

Week 7.4 Aramoor

Welcome to the armpit of Mythika my dear adventurer. If you are reading this letter instead of a personal welcome from me, I am probably dead, or worse. Word of advice, steer clear of Sastromuth. Here's the least you need to know. The Chief may be a lot of things, but a welch he is not. If there is a bounty posted and you bring it in, you will be paid - sometimes a little more than you bargained for (hint hint wink wink nudge nudge). I suggest you pick one, don't ask questions, collect on it and move along. Find yourself the most secure place to sleep or you might wake up with nothing but the hair on your head. Stealing is legal here, and locals follow the letter of the law!

Tell my brother he can have my boat,
Reuben Nadir
Mythikan Adventurer's Guild Master



BOUNTY
FOR
FAELYN THE BLESSED



REWARD OF 35GP.
FOR THE ARREST AND LIVING
DELIVERANCE
WANTED FOR ILLEGAL RESTORATION
OF HEALTH OF INCARCERATED
INDIVIDUALS

BOUNTY
FOR
GWYNDOLEN THE FAIR



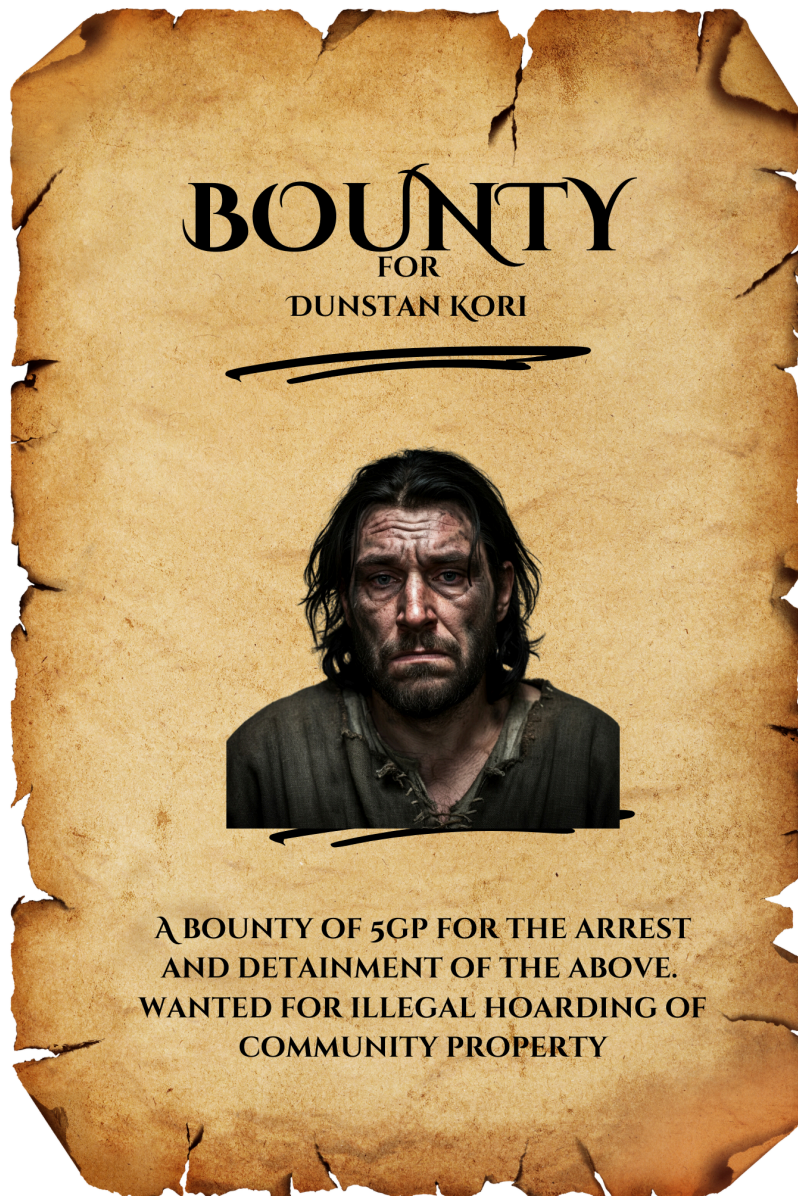
WANTED FOR ILLICIT POSSESSION OF
PRINTED LAW CODES
ALIVE = 10GP

BOUNTY

FOR
UTRED THE SIMPLE



Wanted for public flatulence in the
presence of Town Schesi. Bounty of 7gp
will be paid for his presentation



Visitor's Guide

- | | | |
|--------|-----------------------|-------------------|
| → Name | Areamore | pronounced |
| | ("AR-ee-ə-moor") | |
| → Type | Hamlet | covers an area of |
| | approximately 4 acres | |

→ Population Registered 259 as of the previous census

→ Description:

◆ Taboos

- Every place has its own way of doing things or thinking. You better know up front what this town's is. You have no idea if your social faux pas will get you ignored or arrested. So pay attention. In Aeramoore, flowers and other parts cut from plants are not allowed inside, only living plants are. This does not apply to food items. [\[\[Downtime activity\]\]](#)

→ Government

- ◆ Areamore's sole municipal administrator is the Montu Ammon Clan chieftain Khonsu Amen Ammon (human male)

→ Underworld

- ◆ Areamore is the only settlement in Mythika where the criminal elements operates not only in the open, but official sanctioned by the people.
- ◆ The Areamore Schesi is an official title held by Sastromuth the Honorable (demon male). He is appointed by the Clan Chieftain to operate as a sort of civil judge for the citizens and visitors. He has the power to arbitrarily settle disputes, reapportion any property that does not belong to the Chieftain or his family as he sees fit (legal theft), and assess arbitrary "donations" for the legal protection of person or property (legal extortion). The position allows him to be the sole

decider of what goods can be allowed to pass through the settlement (tariffs), and which goods must be confiscated (stolen). It is unlike any other settlement, and it operates with the consent of the Clan.

→ Altars

◆ Altars

- Nanabozho, Ojibwe
- Weesageechak, Cree

◆ Shrine

- Mercury, Roman
- Loki, Norse
- Laverna, Roman

◆ Chapel

- The only official chapel in the hamlet is dedicated to the Greek god Hermes, the god of thieves, merchants, and travelers. In honor of Hermes, the local shaman sacrifices one stock animal every ten solrises at the altar of this chapel. Hung from the rafters of this structure is a cowhide said to be one of the fifty Hermes stole from Apollo.

→ Resources

◆ Access:

- Areamore lies on the direct line between Trstnov to the northeast and Sap to the southwest. There is also a trail leading eastward to Al Faduqli which is on the

Beathe River. Due to the harsh terrain, travel is slow, and caravans are infrequent.

◆ Water

- The hamlet relies on a network of underground springs and wells, as surface water is scarce in the rocky wasteland. Villagers carefully ration their water supply, especially during dry seasons.

◆ Food

- Limited arable land forces Areamore's inhabitants to grow hardy root vegetables like turnips and onions in small patches. Some drought-resistant herbs are also cultivated, including sage and thyme.
- Goats are the primary livestock, as they can survive on the sparse vegetation. Locals also hunt rock hares and lizards, which are abundant in the area. Occasionally, desert birds are trapped for their meat and feathers.

◆ Building Materials

- Stone is abundant in Areamore, and most structures are built from the surrounding rocky terrain. Timber is rare, and any wood must be imported, often at great expense. Clay deposits are limited but used to fortify stone constructions.

◆ Metals/Minerals

- Areamore's primary mineral resource is coal, comprising 96% of the hamlet's

extractable wealth. While small amounts of iron and copper have been found, most are not worth mining.

◆ Tradeables

- Coal is Areamore's primary export, though it is not high-quality. Other than coal, the hamlet has little to offer in terms of trade. As indicated below, knowledge of dark and or ancient forbidden magikal arts is the most valued commodity of this settlement.

◆ Workers

- Areamore has not reported its employable population to the Royal Office of Statistics in over thirty five years. The Government has basically quit asking.

◆ Education

- Gramwar Skuls
- There is no active gramwar skul for the children of Areamore. The last seventeen educators sent to operate the old Greengold Grammatitorium either never arrived, returned to alphacite immediately, or just disappeared.

→ Magiks

- ◆ Dark magic is prevalent in Areamore, with a small group of warlocks and necromancers who practice in secrecy. This magic is used to manipulate shadows and the dead, drawing adventurers seeking forbidden knowledge.

→ Defenses

◆ Class Beta

- Areamore is surrounded by a low, stone wall reinforced with coal slag. A basic militia patrols the area, mostly composed of villagers trained in rudimentary combat. Defensive towers are spaced along the walls, but these are small and offer minimal protection.

→ Social hubs

- ◆ The hamlet's only adventurer-endorsed social hub is the "**Coal Ember Tavern**", where local dark magicians and adventurers often exchange information about the wasteland's dangers. The proprietor is a gruff dwarf named **Varg Stonevein** who serves as a valuable source of local knowledge.

→ Notable history

- ◆ This passage is an excerpt from scroll sixteen of the series titled "Vale of Everflow". No author is credited.
 - The wind howls a mournful dirge across the whispering wastes, a desolate expanse of cracked earth and jagged rock where the sun beats down mercilessly. Few know that beneath this barren surface, a network of life-giving springs trickles, the very reason the hamlet of Aramoor clings to existence. And even fewer remember the tragic tale of the two elven tribes, the Aeravani and the Sylvani, whose devastating conflict turned this once-lush valley into the wasteland it is today. Before the blight, before the silence, this land was known as the Vale of Everflow, a verdant paradise where the Aeravani, the Sky-Singers, held sway. They were a reclusive people, devoted to the worship of Aerdrie Faenya, the winged goddess of the sky and winds. Their connection to the natural world was profound, their magic woven from the very air they breathed. They believed in the

purity of their elven blood, shunning contact with other races, whom they considered disruptive and inferior. Their leader, the wise and enigmatic Aerion Swiftwing, preached isolationism, believing that only by maintaining their distance could they preserve their unique culture and magical traditions. To the south, nestled within the whispering forests that bordered the Vale, lived the Sylvani, the Tree-Keepers. They revered Corellon Larethian, the protector of the elves and patron of arts and crafts, but their philosophy was vastly different from their northern cousins. The Sylvani, led by the charismatic and forward-thinking Lyra Whisperwood, believed in the potential for harmony between races. They saw the ingenuity of dwarves, the craftsmanship of gnomes, and even the burgeoning curiosity of humans as valuable additions to the world. They traded with these neighboring peoples, sharing knowledge and resources, believing that cooperation, not isolation, was the path to a brighter future. For generations, a fragile peace existed between the two tribes, a wary truce born of mutual respect and a shared understanding of the delicate balance of nature. However, tensions simmered beneath the surface, fueled by differing ideologies and the ever-present struggle for control of the life-giving springs that fed the Vale. The springs, blessed by the Seldarine themselves, were not only vital for survival but also held deep spiritual significance for both tribes. The breaking point came during a particularly harsh winter. The snows fell heavier than any elf could recall, and the Vale of Everflow was gripped by famine. The Aeravani, ever wary of outsiders, refused to seek aid from their neighbors, clinging to their isolationist principles. The Sylvani, witnessing the suffering of their kin, offered to share their stores and to seek help from the nearby dwarven city of Karak Azul. Aerion Swiftwing, blinded by pride and fear, saw this offer as a veiled attempt to infiltrate their territory and undermine their traditions. He accused Lyra Whisperwood of treachery and, in a fit of rage, declared war. The drums of war echoed across the Vale, shattering the fragile peace that had held for so long. The ensuing conflict, known as the Sundering of the Vale, was a tragedy of epic proportions. The Aeravani, masters of aerial combat, rained down arrows from their trained hawks and giant eagles, while the Sylvani, skilled forest warriors, fought with a ferocity born of desperation. Among the Aeravani, the legendary archer Elara Skyfire earned her name by felling dozens of Sylvani warriors with her unerring aim. On the Sylvani side, the brave warrior Theron Swiftfoot led a daring raid on the Aeravani's stronghold, managing to destroy their stores of winter supplies, though at

the cost of his own life. The battle raged for weeks, each side inflicting heavy losses upon the other. The very land seemed to weep, the once-fertile fields turning barren, the springs drying up as if in protest. The magic that had once flowed freely through the Vale became twisted and corrupted, reflecting the bitterness and hatred that consumed the two tribes. The final battle took place at the very heart of the Vale, near the sacred spring known as the Tear of Faenya. Aerion Swiftwing and Lyra Whisperwood faced each other, their eyes filled with sorrow and regret. They fought not with weapons, but with words, each trying to convince the other of the righteousness of their cause. But neither would yield. In the end, exhausted and heartbroken, they agreed to a truce. But it was a hollow victory. The Vale of Everflow was shattered, its beauty destroyed, its magic tainted. Both tribes were decimated, their numbers so reduced that they could no longer maintain their former influence. They scattered, some seeking refuge in the deep forests, others retreating to the hidden mountain valleys. The hamlet of Aramoor eventually sprung up near the Tear of Faenya, a small community of humans and a few scattered elves from both tribes, eking out a living in the shadow of the tragedy that had befallen the Vale. They remember the Sundering not as a tale of heroes and villains, but as a cautionary story, a reminder of the destructive power of pride and the importance of understanding and cooperation. The Whispering Wastes serve as a constant reminder of the folly of the Aeravani and Sylvani, a testament to the devastating consequences of a war that left no true victor, only enduring loss. And the wind, as it howls across the barren landscape, seems to whisper the names of Aerion Swiftwing and Lyra Whisperwood, forever lamenting the fate of their people and the lost paradise of the Vale of Everflow.

Areamore Merchant Directory

Type	Name	Settlement	Proprietor	Prop race	Prop gender	Item	Details	Price
Blacksmiths	Forged by Flame	Areamore	Alfred Cee	Human	male	Abacus		2gp
	toolsmith					Ball bearings	bag of 100	1gp

						Boot tips		2gp
						Caltrops	bag of 20	1gp
						Climber's kit		25gp
						Forged iron brackets	set of 4	7gp
						Gloves	1ep	1ep
						Hammer		1gp
						Harness		5gp
						Iron Nails	dz	10sp
						Leather tool belt		6gp
						Pick, miner's		2gp
						Pole (10ft) shaft only		5cp
						Battering Ram, portable		4gp
						Simple wooden hammer		5sp
						Special pitons		10sp
						Thieves' tools: small file, lock picks, mirror mounted on metal handle, narrow bladed scissors		25gp
Butchers	The Golden goat	Areamore	Norma Teel	Human	female	breast, chicken	ea	3cp
						thigh, chicken	ea	3cp
						wing, chicken	ea	2cp
						steak, ribeye, beef	ea	3sp
						steak, sirloin, beef	ea	5sp
						steak, t-bone, beef	ea	6sp
Chandlers	Waxing Moon	Areamore	Shoont	Argonian	female	Tallow candle	ea	1cp
						Beeswax candle	ea	4cp
						Scented candle	ea	8cp
						Sparkly candle	ea	12cp
Doctors/Healers	Apportioned Potions	Areamore	Diggr	Orc	male	Ear horn	(allows the deaf to hear partially)	50gp
						Ersatz eye	lost eye replacement, enchanted, can see black and white	50gp
						Injury treatment	no magic, no overnight	3sp
						Injury treatment	no magic, overnight stay	6sp
						Injury treatment	magic and overnight stay	1gp

						Prosthetic	full leg, arm	20gp
						Prosthetic	half leg, arm	15gp
						Prosthetic	hand or foot, full or partial	12gp
						Prosthetic	ear, nose, finger, toe, other digit	10gp
						Surgery	"If we have to cut, you're going to bleed"	50gp
						Object removal	half before, half after (if you live)	50gp
						Leech bleeding	5 mins	7sp
						Leech bleeding	8 mins	9sp
						Leech bleeding	10 mins	13sp
General Supply	Stan's Stuff	Areamore	Stanley Porter	Human	male	potion, healing	8oz	
						staff, oak	7'	
						Jar of honey	48oz	2gp
						Longsword	4'	10gp
						Bow and 30 arrows		10gp
						Waterskin		6sp
						Knife	6' blade, steel	5gp
						Shield	wood, 20lbs, round	30gp
						Parchment (one sheet)		4cp
						Kit, mess	This tin box contains a cup and simple cutlery. The box clamps together and one side can be used as a cooking pan and the other as a plate or shallow bowl.	1gp
						shoes, leather, used	brown, 1 pair	14sp
						tarp, muslin	10'x10'	4gp
						tool all-purpose, folding		5sp
						Elven Waybread (Lembas)	per loaf	5gp
						Bag of sconces	A burlap sack with eight or so sconces that can be driven into a wall, used to hold torches.	5cp
						glasses case	broken spectacles within	6cp
						Barrel		70gp
						Basket		2gp
						Bedroll		7gp
						Bell		1sp
						Blanket		3sp

						Block and tackle	A set of pulleys with a cable threaded through them and a hook to attach to objects a block and tackle allows you to hoist up to four times the weight you can normally lift.	2gp
						Bottle, glass		2gp
						Bucket		2gp
						Caltrops (bag of 20)	you can spread a bag of caltrops to cover a square area that is 5 feet on a side.	2gp
						Candle	For 1 hour a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.	1cp
						Case, crossbow bolt (100)	This wooden case can hold up to twenty crossbow bolts.	10gp
						Case, map or scroll	This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.	1gp
						Chain (10 feet)	A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.	1gp
						Chalk (1 piece)		2cp
						Chest, small		2gp
Grocer	Green Leaf Market	Areamore	Ttric	Giant	male	Apples	3lb bag	3sp
						Baguette	two	3cp
						Bananas	1/2lbs	2cp
						bell pepprs, red, orange	ea	4cp
						blackberries	6oz	2cp
						Boar bacon	10lbs	13sp
						bread, white, loaf	24oz	3sp
						Butter	unsalted, 4 sticks	5cp
						Chicken breats, thighs	per lbs	2sp
						Corn	ears, 1 dz	5cp
						grapes green	2lb	3sp
						Heavy cream	1pint	5sp
						Lime	fresh, whole	1cp
						Miller's Lager	12oz	3sp
						Mushroom	white, whole, 8oz	2cp
						Oil, Cooking	1 gAreamore 12cp	12cp
						Peanuts	raw, 2lbs	4cp

						Pork chops, assorted	per lbs	2sp
						Potatoes	5lbs	3cp
						Rock tea	pack of 6 stones	2cp
						Roc Ale	12oz	2sp
						Sausage	smoked, pork 12oz	4cp
						Steak, Roc ribeye boneless	per lbs	8sp
						Steak, top sirloin, Yak	1lb	8cp
						Strawberries	fresh, 1lbs	3cp
						Sugar	powdered, 2lbs	3cp
						Tomatoes	red grape 10oz 3cp	3cp
Hay merchant		Areamore	Dewdrop Lemonstone	Fae	female	Basic Hay Bales	ea	5sp
						Deluxe Feed Mix (with added herbs)	15lbs sack	15sp
						Haystacks for Stabling	ea	2gp
Toolsmith	Hammer & Tine Tools	Areamore	Zein	Aasimar	female	Abacus		2gp
						Ball bearings	bag of 100	1gp
						Boot tips		2gp
						Caltrops	bag of 20	1gp
						Climber's kit		25gp
						Forged iron brackets	set of 4	7gp
						Special pitons		10sp
						Hammer, steel		1gp
						Harness		5gp
						Iron Nails	dz	10sp
						Leather tool belt		6gp
						Pick, miner's		2gp
						Pole (10ft) shaft only		5cp
						Battering Ram, portable		4gp
						Mallet, wooden		3sp
						Tongs, iron		3sp
						anvil, iron	35lbs	20gp
						anvil, iron	55lbs	50gp
Watercarriers	Lifeline Aquifers	Areamore	Voxl	Argonian	male	barrel, large	50g	1gp

						barrel, small	5g	1sp
						waterskin	1g	5cp
Winesellers	Sandsippers	Areamore	Staryfish Twistyflame	Fay	male	Excellent, Large Barrel , 50 gp	ea	22gp
						Fair, Large Barrel , 50 gp	ea	18gp
						Excellent, Small Barrel , 50 gp	ea	15gp
						Fair, Small Barrel , 5 gp	ea	12gp
						Excellent , 1 gp	ea	8sp
						Fair 1 gp	ea	5sp
Tanner	Hyperhides	Areamore	Vastrezag	Demon	female	Hide, full, cow	ea	5gp
						hide, full, goat	ea	2gp
						hide, full tiger	ea	7gp
						hide full yak	ea	7gp
						hide, full, deer	ea	12gp
						custom dye, basic colors	per full hide	4sp
						waterproofing treatment	per full hide	4gp
						embossed ornamentation	per 100 stitches	7sp
						supple suede finishing	per full hide	6sp
						armor-grade application	5gp per sq ft	5gp
						exotic hide processing	per 6'x6'	8gp
						oil conditioning, bottle	ea	3sp
						stitching and repairs	per 1'	1sp
						fur liing and trimming	per 1'	3sp
Armory	The Drawn Blood	Areamore	Tusk Gan	Centaur	male	Arrow, standard	1dz	3sp
						Needle, blowgun, 3"	1dz	1sp
						Bolt, crossbow, light	1dz	5sp
						Bolt, crossbow, heavy	1dz	7sp
						Sling, orbs, clay	3lbs bag	4cp
						Sling, orbs, stone	3lbs bag	2sp
						Sling, orbs, iron	3lbs bag	8sp
						Sling orbs, lead	3lbs bag	6sp
						Arrow, oak shaft, raven feathers	1dz	8sp

						Arrow, cedar shaft, owl feathers	1dz	9sp
						Arrow, sulphur tipped	1dz	2gp
						Arrow, poison tipped	1dz	5gp
						Bolt, light crossbow	1dz	1gp
						Bolt, heavy crossbow	1dz	2gp
						Flail, spiked iron ball	ea	17gp
						Javelin, iron	ea	20gp
						Crossbow, light	ea	25gp
						Crossbow, light bolts	Set of 20	10gp
						Sword, short, iron	ea	10gp
						Sword, long, iron	ea	25gp
						Sword, short, steel	ea	17gp
						Sword, Short, bronze	ea	19gp
						Sword, long, steel	ea	25gp
						Battlax, single bladed	ea	35gp