grey Hair

Expert-12, HP: 30 Neutral Good Worships Zodia

ST: 8 DE: 10 CO: 8 IN: 21 WI: 18 CH: 12

**Feats:** Skill Focus for Knowledge (Religion, History, Artifacts, Silverblade, Geography)

**Skills:** Decypher Script-20, Knowledge (Arcane)-20, Knowledge (Artifacts)-22, Knowledge (Geography)-22, Knowledge (History)-22, Knowledge (Nature)-20, Knowledge (Religion)-22, Knowledge (Silverblade)-22, Profession (Sage)-19, Profession (Scribe)-19

**Languages:** Read and Write, Aquan, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Giant, Gnoll, Orc, Sylvan, Undercommon, Siang-Hu (Far-Eastern), Tashanti (Middle-Eastern)

**Weapons and Armor:** None

**Magic:** None

**Other Equipment:** Scholar's Robes

**History:** This elderly elf is a stereotypical sage. Pleasant, if irascible, Haggerty is the greatest living expert on the island of Silverblade, it's people, it's history, and it's magic. Not a magician himself, Haggerty relies on a fantastic memory, and a wealth of written information on the island. Haggerty lives in Greenhall, in Wreckhaven. Haggerty's fee is 25 gp per day to research information. He normally demands a week's payment (150 gp) in advance, before he begins research. He gives a pretty good estimate of how long it will take to dig out information. On the down side, Haggerty is quite mercenary. His information is for sale. All of it. Including the fact that you went to him for information.

### 6.2.2 Hard-Luck Tom

A frequent sight at the Foggy Harp, and other unsavory joints, Hard-Luck Tom has a sad, whiney monologue about how he's always on the verge of going broke.

Halfling, Male, Born 1260, 3' 1", 35 lbs, Green eyes, Brown Hair

Rogue-4, 6,982 ep's Oct 1291 HP: 18 Neutral No real gods

ST: 8 DE: 14 CO: 10 IN: 12 WE: 11 CH: 16

**Feats:** Alertness, Run

**Skills:** Appraise - 6, Bluff - 10, Diplomacy - 10, Gather Information - 10, Perform - 10, Profession (Gambler) - 7, Sense Motive - 7, Sleight of Hand - 9, Spot - 9

**Languages:** Read and Write, Common, Gnome, Goblin, Halfling

**Weapons and Armor:** Dagger (+3 to hit, 1d4-1, 19-20/x2)

**Magic:** None

**Other Equipment:** Marked cards and dominos, loaded dice, finger-ring mirror, sleeve spring, magnetic backgammon board.

**History:** Hard-Luck Tom was born and raised in the poorer section of Wreckhaven. As a young thief he shined shoes and did street theater, before becoming a professional gambler. A skilled mathematician, Tom quickly figured out that people usually noticed the big pots, but ignored the little ones. This set his playing style; he quietly wins four or five small pots, and then loses most of the money back in one big pot. By repeating this several times, Tom found he could walk away with half of a person's money, but still leave them feeling like they'd won. Tom maintains a sad, "I'm such a loser" act any time there is a potential mark around. Away from "work" he is a cheerful, happy-go-lucky fellow. Tom is also an information broker. He has gouge on many of the major families in Wreckhaven, as his usual hang-outs are servant's clubs.

### 6.2.3 Arman Bloodblade

A sinister, swaggering man, Arman Bloodblade spends most of his time gambling in the Crossed Swords, in the Baths. He is known to be a free-lance enforcer, and rumored to be a professional assassin.

Human, Male, Born 1269, 5' 9" 175 lbs, Watery-Grey eyes, Black Hair

Fighter-2, Rogue-3, Assassin-7, 69,385 ep's Oct 1291 HP: 80 Neutral-Evil No real gods

ST: 14 DE: 16 CO: 14 IN: 16 WE: 12 CH: 9

**Class Abilities:** If opponent flanked, delivers +6d6 damage. 30 ft range limit. Subdual with sap or unarmed. Search skill to locate traps when DC 21+. Disarm magic traps with Disable Device. If Disable Device roll beats trap by 10+ may bypass trap and leave armed. Takes no damage on Reflex Save. Keeps Dex bonus to AC if caught flat-footed or by invisible attacker. If study opponent undisturbed for 3 rounds, then make damaging sneak attack, opponent must make Fort Save [DC=20] or die or be paralyzed [assassin's choice]. Trained with poison, never accidentally poisons self. +3 Save vs Poison. Cannot be flanked. Keeps Dex bonus to AC if caught flat-footed or by invisible attacker.

**Feats:** Alertness (+2 on Listen & Spot Checks) Blind Fight (reroll concealment misses, invisible attackers lose bonus, darkness reduces speed to 3/4) Combat Reflexes (Make 4 attacks of opportunity [max 1 per enemy]) Dodge (+1 AC vs designated opponent) Improved Critical (double crit threat range) Improved Initiative (+4 bonus to initiative) Quick Draw (draw weapon as free action) Run (Run at increased speed)

**Skills:** Bluff - 3, Climb - 10, Craft (Poison) - 7, Disable Device - 13, Escape Artist - 12, Gather Information - 10, Hide - 13, Intuit Direction - 6, Jump - 9, Knowledge (gambling) - 8, Listen - 11, Move Silently - 13, Open Lock - 13, Ride - 4, Swim - 6, Tumble - 8, Use Rope - 8

**Languages:** Read and Write, Common, Dwarf, Elf, Gnome, Halfling

**Weapons and Armor:** Masterwork Rapier (+13/+8 to hit, 1d6+3 damage, Crit on 15-20 / x2)

**Magic:**

Arcane Spells Available per Day:

Level-1 (DC=14) = Change Self, Spider Climb, Spring Sheath

Level-2 (DC=15) = Darkness, Undetectable Alignment

Level-3 (DC=16) = Invisibility, Nondetection

**Other Equipment:**

**History:**

### 6.2.4 Lady Llevendorn

One of three respected women counted within the ranks of the Wreckhaven Chamber of Commerce, Lady Llevendorn is also noted for being the only respected Drow Elf in the entire city. This elderly elf arrived in Wreckhaven more than 50 years ago, bearing funds enough to purchase a small warehouse and one rickety ship ~ and from this has built a respected and reputable shipping empire: Dark Lady Shipping.

Lady Llevendorn is noted for her iron handed tactics and strong ethical business sense. She is known to be shrewd as well as scrupulous, and has fought her way into the Chamber through sheer stubborn insistence.

Lady Llevendorn is not a member of the council of lords, but she has considerable influence, and strongly supports most of their control-of-shipping activities. She serves on the Port Authority board, and is a major donor to the Mariner's House (for injured sailors).

Drow, Female, Born 1030? 4'9", 70 lbs, Red eyes, White Hair

Expert-7, 39,447 ep's Oct 1291 HP: 30 Lawful-Neutral Lusto

ST: 9 DE: 16 CO: 11 IN: 17 WI: 16 CH: 15

**Feats and Class Abilities:** Immune to Sleep spells or effects, +2 Save vs Enchantment spells or effects, 120' Darkvision, +2 Listen, Search, and Spot checks, Free 'Search' roll if pass within 5' of secret door, Spell Resistance of 21, Leadership (may have followers), Point Blank Shot (+1 to ranged attack/damage at less than 30 ft), Tolerate Daylight

**Skills:** Appraise - 10, Bluff - 10, Diplomacy - 10, Gather Information - 12, Intimidate - 10, Knowledge (Politics) - 11, Knowledge (Aristocratic Behavior) - 11, Profession (Shipping Company Manager) - 16, Sense Motive - 13,

**Languages:** Read and Write, Common, Dwarven, Elven, Orc, Undercommon

**Weapons and Armor:** Dagger (+5 to hit {+10 if throw}, 1d4-1, 19-20/x2), AC = 18

**Saves:** Fortitude: +2 Reflex: +5 Will: +7

**Magic:**

Spell-like abilities: Dancing Lights, Darkness, Faerie Fire 1/day,

Amulet of Proof against Detection and Location, Ring of Protection (+5)

**Other Equipment:** Expensive Clothing, tasteful jewelry.

**History:** D'nmaxinine spent the first century and a half of her life as an aristocrat in the drow cities of the underworld. Looking for new opportunities she moved to the surface world in 900. She became a sailor, eventually becoming captain of a small ship in the early 900's. Later, she returned to the underworld, resurfacing in 1235, no longer young, but still dynamic. She purchased a small cog and a warehouse in Wreckhaven. There she launched Dark Lady Shipping. Over the next twenty years she attended to business, and stayed away from politics. Her first couple of decades were rough: Lady Llevendorn was audited on a monthly basis by the City, her cargoes were inspected in excruciating detail by the port captain, and her business transactions checked and double checked by multiple public and private interests. She lost large amounts of money to bribes and "voluntary contributions". Despite the harassment, Dark Lady Shipping built an enviable reputation for honesty and quality. Because of this Dark Lady thrived in the pirate-infested chaos of the mid 1200's.

During the revolution of 1265 Lady Llevendorn supported young Robert O'Hain. In return, O'Hain guaranteed her formal Wreckhaven portage, and had Lady Llevendorn's name etched into the rolls of the Chamber of Commerce. In 1270, she inaugurated her first passenger vessel.

In 1281, Lady Llevendorn opened the first subsidiary of Dark Lady Shipping: the Dark Lady Finance Emporium. Co-chaired by the Lady Constance Harmon, this organization is a clearinghouse for loans and grants to endeavors undertaken by females. Their first three investments were: the House for Girls, an orphanage/boarding school (Icehaven [1281]); Mother Mary's Cookies (Wreckhaven [1281]); and Silver Cauldron Jewelers (Meadhaven [1282]). All three investments are still thriving today.

The loss of the Carrack "Northern Dancer" in the spring of 1292 put serious strain on Dark Lady's finances. In the summer of 1292, Lady Llevendorn launched her third Carrack, the 1500 ton "Dawn Maid", selling off three smaller ships to finish paying for it.

### 6.2.5 Burtha

An Ogress who served as a soldier and a caravan guard, until Lady Llevendorn hired her as her personal bodyguard. Burtha is a beauty by ogre standards, and is actively courted by male ogres in the city. Burtha is Lady Llevendorn's cohort, and is rarely far from her mistress.

Ogre, Female, Born 1256, 35 years old 8' 450 lbs, Brown eyes, Ash-Blonde hair

Barbarian-2, Fighter-2 33,240 ep's HP: 78 Neutral

ST: 24 DE: 12 CO: 18 IN: 10 WI: 11 CH: 10

**Feats:** Rage: 1 times/day, lasts 9 combat rounds. +4 Str, +4 Con, +2 Morale on Will Saves, -2 AC, +8 hit points. After rage, fatigued (-2 Str, Dex, no running) for rest of encounter. Fast Movement: (40 ft). Retains Dex bonus to AC when caught flat-footed or by invisible attacker.

Alertness, Blind Fight, Great Fortitude, Iron Will, Power Attack, Weapon Focus (Greatclub)

**Skills:** Climb - 10, Listen - 5, Spot - 5, Profession (Bodyguard) - 5

**Languages:** R/W, Common, Elf, Giant

**Weapons and Armor:** Greatsword (+14 to hit, 2d6+7 damage one-handed, 2d6+10 two-handed), Dagger, Brass Knuckles, Breastplate, Large Shield, AC = 18 (20 with shield)

**Saves:** Fortitude: +12, Reflex: +1, Willpower: +2

**Magic:**

Carries 2 Cure Serious Wounds potions, 1 Cure Light Wounds potion

Ring of Feather Fall.

**History:** Burtha was born in town, where she, like many other ogres, found herself in menial work. Determined to not be a sex object (she's a babe by ogre standards), and wanting to earn more money than was normally available to ogres, Burtha joined the army. She fought for the Waves in the civil war (i.e. the loosing side), and was forced to flee Wreckhaven. Burtha made a living as a bodyguard and caravan escort in the mountains for a few years. Lady Llevendorn discovered her in 1285, and offered Burtha a full-time job as a bodyguard. Lured by the offer of the high life, Burtha accepted and moved back to Wreckhaven.

Brilliant by Ogre standards, Burtha completely enjoys working for Lady Llevendorn, and the two have become close friends. Burtha is working to expand her knowledge of shipping, and security, and hopes to become the security manager for Dark Lady shipping.

### 6.2.6 Philby the Alchemist

While there are better alchemists in Wreckhaven, Philby is possibly the most ingenious available alchemist. Philby is brilliant, combined with a special sort of stupidity that causes him to assume everyone is telling the truth, to never see what uses his chemicals are put to, and to generally have the self-preservation of a rabid rat.

Human, Male, Born 1239 (51 in 1290), 5'7", 130 lbs, Bloodshot blue eyes, Grey, stringy Hair

Wizard-5, Expert-6, HP: 29                      Neutral      Worships Zodia

**ST:** 9      **DE:** 12      **CO:** 9      **IN:** 20      **WI:** 8      **CH:** 9

**Feats:** Brew Potion, Craft Wondrous Item, Great Fortitude, Lightning Reflexes, Scribe Scroll, Alchemy Focus

**Skills:** Alchemy – 21, Appraise – 19, Concentration – 13, Craft (Glasswork) – 19, Knowledge (Arcane) – 19, Knowledge (Chemical) – 19, Knowledge (Substances) – 19, Profession (Alchemist) – 13, Spellcraft – 19

**Languages:** Read and Write, Common, Dwarven, Gnome, Archaic Common, Tashanti, Archaic Tashanti

**Weapons and Armor:** None

**Magic:** None

**Other Equipment:** Scholar's Robes

**History:** Philby is a gaunt man, with stooped shoulders, and the unworldly look in the eye that comes from inhaling too much mercury fumes. He has little interest in the world outside his lab, except as a source of exotic materials. His lab is in the Warves, in the reinforced basement of an old brewery. One would expect a totterer like Philby would have the life expectancy of a day-old chick in a weasel farm. He survives because both Max and Sovan have put out the word the Philby is an *Asset*. Anyone harming him, or robbing him, will incur the displeasure of both crime bosses.

Philby spends all day, and most of the night, in his lab. Regular customers come in to buy acid (I have a *lot* of jewelry that *really* needs cleaning), alchemist's fire (Just what I need to provide torches for my merman friend), smokesticks (Did you know these are *perfect* for driving wasps out from the eaves?), and other products of the alchemist's art. Philby also evaluates substances, and easily identify almost any gem, metal, or item.

Technically Philby is wizard, and he sometimes wanders over to the Diamond Eye to compare notes with other wizards. In fact, the only spells he is capable of casting are alchemy-related; including spells to help make potions, enhance components, etc.

Philby never charges for his research. However, he always has components or lab equipment he needs. As a result, it costs about the same to consult with him as it does for any other sage or wizard. He's never one to specify costs, but the players will end up paying market rate for most things.

## 6.3 Other Significant Characters

### 6.3.1 Stygnan the Night Witch (1291)

A powerful hobgoblin witch from the north shore, Stygnan's name is whispered with fear and awe by most of the barbarian tribes.

4 legendary deeds: Defeated the monster troll of Whitepass, reconciled the feuding Ravenoak and Foxwillow clans, prophesied the rise of Gunner the Wolf, defeated the Witch-Giant of Elderfire.

Hobgoblin, Female, 46 yrs old 5' 4", 150 lbs, white eyes, grey hair

Adept-16                      123,677 ep's    HP: 66                      Lawful Evil

ST: 8      DE: 8      CO: 11      IN: 16      WI: 22      CH: 15

**Feats:** Alertness (+2 to Listen and Spot rolls) from familiar, Brew Potion, Craft Staff, Craft Wondrous Item, Enlarge Spell, Heighten Spell, Scribe Scroll

**Skills:** Heal - 21, Knowledge (Arcane) - 20, Knowledge (Religion) - 5, Knowledge (Nature) - 10, Profession (Tribal Counselor) - 16, Scry - 20, Sense Motive - 13, Spellcraft - 10, Wilderness Lore - 11

**Languages:** R/W, Common, Giant, Goblin, Gnome, Orc

**Weapons and Armor:** Quarterstaff (+7/+2, 1d6 damage), No armor, AC = 9

**Saves:** Fortitude: +5, Reflex: +4, Willpower: +16

**Magic:**

Has Spider Familiar, Gives Standard benefits only

*Adept Spells:*

Level – 0 Spells (3/day) (DC = 16)

Level – 1 Spells (5/day) (DC = 17)

Level – 2 Spells (3/day) (DC = 18)

Level – 3 Spells (3/day) (DC = 19)

Level – 4 Spells (3/day) (DC = 20)

Level – 5 Spells (1/day) (DC = 21)

### 6.3.2 Kara Wolfsdotter (1291)

The daughter of Gunner the Wolf, the Ivory Warlord, Kara is likely to take over the combined barbarian tribes when he dies.

1 legendary deed: Defeated the Dire Sabretooth of Icygreen.

\_ Orc, \_ Human, Female, Born 1263, 28 years old 5' 8", 150 lbs, Grey eyes, Blonde hair

Fighter-10                      52,698 ep's    HP: 74 (94)                      Lawful Evil

ST: 12      DE: 14      CO: 12 (16)                      IN: 14      WI: 15      CH: 15

**Feats:** Alertness, Dodge, Expertise, Improved Critical, Leadership, Mobility, Spring Attack, Longsword Finesse, Longsword Focus, Longsword Specialization, Whirlwind Attack

**Skills:** Bluff - 8, Diplomacy - 8, Handle Animal - 6, Intimidate - 8, Profession (Barbarian Warlord) - 10, Ride - 5, Sense Motive - 8

**Languages:** R/W, Common, Dwarf, Elf, Gnome, Orc

**Weapons and Armor:** Foekiller: +3 Keen Longsword of Mighty Cleaving (+16/+12, 1d8+6 damage, Critical on 15-20/x2), +3 Breastplate, +3 Large Darkwood Shield, AC = 25

**Saves:** Fortitude: +8, Reflex: +5, Willpower: +5

**Magic:** Sword and armor are magic. Boots of the North, Periapt of Health (+4 CON),

**History:** The unwanted offspring of Gunner "The Wolf" and a human concubine, Kara learned early on that if she wanted her father's attention she would have to compete with his nephews, her brother, and every young man in the tribe. Kara became the She-Wolf, a consummate swordswoman, fine tactician, and a ruthless leader. At 19 she demanded the right to lead men into battle, and proved her ability. She continues to prove herself, with daring raids and ruthless council.

In the winter of 1292, Carl Hauberkson came to the north shore to try to build up a following. Kara has him under constant observation, trying to establish whether or not she should ally with him.

## 7. Adventuring Bands

### ***7.1 The Red Banner Brotherhood - 1291***

The most famous, and powerful, adventuring band based out of Wreckhaven is Carl Hauberkson's Red Banner Brotherhood. The Red Banners get their name from a minor artifact of Brand that they carry on all of their adventures. This banner gives a Cleric of Brand the ability to cast additional spells every day.

The Red Banners have three permanent members. They regularly hire additional fighters for support. For all intents and purposes, the Red Banners are "Carl Hauberkson and his followers". Hauberkson's legendary deeds include: Held a critical bridge, alone, against the entire northern hoard for hours (1287), wrestled the Troll of Blackgorge, fought and defeated the Steel knight of Wreckhaven, plundered the Spider Temple of Coldstone, fought and slew a Frost Giant in single combat, defeated the Shastahark, the Ogre-Wizard of Hag's Kitchen, fought and killed the Wolf's champion, Garmand the Minotaur, killed the Beholder of Garant Pass.

Carl Hauberkson is the most famous adventurer in Silverblade. He is powerful, confident, and ambitious. He is also smarter than the average barbarian hero; setting up his tactics and adventures with unexpected care. Once battle arrives, he throws himself into the fight with all the enthusiasm of a berserker – which he is. Hauberkson's ambition is to defeat The Wolf, and take over the northern tribes.

Fargaunt of Farhaven is the band's Cleric. Originally a north shore tribe barbarian (he's a hobgoblin), he was attracted to the wealth and power that Hauberkson commands. He was a hired cleric for a few years. He became a full member when the previous cleric retired. Fargaunt is in this for the money. He also tempers Hauberkson's impulses; the two have become great friends.

Lisa Finmarrow is the band's sorceress. Only a liar would call her beautiful, but she has a presence and poise that commands attention. Recruited in 1288 by Hauberkson, she was his lover briefly, and his friend ever since. She regards him as an overgrown kid. Lisa is in this for the love of adventure.

In the summer of 1292, Carl Hauberkson left for the north shore. He made contact with the Thistle, Red-Hand, and Fearless tribes, where he had previous contacts. A poor diplomat, Carl relied on his personal charisma and outstanding reputation to win followers. He built enough of a following over the summer to encourage him to stay the winter. In the winter of 1292-1293 he (briefly) visited Wreckhaven, and solidified his fearsome reputation by defeating the Blue Glacier Lich, and it's frost worm guardians.

## 8. Monsters

### 8.1 Monster Manual on Silverblade

For purposes of monsters, there are five main regions of Silverblade

Vale of Flowers	This area is heavily cultivated and settled. While many kinds of monsters can live here, few do, as the kindred races squeeze them out.	Temperate Forest/Grassland/Marshes
Northern Forests	from Deep Green, around the North Shore, to Morningvale, also the forests on the slopes above the Vale of Flowers.	Cold Forest/Hills Sometimes temperate
Alpine Tundra	Mountains from ~5,000 ft to ~6,000 ft	Cold Mountains
Diamond Glacier	Mountains above ~6,000 feet	Frostfell
Ocean	Around the island	Temperate/Cold Aquatic

The lists below only cover “monsters”. The various humanoid races have been left off. Kindred races, orcs, and goblinoids are all relatively common on Silverblade. More exotic humanoids are much rarer, or may not exist at all.

#### 8.1.1 Vale of Flowers

Monster	CR
Assassin Vine	3
Bulette	2
Centaur	1
Cockatrice	3
Doppleganger	3
Dragon, Bronze	varies
Dragon, Green	varies
Dryad	3
Giant, Hill	7
Gray Render	8
Hag, Green	5
Hydra	varies
(Hag’s Kitchen only)	
Lycanthropes	varies
Nymph	7
Ogre	3
Owl, Giant	3
Pseudodragon	1
Shambling Mound	6
<b>Animals</b>	
Bear, Black, Dire	
Deer	
Elk	
Wolf, Dire Wolf	

#### 8.1.2 Northern Forests

Monster	CR
Beholder	6/10
Doppleganger	3
Dryad	3
Ettin	6
Giant, Hill	7
Gnoll	1
Griffon	4
Hag, Annis	6
Lycanthropes	varies
Nymph	7
Ogre	3
Ogre Magi	8
Owl, Giant	3
Owlbear	4
Tendriculos	6
Troll	5
Unicorn	3
<b>Animals</b>	
Bear, Black, Grizzly Dire	
Deer	
Elk, Dire Elk	
Wolf, Dire Wolf	

#### 8.1.3 Alpine Tundra

Monster	CR
Dragon, White	varies
Ettin	6
Troll	5
Winter Wolf	5
<b>Animals</b>	
Bear, Grizzly Dire	
Elk, Dire Elk	
Tiger, Dire Tiger	
Wolf, Dire Wolf	

#### 8.1.4 Diamond Glacier

Monster	CR
Dragon, White	varies
Frost Wyrn	12
Giant, Frost	9
Remorhaz	7
Winter Wolf	5
<b>Animals</b>	
Mammoth	
Tiger, Dire Tiger	

#### 8.1.5 Ocean

Monster	CR
Hag, Sea	4
Kraken	12
Sea Cat	4



## 8.2 The Most Dangerous Creatures In Silverblade (circa 1291)

### 8.2.1 Surface World

Diamonddeath – the Ancient White Dragon (CR = 25+)

Hrimturack – The Frost Giant Jarl (Fighter-11), (CR = 20)

Gunner the Wolf – Barbarian Tribal King (Half-Orc, Barbarian-17), (CR = 17)

Old Blaze – 12-headed Lernean Pryohydra (CR = 15)

Carl Hauberkson and the Red Banner Brotherhood – Adventuring Band (CR 15)

### 8.2.2 Underworld

Svarturdar – The Fire Giant Hierophant (Cleric-10) (CR = 20)

### 8.2.3 The Dragon

Dragon	Mystoboros Borealis Adamite aka Diamonddeath	
<b>Gargantuan Dragon</b>	Great Wyrm White Dragon +3 levels as Sorcerer Born –688 FG (1,978 years old in 1290). 90' long, 17' high, 23' neck (able to reach up 40' with bite), wingspan 75', folded wings are still 40' wide. 200,000 lbs (100 tons)	
<b>Hit Dice:</b>	36d12+3d4+390	651 hit points
<b>Initiative:</b>	+4 (Improved Initiative)	
<b>Speed:</b>	60 ft, burrow 30 ft, fly 250 ft (clumsy), swim 60 ft	
<b>AC:</b>	41 (-4 Size, +35 natural), touch 6, flat-footed 41	
<b>Base Atk/Grapple</b>	+36 / +61	
<b>Attack:</b>	(+45)	
<b>Full Attack:</b>	(+45)	
	Bite	4d6+14 Primary Attack
	2 Claws	2d8+7 Secondary Attack
	2 Wings	2d6+7 Secondary Attack
	Tail Slap	2d8+21 Secondary Attack
	Crush	4d6+21 (Medium or smaller opponents)
	Tail Sweep	2d6+21 45 ft arc, Reflex save for half damage.
<b>Space / Reach:</b>	20 ft / 15 ft (20 ft with bite)	
<b>Special Attacks:</b>	Breath Weapon, Cone of Cold 60 ft long, 60 ft wide at base, or as line, 120' long, 10' wide, 12d6 damage, Breath can also produce hurricane-force wind effects, Save DC 36	
<b>Special Qualities:</b>	Frightful Presence DC 32 360' range of effect Damage Resistance 20/magic Spell Resistance 27 Immune to sleep or paralysis Blindsense, low light vision, 120' darkvision Icewalking (as spider climb, but on ice only), Immune to Cold, Vulnerable to Fire, Fog Cloud 3/day, Freezing Fog (similar to solid fog, but adds layer of ice for 'grease' effect) 3/day, Gust of Wind 3/day, Ice Wall 3/day, Control Weather 1/day	
<b>Saves:</b>	Fort +30, Ref +20, Will +25	
<b>Abilities:</b>	Str 39, Dex 10, Con 31, Int 18, Wis 21, Cha 22	
<b>Skills:</b>	Escape Artist +8, Intimidate +16, Knowledge (arcane) +10, Knowledge (geography) +9, Knowledge (local) +11, Knowledge (nature) +8, Knowledge (the planes) +10, Listen +46, Search +45, Spellcraft +9, Spot +46	
<b>Languages:</b>	Draconic, Classical Granean, Skanari, Giant, Low Venturan, Auran	
<b>Feats:</b>	14 feats PHB: Improved Bull Rush, Improved Initiative, Power Attack, Multiattack Tome & Blood: Energy Substitution (Acid) Monster Manual: Hover, Snatch Draconomicon: Dire Charge (full attack when charging), Enlarge Breath, Large and In Charge, Maximize Breath, Shape Breath, Shock Wave, Tempest Breath	
<b>Magic</b>	Casts spells as 16 <sup>th</sup> level sorcerer <i>Sorcerer Spells:</i> Level – 0 Spells (6/day) (DC = 16) Dancing Lights, Detect Magic, Ghost Sound, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Read Magic Level – 1 Spells (8/day) (DC = 17) Erase, Expeditious Retreat, Identify, Nystul's Magic Aura, Unseen Servant Level – 2 Spells (8/day) (DC = 18) Arcane Lock, Detect Thoughts, Invisibility, Locate Object, Misdirection Level – 3 Spells (7/day) (DC = 19) Dispel Magic, Lightning Bolt, Major Image, Nondetection	

	Level – 4 Spells (7/day) (DC = 20)	Detect Scrying, Dimensional Anchor, (Draconomicon) Dispelling Breath, Breath Weapon Substitution
	Level – 5 Spells (7/day) (DC = 21)	Mordenkainen's Private Sanctum, Rock to Mud, Teleport, Wall of Stone
	Level – 6 Spells (7/day) (DC = 22)	Acid Fog, Permanent Image, Programmed Image
	Level – 7 Spells (6/day) (DC = 23)	Arcane Sight (Greater), Banishment, Delayed Blast Fireball
	Level – 8 Spells (4/day) (DC = 24)	Dimensional Lock, Horrid Wilting
<b>Climate/Terrain:</b>	Ice Crown Glacier	
<b>Organization:</b>	Solitary	
	Encourages his cult of followers who live nearby.	
<b>Challenge Rating:</b>	25	
	<i>Elite attributes (+1 CR), Sorcerer levels (+3 CR)</i>	
<b>Treasure</b>	None	
<b>Alignment:</b>	Neutral evil	

### History

Diamonddeath predates written history. When Rhian the Liberator came to Silverblade, the dragon was already very old and of huge size. The saint fought the dragon, and drove him back higher into the mountains. Diamonddeath was ancient during the castle-states era, and witnessed the death of Alvar the gold dragon at the hands of fire giants. Mighty king Gutan the first was said to have challenged the dragon once, but even he balked at climbing to Diamonddeath's lair. King Karsen the first (b 732, cr 765, d. 766) decided to go where his ancestor had not. Assembling his bravest knights, he challenged the dragon in its lair. He did not return.

Diamonddeath was last really active in the 900's, when his depredations of the Ice Empire Jarldoms was a thing of legend. From 930 to 980, Diamonddeath flew from his lair annually, destroying and freezing people and property alike. The havoc wrecked by the dragon was such that the kindred races could not adequately defend against the frost giants, and the ice empire was shattered on Silverblade.

In FG 1107, Jernath Deepstone, Silverblade's greatest hero, traveled to the dragon's lair to "end the threat of Diamonddeath once and for all". His sword was found in a stream flowing out a glacier. Jernath's overconfidence in facing the dragon alone is often attributed to the fact that his adventuring team had fought, and slain, dragons before. They had never faced one of the power and size of Diamonddeath, but like many half-informed adventurers, Jernath knew that white dragons were the smallest and weakest of their kind.

Since 1107, 5 adventuring teams have ascended to Diamonddeath's lair to attack the dragon. None have returned. The dragon leaves his lair roughly every 10 years, usually just for a short flight. Three times it has descended on the countryside, and attacked people or livestock.

Diamonddeath's dragon cult steals cattle from the countryside below the mountain, and drive them into the lair every year or two. They claim this keeps the dragon quiet, and so far, nobody has proven them wrong.

### Diamonddeath's Lair

Diamonddeath has a complex pattern of caves deep in the glaciers of the Ice Crown. He maintains several alarm spells across the entrances to these caves (using 3 of his 1<sup>st</sup>-level spells, daily). Diamonddeath is capable of renewing his alarms while asleep. Several of the turns and rooms have programmed images set in them, of Diamonddeath himself, and of his hoard. These images are intended to fool adventurers, and giants, into believing they are attacking the real dragon. Diamonddeath's actual lair is a hidden room, sealed behind a wall of ice (which he renews when awake, using one 4<sup>th</sup> level spell per day). Several of the passages have huge boulders strewn throughout them. Diamonddeath uses *Rock to Mud* spells to trap adventurers in these passages.

Anyone foolish enough to enter the dragon's lair will find themselves trapped by a *Wall of Ice* or *Rock to Mud*, then assaulted by *Delayed Blast Fireballs*, and *Lightning Bolts*. Once they are standing knee-deep in melted water, Diamonddeath will send *Freezing Fog* to trap them further, or if necessary, close to use his breath weapon. He then floats an *Acid Fog* into them, and launches another wave of magical assault, using whatever attacks seem to be most effective (usually fire). Diamonddeath will not close for personal combat until most of his spells are used. Usually, his opponent is buried in ice and frozen mud before the magic assault is over.

Diamonddeath is smart. He never assumes that he's more powerful than his opponent, and plays long, strung-out cat-and-mouse games before closing for the kill. His lair is protected by a *Mordenkainen's Private Sanctum* (which he renews daily), and *Dimensional Lock* (which he renews every couple of weeks). Permanent Images cover many traps and pits, making the lair almost impossible to navigate without prior knowledge.

### Diamonddeath's Hoard

### Diamonddeath's Followers

The great dragon has not survived this long without cultivating allies. The Whiteaxes, a clan of dwarves, converted to the Dragon Cult long ago. They live in and around Diamonddeath's lair, where he protects them from the frost giants, and they act as the dragon's eyes and ears. The Whiteaxes are outcasts from normal dwarven society, but maintain many dwarven traditions. There are a total of about 300 Whiteaxes, living in the icy mines around Diamonddeath's lair. They are badly inbred, and often try to liberate female dwarves from the frost giant slave mines. The Whiteaxes are lead by their high cleric, Urik Whiteaxe.

Use "Glacial Dwarves" from the *Frostburn* supplement to represent the Whiteaxes.

### Diamonddeath's Oracle and High Priest

Dragon cults are lead by an oracle – who actually talks to the dragon – and a high priest, who organizes and runs the congregation.

Felmara is Diamondeath's oracle (drow, f, bard-10, born 1099) that came to the surface near the cult organization. She decided to worm her way into the dragon cult as a way of getting a power base on the surface. She was all too successful, and Diamondeath recruited her as his personal voice. Fifty years of contact with the dragon has taught her frightful things, and driven her mad. However, she is still semi-coherent, and manages to get Diamondeath's messages across to his priest.

Urik Whiteaxe (dwarf, m, b 1050 FG, 241 years old, c-14) is the high priest of the dragon cult, and patriarch of the clan. An old dwarf, he has remained in power by preventing anyone else from challenging him, and by avoiding the dragon except when absolutely necessary. He has no illusions about his people's importance to the dragon (i.e. none), but uses the dragon's power as a threat and promise over them.

## 9. Anecdotes and Commentary

### 9.1 Legendary Deeds

Some characters, particularly those with an adventuring bent, are listed with their “legendary deeds”. Legendary deeds are loosely defined as deeds that no normal person could accomplish. Legendary deeds are deeds that a bard would put into a saga. A character’s fame and prestige will rest on the number of legendary deeds he has pulled off. Examples of legendary deeds might include:

1. Single-handedly defeated monster of CR 7+.
2. Part of an adventuring party which defeated a monster with a CR of 10+.
3. Succeeded in a skill check, critical to achieving the mission, with a DC of 30+.
4. Performed important, difficult, and dangerous mission for somebody important.
5. Played crucial role in war or other national event.
6. Acquire and flaunt legendary-class magic item (one that requires a 15<sup>th</sup> or higher level wizard to create, or which is worth more than 50,000 gp)

Characters may have heard of an NPC through that person’s legendary deeds. Bardic Knowledge, knowledge skill “Adventurers”, or “Gather Information”, are appropriate skills.

### 9.2 How High Level is that NPC?

There is always a question of assigning levels to NPC’s. In the old days of D&D, most NPC’s were assumed to be “0-level”. This did not work very well, so the third edition introduced NPC classes, to allow for the commoners and non-adventurers of the world.

**NPC’s.** All NPC’s start with 32 or fewer ability points. No NPC gains experience faster than the PC’s. NPC rate of advancement is:

Lifestyle	EP’s per year	Legendary Deeds	Ability Pts
Never works at his profession	200 ep’s/year*	None	12 - 20
Works but doesn’t learn	500 ep’s/year*	None	12 – 24
Normal advancement	1,000 ep’s/year*	1/100,000 ep’s	15 – 26
Intense student/hard charger	2,000 ep’s/year*	1/ 50,000 ep’s	20 – 28
Part-time Adventurer**	4,000 ep’s/year*	1/ 30,000 ep’s	25 – 30
Adventurer**	8,000 ep’s/year	1/ 20,000 ep’s	25 – 32
Intense Adventurer**(PC level)	12,000 ep’s/year	1/ 10,000 ep’s	32

\* Adjusted for expected life span of race; roughly divide by 5 for elves, 3.5 for dwarves and gnomes, 1.5 for halflings and half-elves.

\*\* Adventurers usually have short lifespans. Few last 20 years.

In practical world terms, a normal 30-year-old knight (fighting squire from 18-21, knight after that) probably has about 13,000 ep’s; making him a 5<sup>th</sup> level Fighter. If he lives in a dangerous territory, or is fanatical about being a knight, his ep’s double – making him a 7<sup>th</sup> level fighter. In either case he is unlikely to have performed any legendary deeds (1/50,000 ep’s for the fanatical knight). A career soldier (36 years old with 20 years in the army) probably has about 20,000 ep’s (6<sup>th</sup> level Warrior). If he lives in a dangerous area, and saw a lot of action, he might be a 9<sup>th</sup> level Warrior (40,000 ep’s). A “Normal” person peaks out at about 10<sup>th</sup> level or so. The really dedicated students of their profession peak at about 13<sup>th</sup> to 14<sup>th</sup> level. Few NPC’s exceed these levels. Even fewer attain high levels while young.

### 9.3 Anecdotes

#### 9.3.1 The Magnificent Seven

The seven adventurers who founded modern Silverblade were:

Jhysa Pebblesifter, Bard-11 to 16, Gnome, F

Nesarinda Sunflower, Priestess of Konar, Cleric-13 to 18, Human, F

Bringaragak Holdmaker, Fighter-12 to 17, Orc, F

Jernath Deepstone, Knight of Tanlist, Paladin-11 to 16, Human, M

Rhyn Dudleys, Ranger-10 to 16, Half-Elf, M

“Growler” Thurmfast, Rogue-13 to 18, Dwarf, M

Muerian Darksight-14 to 19, Wizard, Elf, M

All of the seven were nobles from the western kingdoms and the empire. Of the seven, only Rhyn Dudleys was originally from Silverblade. He had grown up on the island. Despite spending years as a scout in the services of Tanlist and the Empire, he missed his homeland. He and Jhysa proposed an idea to Jernath late one night over a cup of ale; End the chaos on Silverblade; found their own government, rule the island. It was less ambitious than some of Jernath’s dreams, but far more realistic.

In 1076, Jernath brought together his temple superior, and long-time friend, Nesarinda, and his old adventuring companion and mentor, Binga Holdmaker. Jhysa Pebblesifter brought in “Growler” Thurmfast, who recommended Muerian Darksight, an elderly elven wizard, be invited to join the team. Together with their cohorts, apprentices, and followers, the band made a small army. Agreeing that they needed practice before taking on a major expedition, they fought and defeated the robber barons in the western mountains of the D’Naerean Empire. The Emperor’s gratitude was sufficient to outfit the Silverblade expedition, but bureaucratic delays pushed the mission back to 1080.

In 1078, Jhysa and Growler circulated through the Vale of Flowers, while Rhyn scouted the higher lands. They met with the warring barons of Silverblade, barbarian tribes, temples and druids. Everyone who had power was approached, and the seven created a web of alliances, promises, and fears. The nobles of Silverblade tried to prepare for the invaders, but soon started fighting among themselves.

In April 1080, the Magnificent Seven arrived in Silverblade. Five ships carried the seven, their men, and their horses. Jernath was first ashore, and the witness later swore that the sun rose as he rode his white charger ashore (in fact, it was early afternoon, he was sea-sick, and staggered ashore muttering “why is the beach moving up and down?” His horse came ashore in a later boat). The Seven were met by some of the minor barons, who had decided to support the foreign adventurers.

Jhysa, Nesarinda, and Bringaragak immediately headed into non-human lands. Muerian contacted elven enclaves. Jernath contacted the barons, and was almost immediately embroiled in a war. Fighting was inconclusive, until Bringaragak brought the barbarian tribes in on Jernath’s side. Meanwhile, Rhys contacted the druid council of Silverblade and, after lengthy debate, persuaded them to support the adventurers. Jernath and his allies took Meadhaven, in the fall of 1080, and both sides settled in for the winter.

The Magnificent Seven fought through 1080-1085. They built up allies, compromised their plans, and lost friends and allies to treachery. They laid siege to, and broke the power of, the vampire sorceress Mala Mourninglark. Each winter brought renewed attacks by the frost giants. Bringaragak Holdmaker captured Wreckhaven on August 3, 1085. After another week of fighting, Wreckhaven was secured. To this day, August 10, 1085 is “Liberation Day”. By 1086, the Vale of Flowers was secure. Under the direction of Bringaragak and Jernath, castles were restored and allies placed in them.

From 1086 to 1090, the Seven spent more time in council rooms than on the battlefield. The last significant battle was against the giants, where Jernath finally met, and killed, the frost giant jarl on the field of battle.

In 1090, the Magnificent Seven were the undisputed rulers of Silverblade. Barbarian warlords and civilized nobles alike assembled at the ancient haven in Wreckhaven in August 1290 to hear the pronouncements of the adventurers. It was generally assumed that Jernath would declare himself king. What happened astonished everyone present.

The seven adventurers presented the Haven Charter to the island. This charter guaranteed land rights, and promised a stable government. The Haven Charter is too long to present in full (actually, it is only a couple of pages long), but the key points are:

1. The island will be ruled by a council of the worthy.
2. Membership in the council is not hereditary.
3. Property will not be taken without due process of the law.
4. Citizens of island are entitled to a fair and speedy trial.

Many of the natives assumed that the charter was a show of weakness, and promptly revolted. Several of the barbarian tribes swore blood-feuds against anyone and their family who agreed to the charter. The rebellion was nipped in the bud, by Jernath and Bringaragak’s standing armies. To no-one’s surprise, Jernath Deepstone was sworn in as the first prince of the island. To everyone’s surprise, at the end of his term, he and the remaining adventurers honored the charter, and allowed a new prince to step in. That the new prince was from an old Silverblade family made the change even more impressive.

The first few decades of the Principality were difficult. Repeated minor revolts were suppressed, but the barbarian tribes never really supported the new government as was hoped.

The Magnificent Seven faded into retirement or died

**Jhysa Pebblesifter**, (born 1030, died 1188) Remained on Silverblade, made several trips to other islands. Jhysa served as an ambassador to the Empire and the Western Kingdoms from 1090 to 1140, finally retiring to Wreckhaven. She continued traveling and performing as a bard, going from haven to haven, until her death in 1188. She was buried in Grankonar.

**Nesarinda Sunflower**, (born 1051, died 1126) Remained on Silverblade, as high priestess of Konar (1090-1124). Wielding immense power, Lady Sunflower remained a powerful force in Silverblade politics. Lady Sunflower attempted to rebuild Grankonar, but never succeeded in making it a viable city. She officially retired in 1120, 1122, and finally in 1124. She was buried in Grankonar.

**Bringaragak Holdmaker**, (born 1057, killed 1099) Unable to deal with the peace that success brought, Bringaragak Holdmaker traveled north, fighting barbarians and participating in clan feuds. In 1099, the green dragon Ashdorloon awoke, and Bringaragak hastily called together Jernath, Nesarinda, Rhyn, and Muerian for “one last adventure”. They defeated the great dragon, but Bringaragak and Rhyn were killed, and never returned from the dead.

**Jernath Deepstone**, (born 1053, reported dead 1107) Lord Jernath served his term of as prince honorably, retiring to a small estate at Grankonar when it ended. The death of his friends at the hand of Ashdorloon bothered Jernath, and he became reclusive and withdrawn. In 1107, he headed to the ice crown, supposedly to deal with Diamonddeath. Jernath was never seen again, but his sword was found in a stream running off the glacier. It was enshrined in the temple at Grankonar.

**Rhyn Dudleys**, (born 1048, killed 1099) Rhyn Dudleys exulted in the liberation of his homeland, and spent the next few years partying, and traveling the island. He developed a reputation as a heavy drinker and reckless seducer, leaving a wake of children. Jernath made several attempts to reform his friend. Rhyn was killed by Ashdorloon, and could not be raised. His druid friends insisted that he was reincarnated.

**“Growler” Thurmfast**, (born 1032, reported dead 1215) Growler simply stopped doing anything in 1090. For the next seventeen years he simply sat on his porch in Wreckhaven, drank, and watched the world go by. Told of Jernath’s death in 1107, he responded with no more than a grunt. The next day he found a ship returning to the empire, and sailed away. Over the next century, rumors of Growler Thurmfast’s exploits drifted up from the south; he had stolen a priceless artifact, he had rescued trapped miners, etc. In 1215 he was reported dead. A monument was raised in his name in 1220, when no further tales came north.

**Muerian Darksight** (born 776?, reported dead 1114) Muerian was one of the more powerful wizards in the world. He accepted the position of guildmaster of the Diamond Eye guild, but resigned in 1095. In 1099, the fight with Ashdorloon damaged his health permanently. Muerian accepted a few students, but studied more and more powerful magic. In 1110, Muerian packed his spellbooks, took his leave of Silverblade, and headed south. He informed the Diamond Eye, and the ruling prince, that he intended to return in a few years; he was researching foreign magic. He also muttered something about a “warmer climate”. In 1114, a story came north about Muerian challenging a powerful red dragon, and loosing. Shortly thereafter, many of his spellbooks appeared in the guild library; all charred. His death was accepted as a matter of record.

### 9.3.2 Zarando’s Hoard

Zarando was the guildmaster of the guild of merchants, a judge, and Wreckhaven’s premier moneylender from 1245 to 1265. An incredibly corrupt man, he ran the mint, and handled ‘special cases’ for the princes. A wealthy and ostentatious man, he flaunted his corruption, to the point of telling prisoners outright the cost of an acquittal. When the civil war began in 1265, he fortified his house, and hoarded his fortune. During the riots of 1267-1268, Zarando came increasingly under fire from the mobs. They finally stormed his house in the summer of 1267. It was not precisely a siege. But when the mob broke in, Zarando was gone, and so was his fortune. Zarando’s house faced the sound, and many people reported seeing a scow fleeing away from the house at night during the assault. However, Zarando did not resurface, nor did his money.

“Zarando’s Hoard” is a watchword for adventurers and treasure seekers. Said to include more than two tons of gold, the hoard has still eluded treasure hunters. Many skeptical adventurers insist that it does not exist.

### 9.3.3 The Case of the Ogre’s Hoard (1289)

Land cannot be bought or sold on Silverblade. “Officially” the Hag’s Kitchen once belonged to the Baron of Westvale, as of ~700 FG or so. In 1289, when the Red Banner Brotherhood defeated the Ogre-Wizard, he demanded a portion of the treasure as it was on “his land”. The Earl of Mourningvale then submitted his claim, citing a document from the Ice Empire, circa 950 FG, granting him salvage rights along the coast “to civilization”. The Lord Mayor of Wreckhaven submitted a claim on behalf of the city, pointing out that the city was given authority over “those lands not otherwise ruled, within a day’s march of the walls”. Finally, a large number of people submitted claims that the ogres had robbed them, or their families, and demanded their property back. Shawn Melmoth, professional scribe, petitioner, and wit, observed that given the number of claims, the Red Banners must have only recovered a tiny fraction of the treasure.

Prince Kyle Douglas heard all three primary cases. He found in favor of all three supplicants, and then submitted to them the fines and legal penalties for allowing a colony of outlaws to grow and flourish on “their” lands. He pointed out that all three claimants had standing armies, and asked them to explain why they had not taken action against Shastahark (the Ogre-Wizard). After a rather bitter debate, the council accepted an old precedent (dating back to 1090), that the Hag’s Kitchen was an “unlawful region”, and so fell under direct purview of the central authority - i.e. the prince.

Kyle Douglas established that legitimate salvage - i.e. something that could be positively traced to a specific owner - should be returned to the owner, unless the owner had made no effort to regain his/her property within a “reasonable amount of time”. Faced with the impossibility of making Karl Hauberkson hand over any of the loot, the prince turned a blind eye to the sale of the loot. The Red Banners admitted to the volume of treasure they’d found. Prince Kyle arranged a brief conference with the Red Banner Brotherhood. He then called the various claimants together, and informed them that the Red Banners had volunteered to guide them into the Hag’s Kitchen, to pick through the wreckage, and recover their property. As proof, he showed that their profits, while substantial, were less than 20% of the claimed treasure.

There was some grumbling, but the matter was dropped.

## 9.4 Commentary

### 9.4.1 Thief's Cant in Silverblade

Thief's cant is a slang used by the underclass of Wreckhaven. It confuses the law, and outsiders. Some terms and expressions translate to English. Some examples of Cant include:

Baby	A wizard or sorcerer. Derived from the fact that magicians need their rest to be able to cast magic, just like a baby needs sleep.
Bells and Chimes	Hard cash. "Brass Bells" are gold pieces. "Cymbals" are silver, "Ringers" are copper. These terms are most often applied to guild-minted coins, which are usually purer and more valuable than government minted coins. "Ring the chimes"
Bird	An informer or stool pigeon. May also mean a spy. Not always a derogatory term. "I have a bird at the docks" could simply mean that the speaker has a friend at the docks who keeps him informed on what's happening.
Bright and Shiny	'All's-clear', and an expression meaning that it is acceptable to go ahead. "The robin gave the bright and shiny, and we snuck in the back door."
Capish	Understand
Choir	Organization, or business. Usually used to refer to an organized crime gang. A professional criminal could say they're in "the choir".
Click	(v) to unlock (as in picking a lock) or disarm (as a trap). Can also be used to mean realizing or learning something, or getting information out of someone. "It took a symphony to make the bird click."
Coda	The end, or finish. "See the tune to the coda." Means to finish the job.
Coiner	A gambler.
Coney	Young Person, or inexperienced person, may be friendly or derogatory.
Cluck-Luck	Inside information
Door-Head	An orc. Can refer to any really strong but dumb person. Refers to someone who can force a door open by ramming his or her head into it.
Fill	Food, a meal.
Four-Four	Regular, normal, usual. (4/4 time is the most common musical beat)
Garg	Drink.
Grease	To transfer something covertly.
Groping	Handling, touching, or conducting a preliminary inspection.
Hall	A target locations, a place you are going.
Harmony	Accordance or agreement.
Havers and Savers	Counterfeit money. Specifically, "Havers" are the notoriously bad coins struck, legally, by the government in the early to mid 1200's. Averaging about 5% precious metal, these coins are not accepted anywhere. Savers are counterfeit coins struck by private individuals.
Hold yer nadgers	Be patient
Icicles	Weapons, especially daggers.
Jane	Woman or girl. Connotations of attractiveness and/or sexual desirability.
Keeping Time	Making a regular payment. Making your monthly rent would be "keeping time with the landlord"
Kiss	Bribe.
Leaner	Someone who runs a protection scheme, a blackmailer or extortionist.
Luck-taker	Magic weapon. Refers to the common belief that a person only has so much luck in their life, and that a magic weapon takes luck away from its user, in order to fight better.
Meet	Lend, as in money. "Can ya meet me some music, wacker?"
Melt	To hide. Max was trillely, so Fyur decided to melt for a while.
Music	Money. Can also refer to having money "He's got the music".
Nogger	Head, or in slang, intelligence. For example, a "regular nogger" would be a very intelligent person.

Notes	Tools, especially thief's tool. "I've got my notes, ready to play a tune."
Play	Work with, deal with, or cut a bargain with. "Play Together" would be to do business.
Poppy	A pimp, someone who runs prostitutes.
Plunge	Showing the goods to entice a buyer. "Plunging" is window-shopping. The expression comes from prostitutes, leaning forward and pulling their blouses down to attract customers. A "Plunging Jane" is a prostitute.
Rhythm	Credit; having assets that can be used to get money. "I got rhythm, I got music".
Ring	Show, demonstrate or prove. Most often used in the expression 'ring me chimes', meaning "show me you've got money". Comes from the fact that properly minted coins ring if dropped on a hard surface, while counterfeit coins simply go 'clunk'.
Regular	An expression of exaggeration. A 'regular' drink would be extra large, or have extra kick. A regular jane would be an especially beautiful girl. Can also be used to mean "very good".
Robbie	Charismatic or popular person, particularly a person with a gift of gab. Can also refer to a handsome man (male equivalent of a Jane).
Robin	A look-out or front man.
Rocky	Paladin, knight, or nobleman. An obscure reference to Jernath Deepstone, the paladin who founded modern Silverblade. Can also refer to the law.
Sailor	A gullible person, suitable to rob. Foreign sailors are the usual marks of Wreckhaven's underworld. "Don't call me sailor" is an expression meaning, "Don't try to cheat me".
Scarf	Eat, consume.
Scratch	The last word or the bottom line. "So, what's the scratch?"
Shackles	The police, or city guard.
Sing	Pay or purchase. "I'll sing this round of drinks."
Slip	Escape, avoid, or outrun.
Solo or singing solo	Being out of money, or down to your last few coins.
Sonky	(n) Clothes or disguise. (adj) something that is almost ready to fall apart, but which has been mended to look respectable. Specifically Sonky clothes are generally used, thin, and almost worn out, but mended to look respectable.
Sonky Shop	Not slang, a Sonky-Shop sells used clothing.
Soto	Limited or restrained – "I got soto music for the plunging janes" meaning "I haven't got much money to spend on prostitutes.
Sparrow	A runner or bag-man, usually a youth, who carries money or messages for the gang.
Spell or Spells	Thinks or Believes ("Rocky there spells he's a regular Robbie with the janes, capish?")
Squirrel	A second-story man, a cat-burglar.
Straight	Refers to a normal, upstanding, law-abiding citizen. "That rocky's a regular straight". Also a derogatory term, for someone too stupid to take advantage of a situation.
Stringer	Boss, superior, or patron. The person who "pulls your strings."
Symphony	Paying even more money. Alternatively, having something that is worth a lot of money.
Tell	A tall tale, or a con.
Teller	A con-man.
Tickler	A pick-pocket.
Tricked	Trapped – can be an adjective, noun, or verb.
Trilley	Worked-up, upset.
Troll	A highway robber – usually looked down-upon by city thieves.
Tune	A 'job' or task, usually illegal, like a robbery.
Wackers	Partners, friends, or backup. Specifically, wackers are someone who will get revenge for you if someone robs or cheats you. Can also refer to competence; someone who says they're a wacker is implying that they are highly competent or important – someone who could be counted on as a friend, partner, or backup.
Words	Interest, as on a loan. "I'll meet you some music, wacker, but you'll have to sing me some words"



## 9.5 Warhammer on Silverblade

The Warhammer game system, with some modifications, can be used to simulate battles on Silverblade.

For example, a typical landed knight's force could be created using Empire rules. However, gunpowder, and all of its associated weapons are out.

A typical landed knight's force (using Empire rules) might be this:

The Knight	Captain, Hand Weapon, Lance, Shield, Heavy Armor, Warhorse, Barding (74 pts)
Magical Support	Wizard or Cleric (bought as wizard), Hand Weapon, Dispel Scroll (60+25) = 85 pts
Heavy Cavalry	7 Knightly Order, Hand Weapon, Lance, Heavy Armor, Shield, Barding, includes Champion, Standard Bearer, Musician (23*7 + 40) = 201 points
Light Cavalry	8 Light Cavalry (bought from Dogs of War list), Hand Weapon, Spear, Shield, includes Champion, Standard Bearer, Musician (14*8 + 45) = 167 points
Archers	10 Archers, Longbows (8*8) = 80 points
Crossbowmen	10 Crossbowmen (8*8) = 80 points
Footmen	16 Halberdiers, Halberds, Light Armor, Champion, Standard Bearer, Musician (6*16 + 25) = 121 points
Militia	32 Militia (bought as free companies), Hand Weapons, Champion, Standard Bearer, Musician (5*32 + 25) = 185 points

Total point value of landed knight's army: 992 pts.

Of course, there is considerable variation between knights. Generally, a 1,000-point army is appropriate for a landed knight.

A greater noble would field an army comprised of 8 landed knights, plus his personal forces – equivalent to 2 to 4 knights. In an emergency, the number of militia would rise as well. A greater noble would field about 2,500 points as his personal force, and could be supported by any number of landed knights.

The militia given here assumes a relatively poor call-up. A full call-out would provide the landed knight with 240 militia, in blocks of 20 - 40.

### 9.5.1 Non-Humans in Silverblade vs. Warhammer

There are some significant differences between the non-humans of Warhammer and of Silverblade. Specifically, Warhammer buys into the common gamer philosophy of "everything else is better than human".

In general, \_ (rounded down) of a general's troops of each category (Common, Special, and Rare) must be of his own racial type. The remainder can be of any racial group that the GM will allow.

Troops that can fight together are often teamed together – therefore a squad of

### 9.5.2 Racial Profiles

**Bugbear Estimated Number: 36,400**

Base cost: 7 points 25 mm base

Base Profile

Move	WS	BS	S	T	W	I	A	Ld	Save
4	3	3	4	4	1	4	1	6	-

Has darkvision, but suffers in daylight.

**Centaur Estimated Number: 9,100**

**Dryad Estimated Number: 3,600**

**Dwarf Estimated Number: 36,400**

Base cost: 5 points

Base Profile

Move	WS	BS	S	T	W	I	A	Ld	Save
3	3	3	3	4	1	2	1	7	-

Has darkvision

**Elf Estimated Number: 36,400**

Base cost: 6 points

Move	WS	BS	S	T	W	I	A	Ld	Save
------	----	----	---	---	---	---	---	----	------

Base Profile	4	3	3	3	3	1	4	1	7	-
Has low-light vision.										

**Ettin** Estimated Number: 1,800

**Giant, Hill** Estimated Number: 3,600

**Giant, Stone** Estimated Number: 2,700

**Giant, Frost** Estimated Number: 4,600

**Giant, Fire** Estimated Number: 3,600

**Giant, Storm** Estimated Number: 100

**Giant, Cloud** Estimated Number: 200

**Gnoll** Estimated Number: 36,400

Base cost: 7 points

Base Profile	Move	WS	BS	S	T	W	I	A	Ld	Save
Has darkvision	4	3	3	4	4	1	3	1	7	-

**Gnome** Estimated Number: 36,400

Base cost: 4 points

Base Profile	Move	WS	BS	S	T	W	I	A	Ld	Save
Has low-light vision	3	3	3	2	4	1	3	1	7	-

**Goblin** Estimated Number: 145,700

Base cost: 3 points

Base Profile	Move	WS	BS	S	T	W	I	A	Ld	Save
Has darkvision, but suffers in daylight.	3	3	3	2	3	1	3	1	6	-

**Halfling** Estimated Number: 29,100

Base cost: 4 points

Base Profile	Move	WS	BS	S	T	W	I	A	Ld	Save
	3	3	3	2	3	1	4	1	7	-

**Harpy** Estimated Number: 7,300

**Hobgoblin** Estimated Number: 3,600

Base cost: 5 points

Base Profile	Move	WS	BS	S	T	W	I	A	Ld	Save
Has darkvision, but suffers in daylight.	4	3	3	3	3	1	3	1	7	-

**Human** Estimated Number: 72,800

Base cost: 5 points

Base Profile	Move	WS	BS	S	T	W	I	A	Ld	Save
	4	3	3	3	3	1	3	1	7	-

**Kobold** Estimated Number: 72,800

Base cost: 2 points

Base Profile	Move	WS	BS	S	T	W	I	A	Ld	Save
Has darkvision, but suffers in daylight.	3	2	3	2	3	1	4	1	6	-

**Nymph**      **Estimated Number: 3,600**

**Ogre**      **Estimated Number: 9,100**

**Ogre Mage** **Estimated Number: 900**

**Orc**      **Estimated Number: 54,600**

Base cost: 5 points

Base Profile

Move	WS	BS	S	T	W	I	A	Ld	Save
4	3	3	4	3	1	2	1	7	-

Has darkvision, but suffers in daylight.

**Satyr**      **Estimated Number: 3,600**

**Troll**      **Estimated Number: 4,600**