

- **Places**
 - **The Camp**
 - **People:**
 - **Usurer:**
 - solid dude. offers Quest to defeat a lich in the Dead Fields, and to return its phylactery to him for a reward of 10,000 gp
 - What's up with Usurer and the iron bits monopoly. Evil as you can imagine. Dangerous.
 - **Factions:**
 - Clantock's Furious Fourteen.
 - Rumor has it that Clantock's mercenary band had an incentive to have Gurg the hill giant killed.
 - Skeribar's Rangers
 - Several rangers have escorted Eddwick north into the Ashen Waste
 - Granville's Pyrotechnic Platoon (defunct)
 - The Pounders (defunct)
 - **Locations:**
 - Old Well House (Area 8).
 - ancient octagonal building with a conical roof, also of stone.
 - Skeribar's Ranger Guides". (Area 9)
 - Camp of the Pounders (Area 5)
 - Home?
 - Church of Nergal, obscure God of Death (area 10)
 - Learn more about the different groups of mercenaries:
 - What sort of undead creatures are out at night? Are any?
 - You owe Finn a drink.
 - What's become of Eddwick? Ashen waste with rangers? Or Dead?
 - **The Ashen Waste**
 - Possible location of Eddwick and ranger safe haven.
 - **The Boiling Lands**
 - **The Chaos Rift**
 - **The Dead Fields**
 - The Usurer has asked you to find and defeat a lich somewhere in the Dead Fields, and to return its phylactery to him for a reward of 10,000 gp
 - **Tsar**
- **Quests:**
 - The Usurer has asked you to find and defeat a lich somewhere in the Dead Fields, and to return its phylactery to him for a reward of 10,000 gp
 - Sammar has asked you to locate the missing caravan for a reward of 1,000 iron bits. If you save them, the reward is tripled.

