

# Darkmoor

This is a short sourcebook for the Darkmoor area, chosen to be the starting location for the 2000 Brennin Campaign.

It is the intention of this material to keep a group of low level adventurers busy for a few levels, until they are ready to move elsewhere.

## The Town of Darkmoor

Darkmoor

Population 340

The last major stop on the Northern Highway before arriving at Hellsgate (or, the first stop on the way north) Darkmoor has long been the favoured resting point before heading further on. It lies a good six hours ride north of Hellsgate, and a couple of hours south of the edge of the Darkmoors (after which the town is named). Travelling the moors after darkness is too dangerous for most, and Darkmoor has many inns and taverns to offer the weary traveller.

The River Redburn (just called the Redburn) flows quickly through the middle of the town, and is partially encompassed within the town itself. A single bridge crosses the Redburn, and the newest buildings saddle the river to the north of the crossing. The river itself is clean and fresh, and people regularly draw water from it for cooking and cleaning, though not for drinking. Instead, a deep well in the town square is used for this purpose, and it is within site of the town guards watch tower.

The last stockade around the town was burnt down two years ago, and it is only partially complete again. The XII Legion plans to finish the wall this summer, but it is only spring and the raids threaten to overwhelm the town.

Darkmoor itself could be considered a small version of Hellsgate. For those too frightened to enter the city itself, or to finish the journey across the moors, Darkmoor offers many goods found in Hellsgate, though over priced and with only a fraction of the stock found in the city.

During the day there is a successful market in the town, and at night the inns and taverns are alight and loud with music and song.

Recently, however, there have been a number of midnight attacks upon the town by bands of goblins, who move in quickly and take as much as they can before leaving again.

This is having something of a negative effect upon the town, and some merchants now travel through Darkmoor, pushing hard to get to Hellsgate, even if it means arriving after the gates have been closed and camping outside the city until sunrise.

## Places of Interest

There are many sites around the town of Darkmoor that would appeal to the curious and the adventurous. Many of these are harmless antiquities, whilst other places hold dark and evil secrets.

### The XIII Legion's Camp

Just south of the town is a small camp used exclusively by the small patrols that the legion send out along the Highway. It is usually empty, but sometimes a few horsemen may be found here.

### Cytor's Ring

This is a formation of ancient standing stones that top a nearby hillock. No one knows how long they have stood there, but it has surely been for thousands of years. At the four points of the year, Druids from the surrounding moors meet at the Ring, and carry out religious ceremonies that

celebrate nature and the turning of the seasons.

During the rest of the year, the Ring finds itself a popular spot for the herdsfolk to rest during the day, or for romantic meetings.

At night, the Ring is said to sometimes give off light and odd sounds, especially just before some unpleasant event that will affect the town.

#### **B**reedie's **S**pring

Near the town is a natural spring, which turns into a small brook that eventually flows into Hellis Sound.

It is well known for its healing properties, and the moss that grows on the stones and rocks around the spring are gathered periodically by the local druids and herbalists for use in potions and salves.

#### **T**he **P**othole

This lies nearly a league off the western wall, nestled in the bottom of a small valley. A river pours down into this opening, which is easily transversed on foot. The locals rarely have need to travel so far from the town, so the Pothole is known only to the odd adventurer and shepherd.

It is thought that the recent goblin raids upon Darkmoor have been based from here- though the attacks have sometimes come from the east as well. No one has the resources to properly investigate the Pothole, though some Legionaires have investigated the area, and have reported seeing and hearing nothing.

#### **T**he **R**uins of the **M**onastery

Three or four days journey to the west lie the remains of an old Monastery. It was dedicated to the worship and study of The Mother and her works, but was utterly destroyed by the Dark Knights when they pushed north nearly three centuries ago.

Very little remains of the large complex of buildings, though a small underground

area has not yet been discovered. It contains twisted undead and wild animals, forever tainted by the touch of Lord Barren.

#### **T**he **T**emple of the **P**rimals

This is one of the few buildings of its kind left in Brennin- and indeed, upon the face of the planet. It lies a half day's walk to the east, on the edge of the Darkmoors.

This is one of the places of worship that predates human existence upon the land of Brennin. Before humans arrived (from far to the East) a race of entities (of whom the Valefolk are the last, much removed remains) worshipped not the three human Powers, but a continuum of other, more primal forces.

These Primals will be discussed later.

Should the PC's arrive and search the Temple, they will find some small archaeological artefacts that will be a curiosity to some, but just old rubbish to others.

However, one item will be more than it seems. It will bring the PC's to the attention of the distant aloof Primals, and they will pay close interest to the deeds and actions of this small group of mortals.

## Places in Darkmoor itself...

Darkmoor is, as mentioned earlier, a very busy little place. It has three inns (see below) and a number of other locations of interest.

### The Guard Tower

Situated at the northern gate into Darkmoor, the Guard Tower is obviously older than the rest of the town. It is the starting point of the (currently under construction) town palisade, and from the top, one can see the entire town. It rises fifty feet straight up, twenty feet higher than the top of the wooden walls.

The inside of the tower consists of several chambers, including a small jail in the basement and an armoury in the mid-level.

The Guard Tower is the base of the Darkmoor Militia, a small group of armed men and women that support the local Sheriff and help maintain law and order in the town.

The current *Sheriff* is **Jaden Larimar**, a Half-Elven Warrior (3<sup>rd</sup> Level NPC profession) who is the third year of his service here. He wears chain mail armor, and carries a short bow and short sword (both are masterwork items).

His *Deputy* is **Harven Graniteaxe**, a Dwarven Warrior (2<sup>nd</sup> Level) who has been Jaden's partner here since the start. He wears chainmail armor and carries a heavy crossbow and a Dwarven Axe (both masterwork items).

The Militia is made up on twenty two men and women, who wear only light padded armor and carry heavy crossbows and short swords. Only five are on duty at any time, plus either the Sheriff or the Deputy.

Currently, the late night raids on the town have been causing them problems, and so far the militia have only suffered wounds and injuries, but death is surely not far behind. They have killed two Goblins over

the last month, but usually they are too fast and too quiet to be caught.

They will be pleased for whatever help the characters can offer, and will send five militia men with them on any expedition to seek out and destroy the raiders. These militia men will not enter dungeons, but will rather guard the entrance way and the scout the area until the PC's have finished.

They make clear that a reward is offered by the Town Council for the removal of the raiders. This reward is 50Gp for each surviving character, plus whatever rewards are offered by the merchants for the return of their stolen goods.

### The Temple

There is a small temple to Terrin within Darkmoor. It is not aligned with any particular Aspect, but is rather a non-denominational establishment, part of a growing trend within Brennin.

The Priest of the Temple is a 8<sup>th</sup> Level Human Cleric called Bryon Alaris, and his assistant is a female half-elf 4<sup>th</sup> Level Cleric called Peri.

Alrais can *Raise Dead* (using a scroll) but will only do so if the deceased can be proven to have had a 'good soul' and will require at least 1000gp as a donation to the Temple.

# The Inns of Darkmoor

## The Jolly Merchant Inn

Specialities of the Inn include Roast Pig and the best mutton stew for miles around. Rooms cost 150% of normal PHB prices.

The best drink in the Inn is the Moor Ale.

- **Etomal (Innkeeper)**, male, 58 years old, 190 cm, 89 kg, very short blonde wavy hair, gray eyes. **Clothes:** High, soft boots, white apron, brown jacket and brown trousers **Wealth:** Average **Stats:** Weak, low skill **Weapons:** Heavy club

*Etomal is a local man, having been born in Darkmoor and lived here all his life. He was once married, though his wife died during a particularly stormy winter. Since then, he has dedicated his life fully to the Inn, making it one of the best on the Northern Highway.*

- **Mereena (Serving maid)**, female, 16 years old, 147 cm, 51 kg, very long brown curly hair, brown eyes **Clothes:** Low, soft boots, white apron, red blouse and red long skirt **Wealth:** Very poor

*Mereena is the daughter of Frithiel (below) and is growing up into a very attractive young woman. She is pleasant to speak with, and will attempt to gain the attention of 'brave adventuring types'. She has her dead father's spark of the unusual, and her interest in the wide world will not diminish. She is vaguely aware of her admirer (Zorejan) but his seeming desire to settle down in Darkmoor does not inspire her. She is looking for someone to take her away from here.*

- **Frithiel (Serving maid)**, female, 38 years old, 169 cm, 62 kg, short brown curly hair, brown eyes **Clothes:** High, hard boots, white apron and yellow dress **Wealth:** Very poor

*Frithiel arrived in Darkmoor after leaving Hellsgate ten years ago with her young daughter. She would not speak of her husband, merely that he was dead. This is true, but the fact that he was killed along with his adventuring group somewhere in the Darkmoor area is something she keeps hidden. She hopes some day to find out what happened to him, while keeping her daughter's feet firmly on the ground.*

## The Patrons

1. **Zorejan (Zed) (Sorcerer 1)**, male, 18 years old, 193 cm, 96 kg, brown wavy hair, blue eyes **Clothes:** High, hard boots, green jacket and green trousers **Wealth:** Rich **Stats:** Weak, high skill **Weapons:** Dagger

*Not a regular patron, Zorejan has stopped in Darkmoor almost entirely because of the serving girl Mereena. He has fallen head over heels in love with her, which is unfortunate for him, as he is now overdue in Hellsgate, where he was meant to begin as an apprentice with the Guild of High Magic in the city. Zorejan doesn't care, as he has a chest with 300 gold crowns in it, and a talent for sorcery which he hopes will keep him in Darkmoor for as long as it takes to win Mereena's heart and her hand.*

2. **Figoth (Farmer)**, male, 31 years old, 192 cm, 73 kg, long black wavy hair, gray eyes **Clothes:** Low, hard boots, gray jacket and gray trousers **Wealth:** Very poor

*A regular, Figoth can be found in the Jolly Merchant most evenings, after working long and hard on his small farm further up the Redburn. He has his eyes and his heart set on Frithiel, though he worries that he has little to offer her in the way of a better future.*

3. **Weid (Citizen)**, male, 57 years old, 181 cm, 73 kg, very short brown straight hair, blue eyes **Clothes:** High, soft boots, brown jacket and brown trousers **Wealth:** Average

*Weid retired to Darkmoor after a long and fairly successful career as a Hellsgate Merchant. He owns two small market stalls which he rents out to passing merchants.*

4. **Etherrakoth (Saddler)**, male, 28 years old, 195 cm, 87 kg, very short blonde curly hair, brown eyes **Clothes:** High, soft boots, brown jacket and brown trousers **Wealth:** Very poor

*Etherrakoth has fallen upon difficult times. His business, which depended upon merchants and travellers staying a night or two in Darkmoor has been badly hit by the effects of the raids. He is here often, spending coppers on cheap ale.*

5. **Aloen (Merchant)**, female, 30 years old, 165 cm, 68 kg, short brown straight hair, brown eyes **Clothes:** Low, soft boots, black coat, gray blouse and gray long skirt **Wealth:** Average

Aloen is resting in Darkmoor after suffering an injury at the swords of the Goblin Raiders. She was attacked a week ago just north of the town, and survived only thanks to a pair of Legion Scouts that happened to be passing. Her wagons contain fine woodcraft, brought from the forests to the north. She is in a hurry to leave, having spent the last four weeks travelling through snow to get to Hellsgate for the Spring Market (which she will certainly miss).

6. **Umalered (Furrier - actually a 4<sup>th</sup> level Ranger)**, male Half-Orc, 51 years old, 182 cm, 73 kg, long black curly hair, gray eyes **Clothes:** High, hard boots, gray coat and gray trousers **Wealth:** Rich

*This is a smelly and unkempt figure, sitting always alone in a far corner. He drinks heavily and eats huge amounts of food, with his cloak and hood always around him. Umalered is a striking half-orc, but feels that he cannot fit into the society of the town. Instead, he spends weeks at a time out hunting and checking his traps, and then brings in large amounts of beautiful furs. He purposefully keeps himself scented with putrid glands from those animals he traps, better to keep his distance. His true purpose is to patrol the area around the town, and try to protect it as best possible. He will leave the PC's a secret message regarding the location of the Goblin Raiders.*

7. **Grigokin (Merchant)**, Dwarf, 58 years old, 179 cm, 69 kg, long red straight hair, blue eyes **Clothes:** Low, hard boots, brown jacket and brown trousers **Wealth:** Rich

*Grigokin is on his way back from Hellsgate, after successfully selling a large amount of silver from the Dragons Teeth mountains far to the north. He is currently transporting a collection of luxury items back to the Dwarven Community. (It is the one that was attacked recently).*

8. **Kairawen (Beerbrewer)**, female, 57 years old, 180 cm, 82 kg, short auburn straight hair, gray eyes **Clothes:** Low, hard boots, green coat, yellow blouse and yellow short skirt **Wealth:** Average

*Kaira (as she prefers to be called) has had a brewery here in Darkmoor for several years. She produces the famous Moor Ale for this inn exclusively, the rest of her beer is sold to the Legion, and they pick up a wagon load every couple of weeks as they pass. Her husband is a Druid, and spends very little time in the town itself.*

9. **Gwaotha (Peddler)**, male, 59 years old, 172 cm, 64 kg, long brown wavy hair, blue eyes **Clothes:** High, soft boots, black coat and black trousers **Wealth:** Very poor

*Gwaotha is a familiar face in the Inn, as he peddles trinkets and items of dubious worth and utility here almost every other evening. However, every once in a while he comes in with something truly outstanding, like a magical knife or ring. He doesn't say where he gets it all from, but he has been seen carefully searching the hills and the rivers around Darkmoor. No doubt he'll be found dead in the heather some morning.*

## Patrons of the Golden Hind Inn

Specialities of the Inn include potato stew.

Rooms cost normal PHB prices.

The most popular drink is the Golden Mead.

1. **Darela (Innkeeper)**, female, 36 years old, 176 cm, 91 kg, long blonde straight hair, blue eyes **Clothes:** Low, soft boots, green coat and green trousers **Wealth:** Average

*The Golden Hind has been a labor of love for Darela. Her father and grandfather before him owned the Inn, and she is determined to make it work. It is the least expensive Inn in Darkmoor now (once, it was the best) and though her customers don't have a lot of money, her Inn will probably out last both the others. Her younger brother helps out, but she doesn't think she'll be able to persuade him to take over. And she's not married, and has no children- yet....*

2. **Adoreld (Serving Lad)**, male, 17 years old, 170 cm, 65 kg, very short brown wavy hair, blue-green eyes **Clothes:** High, hard boots, gray jacket and gray trousers **Wealth:** Average

*The brother of Darela, this lad knows that he has a lot of responsibility- he'll have to take over some day, but before then he'd like to travel and have some adventures. He is wracked with guilt and indecision regarding these matters.*

3. **Rherraband (Compasssmith)**, male, 26 years old, 184 cm, 80 kg, very short blonde straight hair, green eyes **Clothes:** Low, soft boots, brown jacket and brown trousers **Wealth:** Above Average

*Rherraband is on an interesting quest. He is looking for a magnetic material called 'MoonSilver', something apparently only written of in legends. He has travelled from the Capital and believes he is close to the end of his quest. In ruins to the west, something that used to be an old monastery, he hopes that MoonSilver can be found in a deep magical well. He's waiting for the right group of adventurers to arrive, to take him there in search of the material.*

4. **Adilath (Harper)**, male Half-Elf, 27 years old, 175 cm, 68 kg, brown wavy hair, brown eyes **Clothes:** Low, soft boots, gray jacket and gray trousers **Wealth:** Average

*Adilath had intended to just pass through Darkmoor on his way to Endelon, but his attention was captured by Nan (below). He has been here for several days and often plays duets with her. He is hoping that she can be persuaded to leave Darkmoor and come with him.*

5. **Nan (Fiddler)**, female, 21 years old, 169 cm, 79 kg, very long black curly hair, brown eyes **Clothes:** High, soft boots, red coat, brown blouse and brown short skirt **Wealth:** Poor

*Nan can be found here every evening, and she is clearly a talented musician. She intends to travel onto Hells gate at some point during the summer, and perhaps perform at the Imperial Court for the Senator of the West Coast. Adilath has been an inspiration to her, and she now sees that her future may lie far from Darkmoor.*

6. **Caleder (Merchant)**, male, 35 years old, 176 cm, 71 kg, long black wavy hair, brown eyes **Clothes:** High, hard boots, red jacket and red trousers **Wealth:** Rich

*Caleder is something of a fool. He gets drunk too easily, spends his money too freely and attempts to bed every woman who passes. He is nothing more than he seems, except that he is indeed very wealthy. It is unlikely that much of his 2000 gold crowns will leave the town with him.*

7. **Ulared (Merchant)**, male, 44 years old, 175 cm, 77 kg, long brown straight hair, green-brown eyes **Clothes:** High, hard boots, brown coat and brown trousers **Wealth:** Average

## Patrons of the Emperors Rest Inn

Specialities of the Inn include roast beef.

Rooms cost 250% of normal PHB prices.

The inn is particularly luxurious.

1. **Wrathorn(Innkeeper)**, male, 31 years old, 182 cm, 77 kg, very short red wavy hair, brown eyes **Clothes:** Low, soft boots, brown coat and brown trousers **Wealth:** Average

*It seemed like a good idea at the time, to leave Hellsgate and find a smaller, less dangerous place to live and work. Unfortunately the events of this Spring have proved that nowhere is safe in Brennin anymore, safe perhaps the capital itself. Wrathorn gets increasingly worried about his inns overheads, and the amount of money that he has invested here.*

2. **Trali (Innkeepers Wife)**, Female, 29 years old, 175 cm, 56 kg, long brown straight hair, blue eyes **Clothes:** Low, hard boots, gray coat and blue trousers **Wealth:** Average

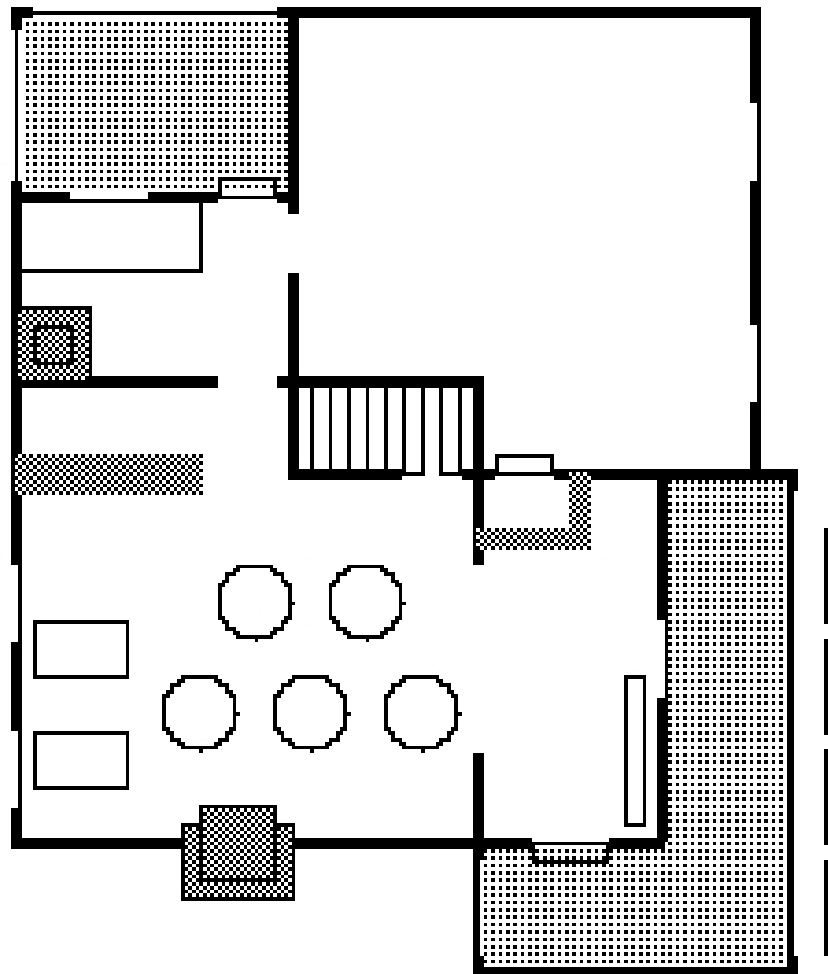
*Trali loves it in Darkmoor, being fond of the desolate beauty of the moors. She spends her time off walking around the hills, much to the deep concern of her husband. She carries a dagger with her at all times, a present from her mother. It is actually a rare +4 Dagger, and her mother was a powerful Sorcerer in her day.*

3. **Verraw (Carpenter)**, male, 20 years old, 180 cm, 68 kg, long black curly hair, brown eyes **Clothes:** Low, hard boots, yellow coat and yellow trousers **Wealth:** Average

*Verraw has recently left his master, and is hoping to start a workshop in the town. He is dismayed at the problems Darkmoor is having, and is trying to decide whether or not he should stay.*

# The Jolly Merchant Inn

## The Village Inn

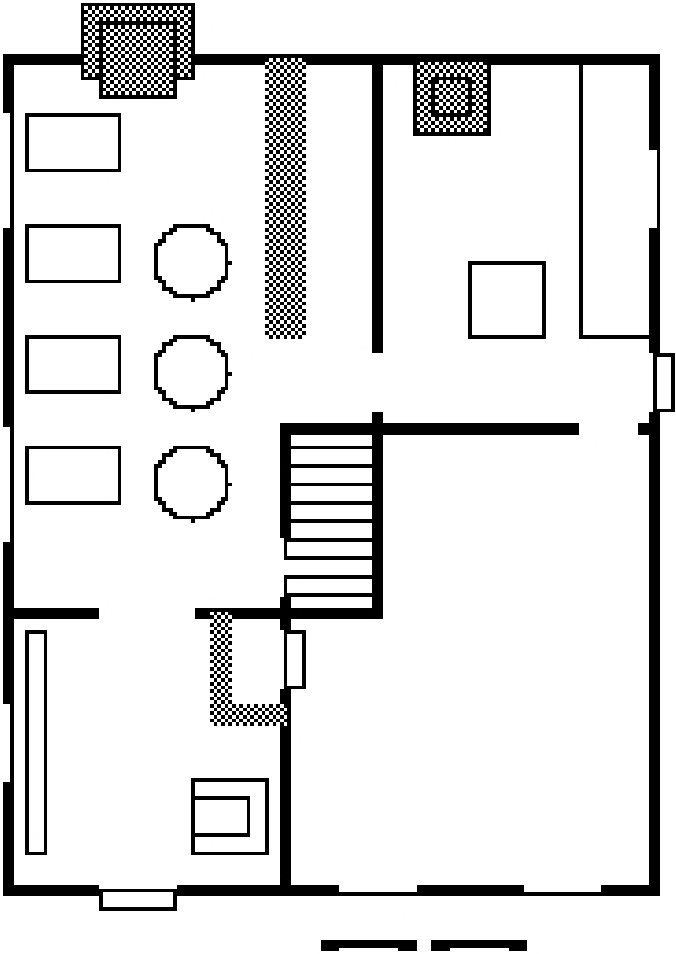


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The Golden Hind

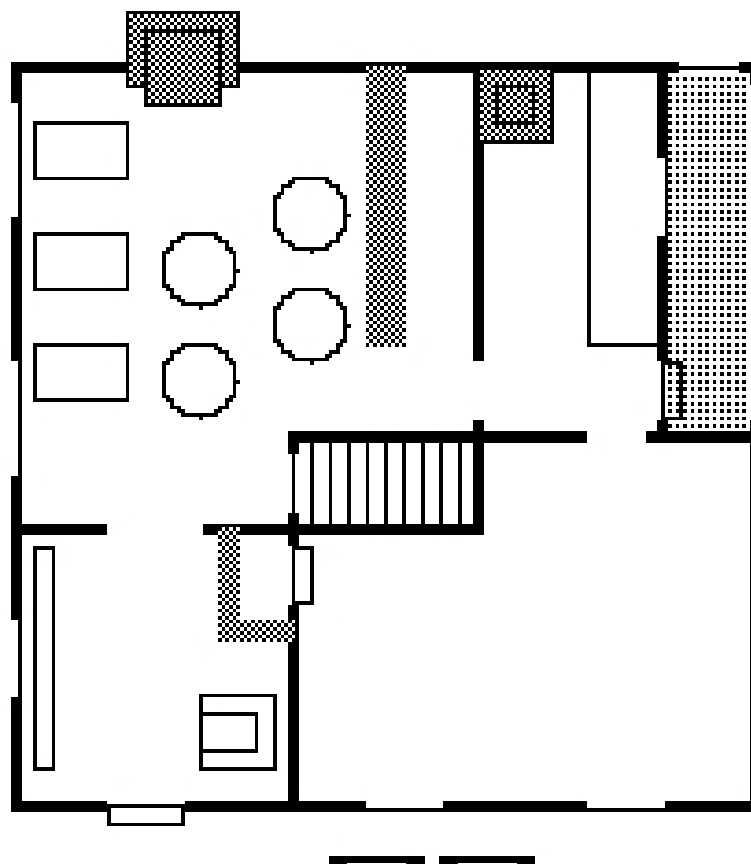
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## The Emperor's Rest

### The Giant's Nose



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## Rumors in Darkmoor (Early Spring 250)

- *A Dragon recently destroyed the Dwarven Settlement of DeepWell.*

Not entirely true- as two of the PC's can testify.

- *There are ruins of an ancient temple to some forgotten Aspect a days walk to the East.*

True. This aspect was worshipped a thousand years ago by the native people of Brennin. The temple (outlined elsewhere) is in terrible ruins, and has little of interest (save some undead and a little bit of archaeological information).

- *The Goblin Raiders are hiding in ancient ruins far to the East.*

Not true- they are hiding in the Pothole to the west. There are indeed ruins to the East, but they merely contain some scary noises and perhaps a Skeleton or two.

- *The Druids will not come back to the Ring until the raids have stopped.*

The Druids don't care about the town or its plight (for the most part) and will, as always, ignore anyone who tries to accost them.

- *There used to be a monastery dedicated to The Mother far to the West. It was destroyed by the Dark Knights as they moved north so long ago.*

This is completely true. The monastery is detailed elsewhere, and it is also the location that Rherraband the Compass-smith is searching for.

- *Kairawen is a Druid, and she enchants the Moor Ale that she makes. That's why it's so popular, and that's why the Legion buys it.*

Not quite true- her husband is a Druid, and yes, he occasionally 'does something' to the ale. It's popular because it tastes good and the Legion buys it because she does them a very good deal on the bulk orders.