

## **Information for Logan Naismith**

The City of Teamsburg is located on the eastern side of the Kingdom of Herman Land. It is the key to trade in the east, before the war, goods and travelers came in and out from Black Islands Barony, the Kingdom of Neergaard, and even as far as Tempestas (the isle of elves). It is a dirty city of nearly 100,000 citizens, with thieves, smugglers, mercenaries and drug-dealers. And while slavery is illegal in Herman Land, it was not infrequent that whispered rumors spoke of people taken for servitude in the Black Islands, or sacrifice to Set (Snake God of Evil).

In 563 H.E. (it is currently 565 H.E in-game), the Black Islands Barony chose Teamsburg as the site for a sneak attack against its ruling nation, crippling both eastern trade, and a majority of the Royal Herman Land Navy's eastern fleet that was not loyal to the Barony itself (note: that the Black Islands were always the real naval power of the realm). Thousands were killed in the raid, which included bombardment with "Red God Fire" and attacks with destructive magics of a kind not widely seen used in warfare since time of legend. A good number of people who died, did so from burns as half the city became smoking ruin, soon followed up by looting and other crimes. As war still rages, and what little resources there are being used to keep the city safe and orderly as it can be, it has not been rebuilt and the black market has only thrived more, as competitors were wiped out wholesale by the fickle fire (though again, rumor has it that certain interests, in particular a guild of thieves ruled by a shadowy figure named Sharkey, made out particularly well in the aftermath and some say they had prior knowledge of the attack).

Being the son of a relatively well-known watch-mage in the area (even though mages of the Academy have no official authority according to law), Logan Naismith probably had exposure to a wide variety of people growing up, from nobility and the Nuevo-riche of the mercantile class, to local herbalists and rumor-mongers. He may even have had the rare opportunity to travel abroad with his father, though he would never have been brought to the secret location of the Academy itself (only students, masters, alumni and certain trusted allies are allowed to set foot on its grounds or even know where it is). However, despite having advantages of education and worldliness that even the children of nobles would not have, Logan's family would still be considered of a lower class (something that might have caused him some resentment).

Allistair the Coal, himself, is in his mid-fifties, and graduated from the Academy of Wizardry in 530 H.E. He studied the adventuring curriculum, spending years serving the Academy's interests – in particular by seeking out rare spells and spellbooks for safe-keeping.

Alexandra the Lavender was a protégé of Logan's father, and is now the Watch-mage of Bountiful, one of Free-Towns of Derome-Delem. She is in her mid-thirties, and just on the pretty side of plain. From his short time there, Logan

would have seen that she is greatly loved and respected by the people of Bountiful and the outlying farms, and she takes their protection very seriously. She hardly ever leaves her post anymore. However, using some form of scrying and her contacts with the dwarven merchant consortium to learn what she can about what is going on in the world in general and in Derome-Delem in specific. After receiving Martin the Green's *faultless* message<sup>1</sup> Alexandra used her resources to learn what she could about what was going on in Gothanius. She then sent Logan to Nikar (where the party is currently resting, training and gaining information) to deliver the news (see below) and aid them in anyway he can.

Logan traveled to Derome-Delem on the caravel *Rain-maker* (which was part of a convoy of five ships stopping off there on their way to Neergaard). The ship left from Verdun<sup>2</sup> (which is a short ferry ride from Teamsburg) and would have taken about seven days to reach the Free Town of Cutter Jack's on the eastern shore of Derome-Delem.

Allistair was able to use his contacts to arrange for Logan's journey, as the ship was already traveling to Derome-Delem to deliver a delegation that would travel to Gothanius to negotiate *something* on behalf of the king. However, it would have struck Logan as strange that the delegation seemed more like warriors than diplomats. They included a militant of Anhur, a paladin dedicated to Thoth (god of knowledge & magic) and a mysterious woman. They called themselves the *Company of the Impervious Ward* and had a score of troops with them. Though they kept to themselves, Logan was able to find out that they were Neergaardian and doing a favor for the King of Herman Land, as Neergaard had decided to stay out of the civil war, but still wanted to act as a go-between, as the Kingdom of Herman Land has never recognized the existence of any of the little kingdoms.<sup>3</sup>

There was also a large group of monks of Anubis on one of the other ships (according to rumor) traveling from their convocation in the Archduchy of Wallbrook to the Kingdom of Neergaard.

From Cutter Jack's could have gotten a horse to Bountiful (about two days march west). Once Alexandra sent Logan to Nikar, that trip would have taken about nine days. She would have probably sent him with a dwarven merchant caravan to make sure he arrived promptly and safely.

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<sup>1</sup> *Faultless* is a breed of long-winged bird known for their unerring ability to travel great distances to specific points they have been bounded to. They can even fly long distances over the sea, and it is said they are protected by Shu (God of Air & Birds) and he who harms or delays them will be cursed.

<sup>2</sup> Verdun is the capitol of the Kingdom of Herman Land; a city of nearly 200,000 people.

<sup>3</sup> Interestingly, after the failed invasion of Derome-Delem the isle of dwarves was stricken from "official" maps and trade with the various free towns and freeholds of the islands (and the Nauglimir Dwarven Merchant Consortium) was forbidden. Only in the last three years was this rescinded, and while the establishment of trade was slow at first, it has increased dramatically since the war.

### **News Logan Would Have to Share with the Fearless Manticore Killers**

- The Masters of the Academy of Wizardry have chosen a replacement Archmage to run the school/organization, Aimil (formerly Aimil the Aquamarine), one time advisor to the Margrave of Thracia, and former sub-master of Changing at the Academy.
- Rumor has it that a rogue watch-mage and a party of non-humans has been neglecting his duties for his own agenda in Gothanius.
- The King of Gothanius has been seeking mercenaries and/or adventuring companies to retrieve this watch-mage and his companions for interrogation. Alexandra fears this refers to Martin the Green.
- Richard the Red has been a known “rogue” watch-mage for years, and had been hunted on more than one occasion by agents of the Academy. He has faked his death on at least on occasion, and stands accused by his own son (Gregori the Brown) of being involved in selling his son’s services to an evil wizard of great power (without the son’s consent) and helping to kidnap Gregori’s betrothed to be held hostage against his cooperation. Before that, he was already sought for selling spells to members of Berman’s Thieves Guild in Herman Land.
- Work on the road connecting Gothanius to the road called “The Mountain Door”<sup>4</sup> has continued after winter finished, despite relations between the Nauglimir Dwarven Merchant Consortium (who is building the road) and the Crown of Gothanius being strained due to some disagreement about a community of gnomes in the area Gothanius hopes to expand to.
- According to legend, an ancestor of the current king of Gothanius had made a deal with a powerful fiend to help in the Mountain Wars<sup>5</sup> - it took a band of dwarven and gnomish heroes to defeat the thing, said to look like a great monkey-demon.
- The war with the Black Islands has taken a harsh toll on both the Kingdom of Herman Land and the Barony, and both sides’ sorties have dwindled to numbers uncommonly low for spring and summer. This is attributed to the fact that even when H-land lands a force on the islands, it is difficult, if not impossible to keep them supplied, and large number of fields and plantations on the Black Islands having been burned by those troops that have landed, making starvation a real fear there.

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<sup>4</sup> “*The Mountain door*” is a road that runs west from Cutter Jack’s to the “*The One Road*” which connects a series of settlements from Rockmar in the north to halfling settlements in the south.

<sup>5</sup> The Mountain Wars, is the name for the various battles and skirmishes in Herman Land’s attempt to conquer Derome-Delem.