



ADVENTURE






RIDDERMOUND

"This side of the Iron Forest there's an unholy place with huge stones rising into the sky. Riddermound it's called, named after a dark knight who was chained by the gods when the world was young. They say he was buried alive in that mound, along with his family, his servants, and all his riches."



ADVENTURE






BOTHILD'S LODE

"The dwarves of the Kummer Mountains are decent and honest folk. It was worse in the old days – during the reign of Bothild the Vile and Greedy – when they dug too deep in their miserable mines and unleashed nameless horrors on the world. But then again, what treasures they found! They unearthed heaps of gold, silver, shimmering emeralds, and crystals the size of a goblin's head. Apparently, it's all still down there in Bothild's Lode, in the far southwest."



ADVENTURE






TOWER OF SIGHS

"There's a disgusting bog about a day's march east of here. It's crawling with bloodsucking leeches and insects, and is a hideout for bandits. But there are vast riches out there in the sludge, buried in the ruins of an ancient watchtower. People around here call it the Tower of Sighs."



ADVENTURE






TEMPLE OF THE PURPLE FLAME

"The Magna Woods is a diseased forest, and we all know where the malady is coming from – the Temple of the Purple Flame, a crumbling remnant of an evil age, where forbidden knowledge and demonic residue rest among untold treasures under the overgrown rocks."



ADVENTURE






ORACLE CAVE

"Did you hear about young Roric? The boy was taken from his farm outside Outskirt. The tracks lead to the Iron Forest. People say he was brought to the Oracle Cave. The Oracle is ancient and knows all there is to know about the Misty Vale, and she's said to be sitting on immense wealth. But now and then she demands a human sacrifice. I reckon we'll never see Roric again."



ADVENTURE






TROLL'S SPIRE

"When the moon is full you can see a tower glittering like a silver spire in the western parts of the valley. A magical tower, no doubt, for none has yet found the way there. Some say it's home to an age-old alchemist who long ago incurred the wrath of the dragon emperor. She hid from Eledain in her tower, where she concocted an elixir that gave her everlasting life."



ADVENTURE






DEAD EYES CAVE

"A monstrous beast has crawled down from the mountains and attacked Blind Hildi's farm southeast of Outskirt. There are whispers about a cave full of torn-out eyes, but also great treasures and powerful weapons from ill-fated adventurers who met their fate in the Dead Eyes Cave."



ADVENTURE






ROAD'S END INN

"There is something strange about Road's End Inn by the edge of the Haunted Marshes. Several guests there have disappeared without a trace, among them a small child, and most recently the shepherd Antelia. Her family is worried sick."




ADVENTURE





THE VILLAGE OF THE DAY BEFORE


"Seven centuries ago, this valley was home to Kato the Curious, a sorcerer who served Emperor Eledain but betrayed his liege. Kato's tower and the nearby village of Blackridge, in the far northeast, perished in dragon fire when his treachery was discovered. Now he's said to haunt the ruins of his tower, which supposedly holds all kinds of treasures. But no one who tried to loot the ruins has ever returned."





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FORT MALUS

"Fort Malus was constructed by House Stoneoak near the end of Emperor Eledain's reign, to protect the family's most prized possession – the Malus Aureus, a tree that bore golden fruit, apples of actual gold! The ruins of Fort Malus still stand in the far northwest, probably with thousands of golden apples lying at the roots of the old tree."



ADVENTURE





THE ISLE OF MIST

"The island in Mirror Lake at the northern end of the valley is a place of death, avoided by all that live and breathe. Stories tell of ancient magic – and a crypt brimming with gold and wondrous artifacts. But the island is wreathed in demonic fog that sucks the life out of anything that comes near."