

Dhunraven: City on the Wildlands

An adventure site for use with the D&D Next Playtest and 4th Edition - Based on *The Dead of Winter* by Keith Francis Strohm

About This Setting Dhunraven is the name of the home city used in one of my favorite adventures from the early days of 3rd Edition: *The Dead of Winter*. If you happened to pick up the first printings of the 3rd ed. Player's Handbook, you'll likely recognize it as the adventure that came with your character builder software (Back when programs came on CDs!) Many years after playing through it, I used Dhunraven and its surroundings as a part of an ongoing 4th Edition game I was running at the time. Though the game fell through as its players moved away, my notes did not!

This document encompasses the setting information for Castle Dhunraven and the small, bustling city within its walls. It details the important locations and prominent NPCs for the Castle and its city. Thinking of it as a "mini-campaign setting" is a useful way for looking at this document (akin to the *Neverwinter Campaign Setting*, though not as detailed). It is written for use with both 4th Edition D&D as well as the D&D Next playtest (4th Edition stats and page references are the assumed default, but will be listed preceded by a **4e** when necessary. Relevant information for D&D Next bears a **NX**).

Though the names and inspiration are drawn from the aforementioned adventure, the remainder of this content is my work. It is presented here merely for fan enjoyment and seeks in no way to impinge upon or usurp the creative works of others.

The map image for Castle Dhunraven is not my work, and I was unable to find information regarding its author though credit and ownership is entirely held by him/her.

Life and Times in

Dhunraven Being a point of light against the darkness of the northern wastes of Corum, Dhunraven is the last settlement that can be called a city before entering the Tarn foothills. Originally founded by the raider Merrick Dhunraven, the Dukedom of Dhunraven (as well as the castle and city which shares its name) was not long ago little more than a robber-barony. The harsh demands of the region and the constant threat of orcs, hobgoblins, giants, and other savage species forced many of the local powers to turn away from their days of conquest and look to becoming stable governments.

Environment and Weather Dhunraven is situated far north on the continent and as such enjoys few warm days. Its lumber resources are robust and consist primarily of coniferous forests with occasional expanses of deciduous trees.

Regular subsistence farming is difficult in the rocky highlands. More often than not farmers take to herding rather than planting fields with great acreages.

While rainfall is slightly lower than average for the continent, this isn't unusual given that the city borders a wide swath of tundra leading into snowy stone cliffs and peaks.

In general, you can think of Dhunraven as being somewhere between the highlands of northern Scotland and a harsh tundra biome. With such brutal conditions, lords of the region more often fear the weather than any tangible physical threats to their realm.

Population Dhunraven boasts a remarkable population density, with a little over 3,000 people living in the city proper at any given



time, and roughly 4,000 occupying the city during the day (many commute into the city for work from outlying villages or the docks).

While humans comprise the largest population (over two-thirds), there is a sizeable halfling minority (nearly 300), followed by Half-orcs and half-elves (roughly 150 each) and dwarves (100) then elves (60) and finally a smattering of assorted races including gnomes and tieflings (over 100 individuals).

The presence of many rival tribes of orcs in the regions north accounts for the unusually high population of half-orcs. Like in many places, half-orcs were treated as second class citizens and relegated to the most unseemly jobs and dwellings. But with increasing trade occurring between Dhunraven and her savage neighbors, and nearly 100 years of relative peace with the tribes now passed; orc blooded residents are finding more and more opportunities opening up for them as true citizens.

Mining Community Dhunraven's principal economic value is in the abundant mineral resources that spring from the cold and rocky terrain surrounding the city. Gold, silver, iron ore, precious gems, and a well guarded deposit of mithril contribute to the Dukedom's exports.

Still, there is an even greater wealth of minerals (and a sizable sub-industry of lumber) available in the harsh northern climes of the Dukedom known as the Tarn Foothills. Aside from the frigid tundra, bands of orcs and hobgoblins make these resources hard to acquire.

The principal frontier town in the north of Dhunraven's territory is the rugged outpost of Cador.

River Travel Barely three miles from Dhunraven is Crowport, the small town that services what is ostensibly the Dhunraven docks. Due to the harsh winters and unforgiving seasonal rainstorms, river travel is

the most reliable form of passage in northern Corum. As such, the docks are vital to Dhunraven's survival.

Sailors take ships of all size up and down the Nalen river's wide banks, lugging minerals, wood, and other wealth over the choppy waters. Though the winter ice brings many boats home for the season, Dhunraven boasts a sizable population of river sailors who are adept at navigating the dangerous shores of the temperamental Nalen.

Regional Politics Most of the kingdoms and baronies of the region share a similar origin story to that of Dhunraven: a successful warlord or robber-baron consolidated his power and settles in someone else's castle to form a dynasty. Given their brutal beginnings, most of the region's national powers have been in fierce and usually violent competition with each other for years.

In more recent memory, a council of lords has been established and scheduled to meet once every three years to negotiate treaties, mitigate grievances, and settle disputes. Wine flows, tourneys are staged, and intrigues transpire.

At present Dhunraven still holds a barely simmering grudge against the coastal principality to the East controlled by Lord Beoric. Avoiding a war between the two states will be the primary purpose of the next council meeting, which is due to occur late next spring.

Feudal Hierarchy Dhunraven was founded by a successful, but ill-bred brigand, and thus bears little resemblance to a typical kingdom. Much of its political traditions are a strange approximation of feudal courtly hierarchy; with titles and lands being askew from what most visitors are accustomed to.

Both peasants and artisans make up the serf class. Each family is granted a small plot of land and the Duke's promise of protection, so long as they offer up a reasonable tax (Tax collectors accept coin, foodstuffs, furniture, arms, armor,



magical components and any other useful trade goods as payment). While technically this land belongs to the Duke, a very small fragment is ceded to the family entirely for their own purposes, which typically amount to subsistence farming. Artisans and shopkeepers often have smaller plots of land, but enjoy more comforts, protection, and occupy an unofficial "middle" class over the farmers, miners, sailors and herders who make up the bulk of the population.

Above the serfs are yeoman - landholders who take on a minor title and also swear martial service to the duke. This class holds the responsibility for minor offices; bailiff, tax collector, watch captain, game warden, etc. They are called upon to lead the mustered soldiery as well as the standing militia and as such train throughout the year. As they age, yeoman pass their combat responsibilities down to their male heirs, though they continue on in their political obligations until death or infirmity.

Lords comprise the next rung of the hierarchy; though Dhunraven has few who carry this title. Lordship is an honor that is ostensibly purchased by persons with wealth or influence enough over the Duke to leverage major decisions. Rather than quietly acknowledging their leverage over the throne, they are given an official title and political duties - thus keeping powerful persons at least somewhat answerable for their actions. In practice this oversight often falls short where corruption is involved.

Second in authority to only the Duke and royal family are the knights of the realm. Knighthood as title in Dhunraven is extremely rare and entails large plots of land, military and political authority, and hefty duties. Each knight oversees a facet of the Dukedom's governance and answer directly to the Duke, or very often the Chamberlain-General who acts as the hand of his liege.

Below are a listing of the various knightly titles currently in use in Dhunraven and descriptions of those occupying the office:

•**Sir. Hrothgar the Just** – *Chamberlain-General of Dhunraven*: This aged sea-raider barbarian-turned convict-turned soldier-turned politician is the Duke's right hand man. Age has brought him wisdom without dulling his intimidating stature. His land includes the city sections of Dhunraven. In his older years he has taken to listening a long time in debate before responding. [4e: Half-Orc Scarthane (*Monster Manual 2* pg. 141) replace with "human", weapon is greatsword **NX**: use combat stats for Icar (*Against the Slave Lords* pg. 47), remove action surge, immunities, ring of resistance.]

•**Lady Molly Swan** – *Knight Chancellor of Dhunraven*: Having abandoned sword and shield for the scales and pen, this human native of Dhunraven is in charge of finances and the day-to-day management of the Dukedom. Though well suited to be an administrator she chafes at the lack of opportunities to cross swords in a sparring match or in battle.

•**Sir. Kierdel the Swift** – *Knight High Marshal of Dhunraven*: A cocky elf and former adventurer, Kierdel is in charge of the significant standing force in Dhunraven, and subsequently the majority of troops and the mustering thereof in the event of war. He has a tendency to hire mercenaries and young heroes, seeing them as more experienced (and disposable) than his own soldiers.

•**Sir. Johanes Kepp the Stern** – *Knight Justice of Dhunraven*: A human cleric of Pelor who settled in the region during his younger days. Kepp is cleanly shorn from head to chin with craggy features and



piercing grey eyes. Though he appears stern (and is certainly quite humorless), he is remarkably patient. As a warpriest of his order, he has much experience in battle, and the scars to show for it. Kepp is Dhunraven's principal religious figure - and perhaps more importantly - the chief legal expert in the land. Though versed in precedent, he more often than not uses his own rigid moral compass by which to judge.

•**Lady Mina of Dhunraven**

– *Knight Ambassador*: This petite, often quiet half-elf appears at first to be more at home in the courtly intrigues of a more civilized nation, rather than dealing with the brigand-kings of the region. In truth, "Mina" has been known by many names as a member of several thieves guilds and assassin consortiums throughout the world. At first, her settling in Dhunraven was a matter of laying low and keeping friends at her side - but a genuine affection for the city and its people (if not the land at large) was responsible for her staying.

•**Lady Savrina Goldenhair**

– *Mage-Knight of Dhunraven*: This High elven/Eladrin magic expert always seems to be in a hurry, beset by worries or otherwise hampered. While most of the long-lived elves take their time, Savrina sees her agelessness as an excuse to get even more work done. She was originally stranded in Dhunraven when a portal to her home in the Feywild inexplicably closed. Though a



consummate scholar and inexperienced in the field, she has been training quite extensively in mounted combat.

•**Sir. Vodrek Grimstone** – *Knight Mercantile of Dhunraven*: A quiet dwarf, who much prefers his side duties as chief game warden of the realm, Vodrek would rather be out on the hunt for stag or boar. He was however "cursed" with a head for numbers and the even temper and fortitude of patience to endure even the most infuriating trade negotiations. Dhunraven has won many a fair trade due to his stubbornness. He is never without abacus and bow. Vodrek leaves governance of his lands to his four sons and three daughters.

Duke Khulvan Currently upon the throne of Dhunraven sits Khulvan - first of his name. In his youth Khulvan was ambitious and hot headed; keeping the company of ruffians, quarreling with his sibling and father, and often riding into battle with mustered soldiers and mercenaries. Meanwhile his younger brother, Lachlan, was aiding their father in matters of the court. Secretly the duke named Lachlan heir, feeling that he was the more responsible and apt son to rule. When he died in the field during a short border war with a rival ruler, Lord Beoric, Dhunraven as thrown into chaos.

Khulvan rejected the legal change of heir, claiming conspiracy, but Lachlan held his ground and surrounded himself with an entourage of loyal courtiers and soldiers. The conflict remained a cold war for some time until several skirmishes broke out and ended in blood. Both brothers lost dear friends and two cousins.

Though mutually dejected by their behavior, Khulvan refused to relent, and soon Lachlan abdicated. He renounced any future claim to the throne for himself and chose to live a life of solitude - away from the wealth and power that was his birthright - in the countryside where he started a family. The conflict sobered Khulvan considerably, who consolidated his power and soon found a wife. To the chagrin of the Dukedom, she was a commoner, thus eliminating the opportunity for the young ruler to broker a significant alliance.

Khulvan's marriage was not to last long however; his wife and firstborn son both died during a problematic childbirth. Oddly, the Duke has refused to remarry. There is much speculation as to why such a hardline ruler would make such an irresponsible choice but most assume that his reasons are sentimental.

Whatever the case, the months after her death lead to a reconciliation with Lachlan. Within two years Khulvan secretly signed documents that named Lachlan's eldest son, Allayn, the rightful and lawful heir to Dhunraven; taking the boy on as his ward.

The intervening years have seen Duke Khulvan growing ever sterner and more tactful. Hostilities with the neighboring Lord Beoric cooled little in the wake of the fighting that ended the life of the Duke's father. Allayn has since grown into a capable young man often sent on tense diplomatic missions. Generally the people of Dhunraven have few complaints of their leader, though it would be difficult to claim he is a popular ruler.





Map Key:

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| 1. Dhunraven Keep | 19. Furniture/Craft Vendors |
| 2. Gate and Drawbridge | 20. Magic Sundry Vendors |
| 3. Public Stabling | 21. Miscellaneous Vendors |
| 4. Crow's Roost (Inn and Bar) | 22. Food Vendors |
| 5. Fur, Saddle, Bit and Tack Shoppe | 23. Livery |
| 6. Dry Good's Shop | 24. Housing Apartments |
| 7. Farmwares (Humboldt's Emporium) | 25. Slum Apartments |
| 8. Blacksmith | 26. Storage Warehouse |
| 9. Leatherworker | 27. Adventurer's Guild Hall |
| 10. Tailor's Shop | 28. Miner's Guild Hall |
| 11. Brewery | 29. Old lumbermen's Guildhall / Library |
| 12. Butcher | 30. Barracks/Armories/Military Stabling |
| 13. Baker | 31. Officer/Courtier/Upscale Housing |
| 14. Wheel and Wainwright Guild Hall | 32. Crown Jewel/Guild of the Unseen Strange |
| 15. The Wandering Wind Tavern | 33. Brothel (The Busting Bodice) |
| 16. Temple of Kord (Strength/Storm Domain) | 34. Mildred the Witch's Hut |
| 17. Hearthlight Temple | 35. Dhunraven Orphanage |
| 18. Arms and Armor Vendors | 36. Kradayne Manor |
| | 37. Mage's Tower (Lightless Spire) |

1. **Dhunraven Keep:** Impressive and foreboding, Dhunraven Keep is a fortification that has seen its share of sieges. Though fully repaired, difference in the style of construction and inconsistencies in its stone reveal a history of practical and effective service. The inside of the castle is spartan; even its decorative appointments are reduced to rather dull paintings and musty rugs. There is little wasted space and even foyers and courtyards meant to please royalty and entertain guests conceal defensive architectural elements.

The perpetual fly on the wall in Dhunraven Keep; no news escapes the Duke's meddling castellan, Duabhain. A stubby, pug-nosed man with a receding hairline, Duabhain is nevertheless a loyal and keen eared servant. Always eager to whisper into the Duke's ear, he is more than a mere gossip, and takes an active role in recruiting and managing informants throughout the city. This saving grace and his knack and passion for administrative drudgery is perhaps all that keeps him in the Duke's good graces, given his sycophantic nature.

Within one of the courtyards is a temple dedicated to Pelor [NX: The Lightbringer or Lifegiver domains] attended to by a Halfling priest named Griffith and an elderly acolyte named Tabitha (who also serves as the community librarian). Banners, proudly displaying Dhunraven's sigil - three black crows on gold field - adorn the walls inside and out.

Persons of Interest: •Castellan Duabhain (Officious, Sycophantic)
•Griffith (Solemn, Friendly)

2. **Main Gate:** Stationed here on the ground in a small gatehouse outside are six guards and their captain. The walls are patrolled round the clock but the fortifications above the gate are usually manned by additional men armed with bows. These guards keep watch for suspicious activity, but are willing to direct weary travelers, and collect the toll. There is a 1 SP tax for non-citizens entering the castle grounds.

Captain Garrett (a yeoman under Sir. Hrothgar the Just), a lanky and lithe half-elf with a broad and roguish grin is quite genial and willing to help any travelers. Should difficulties arise he is quick to quell them first with wit, and barring that, will draw steel to let instigators know he means business.

Persons of Interest: •Yeoman Garrett (Jovial, Firm) [4e: Half-elf Bandit Captain; Monster Manual pg. 138. NX: Human War Chief pg. 58]

Quick Facts: -Gate toll 1 SP

-6 Guards posted below in day, 3 at night.

Always 4 guards on duty walking the parapets

3. **Public Stables:** These stables are under the ownership of Yeomen Beiro, an elf [NX: Wood Elf] yeoman who serves Sir Hrothgar the Just. His duty is the maintaining of public stabling and the cleanliness of the streets of Dhunraven, a thankless job for which the quiet elf does not mind. The cost of one day/night of stabling is 1gp.

Persons of Interest: Beiro (Quiet, Dependable)

Quick Facts: -Stabling 1 gp per day per mount

4. **Crow's Roost:** This massive building claims to be an inn and bar but is much more than that. The main floor of this three story building houses an enormous tavern with well stocked kitchen and private suites for traders to make negotiations without unwanted ears nearby. Upstairs are two common rooms with nicer beds, and high quality private rooms. Common rooms are separate from the dining area.

The Crow's Roost also has a sizable stage where performers from near and far entertain each night. The owner is Yeoman Brandt Meriwether, a friendly and often bawdy washed up bard-turned-businessman. It is not unheard of for Brandt to play a tune every now and again for his clientele.

Brandt also keeps a keen ear to the goings on in his inn, since it is the primary establishment of its kind in Dhunraven and with good reason. As a



landed man he owes fealty to Sir. Hrothgar and part of his service is paid for in information; though his liege is not his only client.

Persons of Interest: •Brandt Meriwether (Lewd, Busy-body)

Quick Facts: -Normal cost for inn services

5. Fur, Saddle, Bit and Tack Shoppe: The city's regular supplier of riding equipment, hides, and leather goods. It is mutually owned by three artisans.

6. Dry Goods Shop: Any piece of common adventuring gear can be found here at a 10% markup. The proprietor is always willing to negotiate. During evening hours his son runs the store.

Quick Facts: -If the PCs attempt to haggle with the store owner's son they will find him to be a woefully unskilled negotiator [4e: +2 to Diplomacy checks, **NX:** Advantage on Charisma rolls]

7. Humboldt's Emporium: Owned and operated by the impatient and ever harried Barlowe Humboldt (Human), this shop offers hand tools, push carts, yokes, seeds, buckets and pails and any other conceivable farming implement. Likewise his staff also does repairs for a slightly unreasonable fee.

Persons of Interest: •Barlow Humboldt (Impatient, Flustered)

8. The Ruckus House (Blacksmith): Inheriting the store from her father, Valeria Smith attends mostly to the business aspects of her profession, though she is not incompetent with the hammer. She rents out space in the sizeable smithy to a handful of other smiths and their apprentices, using their individual specialties and working together as a commune of sorts.

Among the smiths is Baern Twinfist, a dwarven [**NX:** Mountain Dwarf] smith from out east who

crafts the arms and armor sold in the Ruckus House, which primarily caters to non-military metalworking. They sell little armor, but have an adequate stock of weapons.

Though the Duke has his own private armorers who work in a smithy in the military district, he is careful to place orders of varying size from the Ruckus House, depending on trend in market.

Persons of Interest: •Valeria Smith (Professional, Analytical)

•Baern Twinfist (Artistic, Good-humored)

9. Leatherworker: This rickety looking building is poorly maintained and full of odd smells and buckets of sticky dye. However the off-putting decor doesn't stop shoppers of all classes from coming here to trade for sundry leather items both practical and decorative. The master leatherworker, the aging Felisha Venn [Human] a talented artisan always on the lookout for the hide of a rare beast to experiment with.

Persons of Interest: •Felisha Venn (Enthusiastic, Charitable)

Quick Facts: If the PCs bring Felisha a rare monster pelt that serves as a component to a special armor, she will happily make the armor at 50% cost. Bringing her ample scales from any dragon as a gift will earn her friendship and a permanent 50% discount here.

10. Tailor's: The shop is run by a Halfling [**NX** Stout Halfling] storekeep and tailor, Martha, and her three daughters (each only a year apart and listed from eldest to youngest) Tara, Vila, and Serra. Martha was (presumably) widowed shortly after her last child was born; her husband left to join a group of adventurers and never returned. She is eager to get remarried, failing to see that having no husband has had little effect on her success.

Each woman has a particular talent and so the store's wares are wider in variety than most, and are of consistent quality. The daughters are all coming of age and each is looking for an



appropriate suitor - occasionally seeking the same gentleman.

Persons of Interest: •Martha Tailor (Sweet, Flirtatious)

Plot Hooks: Martha would be happy to marry one of her daughters off to a well spoken, good looking, or affluent PC. This would give the character a small share in the shops profits, and a large share in its woes and responsibilities!

11. Brewery: Several local libations are crafted here as well as a few renowned dwarven beers whose recipe has been purchased at great cost. There is a small sampling room for special guests, but primarily this facility does not sell bottles directly. There is an attached restaurant/bar that serves only the breweries unique offerings.

12. Butcher: Wolter the butcher and his two sons tend to the professional work while his wife and daughter manage the financial and business facets of the operation.

13. Baker: Two different bakers take up residence in this shop, sharing profits and specializing in different kinds of bread and pastry. They also serve as the go-to caterer for events at the castle.

14. Wheel and Wainwright/ Old Wagoners Guildhall: When the old guilds began to disperse it was only natural that Dhunraven's remaining wainwrights would mitigate their expenses by selling off their individual workshops and instead, converting the guild-house into a communal work facility. It was a wise move, as they were able to afford superior equipment, and draw business into one of the most elaborately constructed buildings in the row.

But even that time was long ago - Given that river travel seems to be the method of choice in the harsh climes of the Tarn foothills, this shop is not nearly as prosperous as it once was.

With financial difficulties cropping up, the shop's master; a halfling named Thom Wainwright, is always looking for new investors and new business opportunities.

Persons of Interest: •Thom Wainwright (Solemn, Open-minded)

15. The Wandering Wind Tavern: "The Wind" as it is called by locals and regulars, caters to the thirsty throats (and prying ears) of the many travelers and traders, and river sailors that pass through Dhunraven. There are three rooms to rent above, though The Wind is not strictly speaking an inn.

Hilda Swifte is a barkeep with a troubled past who has learned to enjoy the settled life. Years prior, she was a highwayman turned swindler (a change in profession inspired by the loss of her left eye during a tussle with caravan guards). Her biggest heist was tricking the Wind's previous owner -an elderly halfling priest of Avandra - into giving her the deed to the tavern for next to nothing.

Though evicted, the priest returned - uninvited and unasked for - to rescue Hilda from various disasters she fell into as an incompetent novice tavern owner. Without his intervention, a combination of angry patrons and tax collectors might have sent Hilda to an early retirement in Dhunraven Keep's dungeons.

Eventually her burgeoning conscience got the better of her and Hilda threw herself at the halfling's mercy, revealing that she had been duplicitous in her dealings. With sincerity, she attempted to return the tavern; begging not to be given over to the authorities. The former owner smiled, said it was proof that she deserved the place, and stayed on for the next three days, showing her the ins and outs of the business. The following morning he was gone without a trace.

Search parties found his body - dead of frostbite on the road north (Some argued that the body had expired over a week prior, despite the contradiction). Out of pity for him, Hilda now serves as a rather boorish priestess for the shrine to



Avandra [NX: Trickster Deity] that is prominently displayed in a nook at the back end of the tavern.

Persons of Interest: •Hilda Swifte (Frank, Cocky) [4e: *Human Javelin Dancer Monster Manual 2* (pg. 147) NX: Enda Yate, Bandit Leader (remove "lucky") *Against the Cult of Chaos* pg. 5]

16. Temple of Kord: Operated by Griswin, a squinty, battle scarred dwarf with ratty red hair and beard; this building is a smaller version of a Viking mead-hall. Griswin spits, curses, and belittles, but for a proper donation to the offering plate in front of his patron deity, he is likely to warm up and aid travelers in need.

Present are shrines to the following deities: Kord, Bahamut, and Moradin [NX: Kord -Stormcaller or Warbringer; Bahamut - Warbringer or Protector; Moradin - Protector]

17. Hearthlight Temple: Seemingly rebuilt again and again over the years, this building is wood in some places, stone in others, and comprises a mix of architectural styles and construction quality. Some features are new, while others hearken back to the first days of Dhunraven keep. Hearthlight has no high priest, but there are a few volunteer acolytes who attends each of its various shrines.

Here the following gods are represented: Erathis, The Raven Queen, Melora, and Ioun. [NX: Erathis -Protector or Lifegiver; Raven Queen -Reaper; Melora -Stormcaller; Ioun -Arcanist]

18 - 22: Marketplace Vendors: These wooden, canvas topped stalls offer a variety of locally made and imported wares of all kinds. Merchants can rent stall space by the day or week though the stalls themselves are maintained by the city and are grouped into designated areas for easy navigation. Prices and stock can vary wildly from day-to-day.

Plot Hooks: As the players are meandering through the bazaar, they are bumped into by a halfling on the run from one of the shop keepers. If they can catch the thief, a reward may be in order: either from the thankful merchant or the desperate thief!

23. Livery: Also under the watch of the restless Yeoman Beiro, this well secured stable houses all of the Duke's horses, as well as the mounts of the upper class. There is space available for a wagon and two chariots as well. The livery is watched by 2-4 guards around the clock and the entrances are padlocked.

24. Housing Apartments: The peasantry of Dhunraven (and a few Yeomen) live in these multi-story housing complexes. Buildings of varying construction and age are tightly packed together making for more narrow closes and cramped alleys than wide streets. Most that live here work in the city or travel for a living (the families of those sailors who handle Dhunraven's many river barges and skiffs are often based here). Most shopkeepers and their families live in a loft above their business though some artisans and apprentices will have apartments or even full homes in this district. Though cramped, the citizens are careful to keep this area of the city well maintained and fairly clean.

25. Slums Housing: These three story warrens are home to the city's downtrodden and destitute. Crumbling plaster or wood walls and leaky roofs characterize these tenements, often crammed with too many people. Refugees, drunks, deadbeats, the ill and the misfortunate all make this section of Dhunraven home.

Neither the Duke, nor Sir. Hrothgar the Just are especially attentive to the slums, and few of the city guards patrol these streets (though many who live here seek employment with the watch or in other military service as their only means of income). A great deal of the city's criminal element is headquartered here, and apartments are often available with cheap rent and squalid conditions.



26. Storage Warehouses: These secured and guarded stone storage barns hold stockpiled supplies in cases of siege, famine, or other natural disaster. During years of agrarian abundance, some of the emergency coffers might be up for trade. They contain vast quantities of salt, wheat, flour, ale, linens, etc.

Quick Facts: These two story warehouses are made of stone with slate roofs and have no windows. They are guarded by two men, day and night. The locks on each of the two large barn doors require a *Hard DC Theivery* (NX: DC 20 *Dexterity*) check to be picked.

27. Adventurer's Guild Hall: This stone building has seen much better days. It's wooden roof is rotting and the outside of the structure is worn with age. The door seems loose on it's hinges and is unlocked, and what furniture hasn't been looted from the interior is covered in dust and mold. Most prominently displayed is a large board with messages tacked on it - a tray below holds a small hammer and adequate tacks.

In days gone by, when a previous empire kept order and magic facilitated a centralized governance in the civilized world, the Adventurer's Guild was known far and wide. Bold and nefarious heroes shared information, fenced loot, and sought out patrons looking for those without fear. Often guild halls would be operated and moderated by the few dungeon-delvers who survived to retirement; or the widows and widowers of those that did not. One need only tack up a task to the post-board and await a bold champion.

Those days are past, and the rotting guild hall is a shadow of their memory. Still...the old place might have a few tricks hidden up its sleeve somewhere. And to some in dire straights - the adventurer's guild board is almost a last resort to place one's hopes (and implicit instructions) in the hands of an unseen hero.

Plot Hooks: Despite being "defunct" people in need often post notices to the bounty board in

the adventurer's guild. The Duke has made a call for able heroes to go north on an errand for him. But there are several other postings currently up:

- The Duke's Summons:* A call for heroes to aid the Duke in an investigation of the disappearance of a delegate sent north appears here. In truth, the heir to Dhunraven, young prince Allayn, is the ambassador sent to broker a trade agreement with a band of Orcs in the north. His disappearance is the cause of great concern, but with winter fast approaching, sending out a large scale manhunt is impossible.

This posting serves to get the players into the action of the events in "*The Dead of Winter*." If the PCs negotiate a reward of land and title, they will be given yeoman status and ownership of 36. *Kradayne Manor*.

- Haunted Tenement:* This bounty is a good fifty years old, but may still be relevant. One of the rooms in a tenement house in the slums is purportedly haunted, and a standing offer by the building owner rewards anyone who can rid the place of it's ghost. The spirit is that of an old adventurer - Loxely Stern - a flamboyant and flashy spellsworn and mercenary who frequented Dhunraven. He was wounded and poisoned before returning to the town, and underestimating his injuries died in his sleep in the tenement home.

His body unburied, his fate unknown, Stern haunts the room he died in, angry at being lost to obscurity. A very old woman in town was young and in love with Stern in his time, and comes to care for the place where she knows his spirit dwells. She returns there once a week to place flowers at the door, as she has for many decades. Tracking her down the heroes might convince the ghost that he was remembered, permitting him to pass on, and in return, revealing the hidden location of a magic weapon to the PCs.

- Deceptive Bounty:* This posting claims that a Tiefling Warlock is terrorizing one of the farther flung silver mining villages. The bounty is about thirty five years old, though it implies that the warlock in question had a cadre of demonkind at



his side, a threat that may still persist. Asking around reveals that indeed, the village still stands today, and the citizens and miners still complain of attacks by twisted creatures from a rogue warlock. Upon arriving, the PCs find this is a fervently religious community, and that the boyish high priest [Any neutral Deity, IE: Erathis] is the central authority figure in town. to make matters worse, he's a busy-body with many informants.

Locals claim that the young high priest set the bounty himself -making him at least fifty years old - despite appearing not a day older than twenty five. Upon investigating, the PCs will discover that a star pact warlock [NX: Illusionist Wizard] *does* inhabit the wilderness nearby, though he wishes only to be left alone, and never threatened anyone.

The real threat is a [4e: Cambion NX: Succubus] who has hidden in one of the abandoned mine shafts. It is using an illusion to create the false high priest and cow the population into servitude, while it comes at night and uses a vile artifact to steal the villager's dreams to power dark sorceries.

•*All Along the Watchtower*: This year old flier begs for bold souls to make a counter offensive against a band of goblin raiders holed up in a old ruined watchtower. Use this posting as the hook for running "*The Broken Tower*" (*Dungeon Delve* pg. 18)

28. Miner's Guild Hall: This imposing two-story stone building houses the offices of the still functioning miner's guild. Though few guilds maintain contacts with their colleagues throughout

the world, the miners of Dhunraven have a stranglehold over their business in neighboring nations as well. They are one of the few forces in the city that is capable of leveraging any pressure over The Duke.

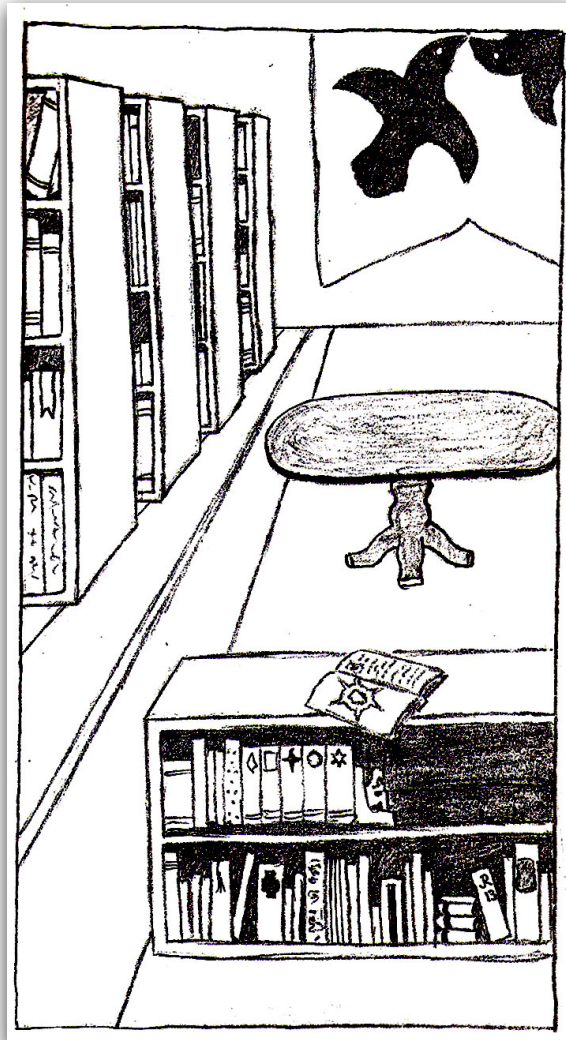
That said, most of the guild leaders are involved in expanding their business outside the Dukedom, and spend little time meddling in local affairs. Long years of struggle between the aristocracy and the mercantile overlords of the guild have stabilized into an uneasy status quo.

Generally, the guild's presence is a non-issue in Dhunraven; but any villain who attempts to destabilize their control or relationship with the other power players might waken a powerful and dangerous opponent.

29. Library / Old Lumbermen's Guildhall:

With the lumbermen's guild long since disbanded and forgotten (despite the vocation still being popular in the region) the guild hall lay dormant for five years. A number of Dhunraven's erudite (and wealthy) citizens put up the money to convert the building into a library. Given that they were putting up their own coin for a public facility the duke at that time did not object.

Given the rough and tumble nature of most of the people of Dhunraven, the library sees few visitors and those that do are regulars. The real draw is its charming librarian, the fifty year old Tabitha - a slim, silver haired woman who dresses plainly and smiles easily. She was an orphan raised in the city and eventually hired by the Duke to be



caretaker of the book repository when not aiding in the keep's chapel.

Despite its small size, the Dhunraven library has managed to acquire a handful of rare tomes that occasionally attract far-flung scholars.

Persons of Interest: • Tabitha the Librarian
(Eager, Flustered)

Plot Hooks: Among the dusty and forgotten tomes of this quaint library is the journal of a corrupt wizard who sought power by making bargains with malevolent forces in the Shadowfell. If his code can be deciphered, a ritual for allowing incorporeal undead to permanently possess the living (albeit under the control of the caster) can be discovered. A brotherhood of evil and wealthy arcane casters who wear metal masks to protect their otherwise good names is seeking this book.

[This plot-hook ties into the *Save Vs Weekend* encounter for April 3, 2012 - <http://savevsweekend.wordpress.com/2012/04/03/the-library-inferno/>]

30. Barracks/Armories/Military

Stabling: These buildings contain storage, living space, stabling and workshops for Dhunraven's militia and support staff, as well as mustered soldiery in the event of war. The locks on supply caches and armories have not been tended to in some time due to budgetary limitations and are particularly easy to bypass

Quick Facts: Locks on these buildings are rusted and weak, requiring only **4e:** an *Easy DC Thievery*, **NX:** *DC 12 STR or DEX* check to bypass

31. Officer/Courtier/Upscale Housing:

These colorful homes and apartments are well built and expensively adorned - some gaudy, some stylish. They mark the living spaces of the well-to-do in Dhunraven; both from the aristocracy and mercantile classes.

32. The Crown Jewel Inn: This lavish two story building serves as the upper scale lodging establishment in Dhunraven. Owned and operated by the rotund dwarf brewmistress-turned-inkeep: Falkrunn the Golden, this inn is extremely pricey and for good reason. The food is excellent and basted in exotic spices, the rooms are spacious and the linens always fresh, and the decor glitters with gilded edges and encrusted gems. It even provides several private "party rooms" where merchants and nobles can conduct business in secrecy. Falkrunn has thus far staunchly rebuffed all of the Duke's request to employ her as an information trader.

But the permanent tenants in the attic harbor entirely different motivations. The building's loft serves as a safe-house for a mysterious secret society called *The Guild of the Unseen Strange*. Comprised of wizards, warlocks, renegade scholars and treasure hunters, this shady organization seeks to procure and understand the most baffling (and typically most dangerous) of esoteric lore and obscure arcana. By and large The Guild runs into denizens and magics tied closely to the Far-Realm; a fact that makes Guildsman (or "Strangers" as they are sometimes called) as much a danger to themselves as others.



This particular cell of the guild is led by the eccentric, Lucius, an Eladrin [NX: High Elf] whose time as a prisoner in the Underdark is said to have warped his mind and introduced him to terrible secrets.

Persons of Interest: • Lucius The Mad (Practical Joker, Cryptic)

• Falkrunn the Golden (Snooty, Cautious)

Quick Facts: Prices for food and services are x5 the normal value but are of incredible quality. Resting here grants the PCs 4e: a +1 bonus on FORT defense until their next extended rest
NX: a +1 bonus on all CON saves until their next long rest.

Plot Hook: Lucius is eager to concoct a magical divining artifact called a "Tattle-Tail." To do so, he needs the appendage of a being of the Far-Realm that possesses the capability to make psychic attacks, and also has tentacles (4e: any of the "Fell Taint" creatures from *Monster Manual II* would be perfect. NX: A Kopru would be a fitting creature) When held, the item probes the mind of the wielder for a secret or embarrassing story and then recounts the tale aloud in a strange disembodied voice. He will monetarily reward the PCs for their assistance and will happily offer to loan them the Tattle-Tale once it is crafted.

33. The Busting Bodice: This two story sin den is the local whorehouse and casino. It is run, madamed, and occasionally bar-tended by Lisbeth Roth, a cynical and sarcastic human woman of middle age who likes to play the part of the flustered floozy if only to keep newcomers off balance. The place serves drinks, and technically speaking one can rent a room here, though not without company for the night. The price of pleasure in The Bodice ranges from the miserably cheap, to the outrageously extravagant.

More than a few of the girls here are on the Duke's payroll working as spies, a fact known and encouraged by the madam, who finds that the better an asset she proves, the less hassle she endures from the authorities. One of the

prostitutes is playing both sides, and is in the employ of Kaza, the orphanage operator and a secret dealer on the slave market.

Persons of Interest: • Lisbeth Roth (Cynical, Deceptive)

34. Witch's Hut: Despite her intimidating reputation, Mildred (A barely graying elf woman) is hardly what one would consider a witch. Mildred is a native daughter of the land - adopted by human parents and raised in an outlying village. She is flighty and cantankerous, yet gives off an air of being younger than she actually is. Though versed in many arcane cantrips, she is hardly a wizard. She does however possess the skill to use several basic rituals and is adept at the brewing of potions and creation of minor magic items and alchemical sundries.

What she is renowned for is her inventiveness in concocting new, if mundane, magical trinkets. In particular, a potion she devised that prevents one from getting pregnant has caused her to come under the disapproving eye of the families of amorous young lovers. Not far from her shop, visitors will find a shrine to the elf deities. Though unattended by a true priest, they are maintained by elves, eladrin [NX: High Elf] and half-elves of the community on a voluntary basis (often including a grumbling Mildred).

This is where adherents to the elven deities would attend service: Corellon and Sehanine. [NX: Corellon -Arcanist or Warbringer; Sehanine - Trickster]

Persons of Interest: • Mildred the "Witch" (Progressive, Curmudgeon)

35. Dhunraven Orphanage: The top floor of this four story slum apartment building houses the city orphanage. Unwanted or abandoned children of various races, (though mostly humans) take up the cramped spaces and fill the attics above. The orphanage is run by a haggard and sad looking Tiefling [DX: Human] woman named Kaza. Her



bearing is that of an overstressed mother, short on patience but not without compassion. A few of the younger girls who live in the city, one of the local whores, and a midwife in training help her care for children aged 18 summers or less (Unusual, as most orphanages will be rid of children by 14, some less).

Unbeknownst to most in town, Kaza has been secretly collecting orphans to sell off as slaves. A warlock [DX: Wizard] of no meager talent, she has been teaching the brighter children rudimentary practice of magic to raise their value on the slave markets. Her good treatment and care makes them fine specimens for sale. Kaza is careful to send most of her earnings to a partner in the south where she hopes to retire to soon. A handful of her helpers are co-conspirators, including her agent in the whorehouse who often entertains incognito slavers.

Persons of Interest: • "Momma" Kaza (Patient, Tired; When in secret, she exhibits her selfish nature) [4e: Tiefling Heretic *Monster Manual* pg. 250 NX: Cultist of Azmodeus pg. 9]

36. Kradayne Manor: Abandon for just over ten years now, this two story mansion belonged to the Kradayne family - descended from one of the loyal lieutenants of the first Dhunraven duke. Though the family name was renowned in military service, their dynasty ended with the last Lord Kradaynes spending more time carousing, and less time attending to military or duties, or their more recent monopoly on trading Dhunraven manufactured arms downriver. The mansion is empty and derelict, though Sir. Hrothgar is looking for a suitable buyer for the property. It is not out of the question that he, or more likely Duke Khulvan, would reward ownership of the land as a reward for some great service.

Plot Hooks: Deep in Kradayne Manor's wine cellar is a secret entrance to the family crypts. One of the oldest Kradayne's, Lord Gormond, was buried with his warmace, the malevolent, *Puss Feeder*.

When the family line died out, it triggered something in the corruption of this heirloom, causing it to reanimate Gormond into a cruel undead horror. For the last eight years he has been seeking a way to escape the Kradayne family catacombs, all the while slowly reanimating other members of his line to aid him in his escape.

Perhaps more worrisome, there is a secret passage from the catacombs into the dungeons of Dhunraven Keep, (ostensibly a second secret exit out of the keep in times of disaster). If the undead horror were to discover this passage, he and his rotting relatives could storm the keep from within, wreaking havoc and endangering The Duke.

Quick Facts: *Puss Feeder* is a +2 Heavy Mace with the following properties: **4e:** On Crit - +1d6 necrotic damage, Daily (On Hit) Target takes ongoing 5 Necrotic and Vulnerable 5 (Any damage source other than the ongoing damage) save ends. Creatures killed by this weapon raise 1d4 days later as an undead minion of their level or lower. **NX:** On Hit: the creature must make a Constitution Save DC 14 at the start of each turn or take 1d6 necrotic damage, creatures killed by this weapon raise 1d4 days later as a Ghoul).

37. Mage's Tower (Lightless Spire):

Standing at only five stories high, it is not the most imposing mage's tower in the land - and barely the highest structure in the city. Devoid of the usual ornamentation and trappings of a typical wizard's abode, the tower (known by locals as the "Lightless Spire") is perhaps made all the more intimidating by its plainness.

In the days when guilds of magical practitioners were common, floors of the spire would be rented out to these organizations. The same practice continues, though it is aimed at individual wizards and eccentrics and thus yields a much smaller profit for the Duke. The structure is managed by Lady Savrina Goldenhair, who is always eager to take on new tenants in order to keep the tower solvent.



Several powerful magical enchantments were placed on the tower to limit its potential dangers. Each room in the building is sealed with a reflective ward: if any dangerous elemental energy is unleashed that would be powerful enough to destroy the walls of the structure, it is instead bounced back into the room, destroying whatever, and whoever, created the effect (A side effect of this ward is that it prevents magical and common light from escaping through the tower's windows - hence the colloquial nickname).

A separate ward at each doorway requires any creature not native to this plane to recite a password to move beyond the doorframe. Only the Duke and the Mage-Knight know these passwords.

Currently only three of the five floors are occupied:

- The first story serves a halfling who calls himself **Weymoff the Wondrous**; a wizard/merchant who has made a small fortune off of enchanting mundane objects with minor magical effects. If you need an ever-burning torch, a children's toy that moves on its own, or a self-filling beer stein, Weymoff is the man to see. Alas, being the only merchant of his kind in the region means that his prices are highly inflated.
- A mysterious robed figure has been seen going up to the third floor. Little is known about him, but rumors abound that he has been given leave to use the tower as part of an agreement to aid the Duke in times of desperation. Most theorize that he is a necromancer experimenting with new kinds of undead monstrosity.
- The top floor of the tower comprises the office and laboratory of **Lady Savrina Goldenhair**; Mage-Knight of Dhunraven.

Appendix: Dhunraven Personalities

Duke Khulvan Dhunraven		Level 7 Soldier (Leader)
Medium natural humanoid (human)		XP 300
HP 80; Bloodied 40		Initiative +6
AC 23; Fortitude 19; Reflex 18; Will 21		Perception +3
Speed 5		
Action Points 1		
Traits		
⚙️ Commanding Presence • Aura 2		
Allies in the aura gain +1 WILL defense and +2 damage		
Standard Actions		
⊕ Warlord Strike (weapon) • At-Will		
Attack: +14 vs. AC		
Hit: 2d8 + 6 damage, and the target grants Combat Advantage.		
Move Actions		
⬅️ Small Unit Tactics • Recharge ☒ ⓘ		
Effect: 2 (Allies within burst); Each target can shift 2 squares.		
Skills Diplomacy +12, Insight +8, Intimidate +12		
Str 16 (+6)	Dex 12 (+4)	Wis 11 (+3)
Con 13 (+4)	Int 14 (+5)	Cha 19 (+7)
Alignment good		Languages Common, Dwarven
Equipment bastard sword, scale armor, potion of healing		

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Duke Khulvan Dhunraven

Medium Humanoid (Human)

Armor Class 17

Hit Points 50 (9d10)

Speed 30 ft.

Str 16 (+3) **Dex** 12 (+1) **Con** 13 (+1)

Int 14 (+2) **Wis** 11 (+0) **Cha** 17 (+3)

Alignment Neutral Good

Languages Common, Dwarven

TRAITS

Commander +3 Friendly creatures with the "Disciplined" trait that can see or hear the Duke and are within 30 feet gain a +2 damage bonus.

ACTIONS

Multiattack: The Duke makes two Bastard Sword attacks.

Melee Attack—Bastard Sword: +6 to hit (reach 5 ft.; one creature). *Hit:* 14 (2d10+4) slashing damage.

REACTIONS

Attack Orders — When an ally that can see or hear you makes a weapon attack it gains Advantage.

EQUIPMENT

Banded Armor, +1 Bastard Sword, Crown, Robe

Level 5 XP 280



Gormond Kradayne		Level 6 Elite Brute
Medium natural humanoid (undead)		XP 500
HP 180; Bloodied 90		Initiative +3
AC 19; Fortitude 19; Reflex 16; Will 17		Perception +11
Speed 5		Darkvision
Immune necrotic, disease, poison; Vulnerability 5 radiant		
Saving Throws +2; Action Points 1		
Standard Actions		
⊕ Puss Feeder (weapon, necrotic) • At-Will		
<i>Attack:</i> +9 vs. AC		
<i>Hit:</i> 2d10 + 4 necrotic damage and Ongoing 5 Necrotic and Vulnerability 5 (save ends). Living creatures killed by this weapon raise 1d4 days later as an undead minion of their level or lower.		
← Wide Arcs (weapon) • Recharge ☹ ☹ ☹		
<i>Effect:</i> 1 (enemies in burst); Gormond takes a melee basic attack against each target.		
Move Actions		
Shouldering Charge • At-Will		
<i>Effect:</i> Gormond moves 4 squares and can move through enemy's spaces. He may shift enemies whose squares he passes through 1 square.		
Minor Actions		
← Fester Wounds (poison) • At-Will		
<i>Effect:</i> 5 (Creatures taking any ongoing damage); the target takes 5 Poison.		
Skills Athletics +13, Endurance +13		
Str 20 (+8)	Dex 11 (+3)	Wis 16 (+6)
Con 20 (+8)	Int 12 (+4)	Cha 6 (+1)
Alignment evil Languages Common, Goblin		
Equipment scale armor, puss feeder (heavy mace)		

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Gormond Kradayne

Medium Humanoid (Undead)

Armor Class 15 (Decrepit Armor)

Hit Points 55 (9d10)

Speed 25 ft.

Senses Darkvision 90 feet

Str 20 (+5) **Dex** 11 (+0) **Con** 20 (+5)

Int 9 (-1) **Wis** 16 (+3) **Cha** 6 (-2)

Alignment Chaotic Evil

Languages Common, Goblin

TRAITS

Immunities: Disease, necrotic, and poison. It cannot be put to sleep and does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: Gormond makes two Puss Feeder attacks.

Melee Attack—Puss Feeder (+2 Warhammer): +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (1d8+6) bludgeoning damage and 6 (2d6). Living creatures killed by this attack rise 1d4 days later as a ghoul.

Battering Charge — As part of his action, Gormond can move 20 feet and make a single Puss Feeder attack. When doing so, he may push anyone in his path aside 5 feet.

EQUIPMENT

Decrepit armor, Puss Feeder (+2 Warhammer)

Level 5 XP 280



Lucius the Mad		Level 5 Controller	
Medium fey humanoid (eladrin)		XP 200	
HP 59; Bloodied 30		Initiative +4	
AC 17; Fortitude 16; Reflex 19; Will 19		Perception +10	
Speed 6			
Standard Actions			
⊖ Disorienting Bolts (psychic) • At-Will			
<i>Attack:</i> 10 (two creatures); +9 vs. Reflex			
<i>Hit:</i> 1d8 + 4 psychic damage and the target slides 2 squares.			
⊕ Staff (weapon) • At-Will			
<i>Attack:</i> +9 vs. AC			
<i>Hit:</i> 1d8 + 2 damage.			
✖ Hallucinatory Torment (psychic, illusion) • Daily			
<i>Attack:</i> Close burst 1 within 10 (enemies in burst); +9 vs. Will			
<i>Hit:</i> 1d10 + 7 psychic damage and the target immediately makes a basic attack against the nearest creature (randomly decide if more equidistant).			
← Grasping Tendrils (summoning) • Recharge ☒ ☒			
<i>Attack:</i> Close blast 3 (enemies in burst); +9 vs. Reflex			
<i>Hit:</i> 1d10 + 7 damage and the target is immobilized (save ends).			
Move Actions			
⚡ Eldritch Step (teleportation, shadow) • Recharge ☒			
<i>Effect:</i> Lucius teleports up to 5 squares, leaving behind a billow of smoke in Area 1 with the origin square being in the space he just left. This smoke deals 1d6 cold damage to any creature that starts its turn or passes through occupying squares and grants heavy			

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Lucius the Mad

Medium Humanoid (Elf)

Armor Class 13 (Mage Armor)

Hit Points 25

Speed 30 ft.

Senses low-light

Str 8 (-1) **Dex** 13 (+1) **Con** 12 (+1)

Int 18 (+4) **Wis** 16 (+3) **Cha** 16 (+3)

Alignment Chaotic Neutral

Languages Common, Elven, Draconic, Primordial, Deep Speech

ACTIONS

Ranged Attack—Disorienting Bolts: +4 to hit (range 50 ft.; two creatures). *Hit:* 6 (1d6 + 3) psychic damage. If the target moves on its turn, Lucius decides where the first 10 feet of movement takes them.

Melee Attack —Staff: +3 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) damage.

Spellcasting: Lucius can cast four of these spells per day

Grasping Tendrils: Creatures in a 15 foot cone must make a dexterity save DC 15 or take 2d8 damage and are bound up by otherworldly tentacles. Until they remove the tentacles (AC 12, 3 HP, str or dex DC 15 to escape) they are restrained.

Eldritch Step: Lucius teleports 20 feet and leaves a 5 foot radius globe of smoke where he once stood. The smoke is heavily obscured and deals 1d4 cold damage to a creature that passes through or starts its turn in the smoke. It dissipates after 1 round.

Spider Climb, Invisibility, Mirror Image, Hold Person

EQUIPMENT

Colorful robe, Staff implement, ritual components

Level 4 XP 150

