

Tab 1



Week 4.5 Krystalwych

Visitor's Guide to Krystalwych

→ Name	Krystalwych	pronounced ("KRIH-stəl-whitch")
→ Type	Village	covers an area of approximately 8 acres
→ Population	Registered	<u>857</u> 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 Krystalwych, marrying anyone from Krystalwych is strictly prohibited. All spouses must come from someplace else. [[Downtime activity](#)]

-
- Government

- ◆ The affairs of the village of Krystalwych are administered by the duly elected Burgmon, Xhip, male satyr (pronounced “ZIP”)

- Underworld

- ◆ There could be a Schesi within the village’s residents, but he, she, or it has never been identified. Nor is anyone even under suspicion, but keep an eye out, will you? There was a shipment of smuggled poison-tipped arrows (arrows dipped in specifically centaur blood) relics discovered just prior to the previous Lughnasadh (“LOO-nə-sah”) festival, but no one was officially charged with their possession, sale, or transport.

- Altars

- ◆ 3 Altars

- Hetep Set, Egyptian
- Horgr af Freja, Norse
- Agia Trapeza Poseidon, Greek Olympian

- ◆ 5 shrines

- Ve til Odin, Norse
- Heiau o Haumea, Hawaiian
- Uviaksaat kasimmavik Sedna, Inuit
- Du-Ku Enil, Mesopotamia
- Naoi Hathor, Egyptian

- ◆ 3 chapels

- Hwt-ntr Isis, Egyptian
 - Relic on display is a mummified giant scorpion that stands 5’3” tall and weighs over 500 pounds. Lore holds that when it was alive, it was a personal protector of the goddess in the other world.
- Hwt-ntr Bastet, Egyptian
 - The main altar’s dimensions are 8’x4’x3” and it is carved from a single block of black tourmaline, a protective stone said to help dissipate negative energy and is a crystal connected to the goddess
- Hwt-ntr Osiris, Egyptian
 - Relic on display is solid gold [statuette of Osiris](#)

- ◆ 1 church

- Inanna Ziggurat, Messopotamian
 - The relic on display here is the έδρα της κρίσης, or [“seat of judgment”](#) in which the goddess would sit upon while fulfilling her role as goddess of justice in

the other world. (a model of the goddess has been sculpted and affixed to the throne for display in the temple)

→ Resources

- ◆ The village can be accessed by the Beathe River and Via Nox (night road) that runs north to south on the western side of the Beathe. To the north of the village lies Tarivisium where the Via Nox crosses the Via Sanguis. Taking the Via Nox south from Krystalwych will lead you to town of Amunlume.
- ◆ Water for the settlement primarily comes from aqueducts sourcing the Beathe river. Residents have dug out channels for overflow to work its way out of the village and into surrounding fields and pastures for crops and livestock.



- ◆ The Krystalwych docks on the Beathe

- ◆ Thanks to careful planning and highly efficient use of vertical gardening, nearly every major fruit or vegetable is grown in differing quantities to support the village. Their system doesn't feed the realm, but is more than enough to support the residents and travelers.
- ◆ Timber is abundant and well-managed - although often sacrificed for cropland or pastures. Dominant varieties include pines, oaks, sycamores, cedar, cypress, among others.
- ◆ Stone is not quarried to any extent, but stone itself is common. Once a field is cleared, the removed stone is gathered and stored for the populations use later.

- ◆ Clay is commonly obtained along the river bank and low lying areas. It is used primarily for crafting and adornment, not as a building material.
- ◆ There is almost a complete lack of mining activity in the flat, low-lying flood plain along the Beathe river. As such, there is little gem stones harvest outside of recreational placer mining
- ◆ Sixty seven percent of the population, 574, is of and age and or condition to be gainfully employed, sixty one percent of which, 350, is employed in one of the following areas: agriculture (28%), horticulture (23%), animal husbandry (22%), timber management (17%), or domestic crafts (10%)
- ◆ Krystalwych Kommons is the local gramwar skul. Attendance is low and sporadic as formal education is not highly endorsed by the population for unknown reasons.

→ Defenses

◆ Class Epsilon

- Nearly non-existent. No perimeter walls and fewer fences other than to keep animals in pastures or out of gardens. There is a force of about twenty ad-hoc officers that work when the Burgmon needs a warrant executed or some show of authority (which is rare). The populace will be just fine in a fight with any bands of pirates or bandits, of which there are few. These are a hardy bunch. The kind of folks who will fight over a cross look and then buy each other an ale afterwards.
- No towers. No gates. No cavalry. No patrols. No navy. No jail either believe it or not.

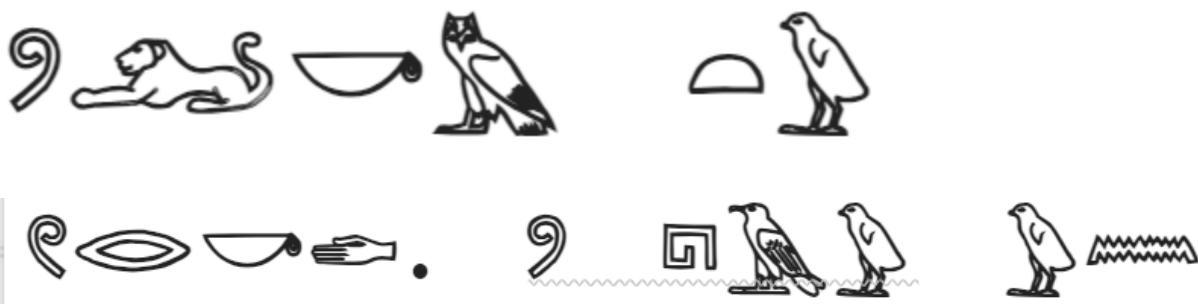
→ Social hubs

- ◆ Take your pick of reputable taverns in town of which there are two. Avoid the others.
 - The Itchy Weasel. Open Samhain to Beltane from noon till solrise.
 - The Sore Corn Crib. Open Beltane to Samhain from solset to solrise

→ Adventurer's Guild Master is Mailcun Brigit ("MAWL-kin" "BRIDG-ət")

WES HALL!

Καλώς ήρθατε στο KRYSTALWYCH!



Σας ευχαριστούμε που απαντήσατε στο κάλεσμα
για βοήθεια.



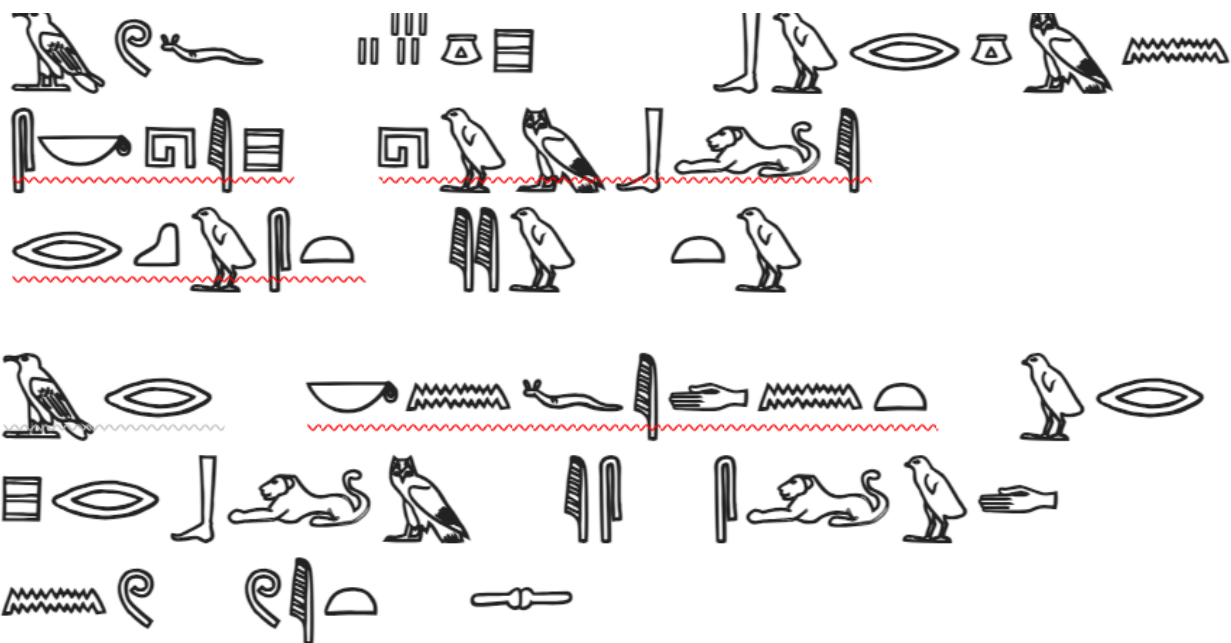
Για το πριγκιπικό άθροισμα των 25GP, ο
Βυτζαμον, ο χήρ σας ζητά ταπεινά να
απαλλαγείτε από ένα ενοχλητικό τρολ που
αυτοαποκαλείται ο Ζεντζις έχει καταβάλει κάθε
είδους πλάσματα, άγρια και ιδιοκτησία ανεξάρτητα
από το είδος, για τα πολυάριθμα γεύματά του σε
όλο τον κύκλο σολ.



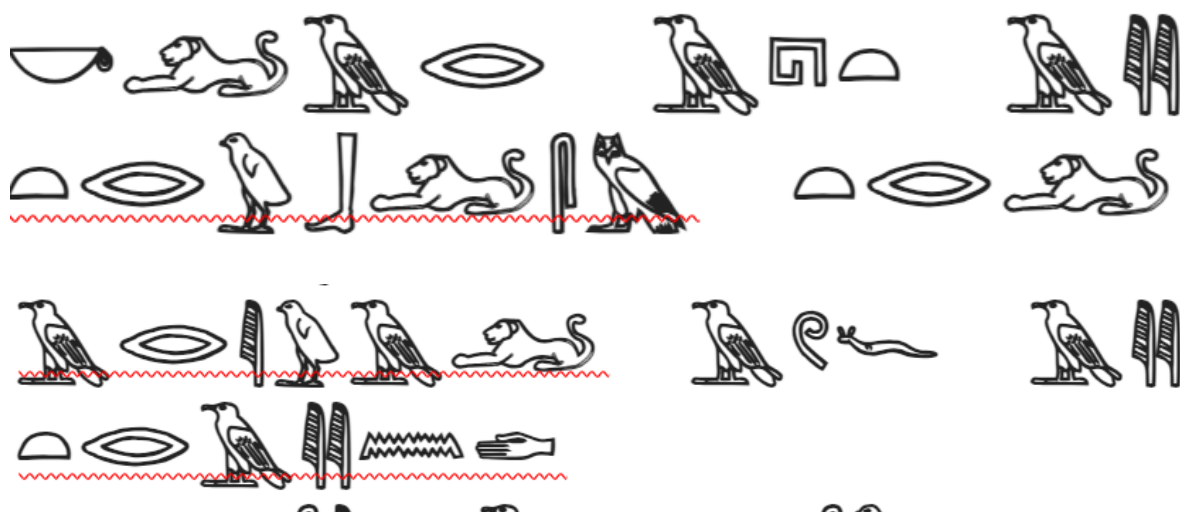
Είμαστε στο μυαλό μας, καθώς καμία από τις
 προοπτικές μας να τον στείλουμε (υποθέτουμε ότι
 είναι αυτός;) δεν είχε αποτέλεσμα.



Έχουμε φτάσει ακόμη και στο να χάσουμε μερικά
 καλά παιδιά από αυτόν που τον χρησιμεύουν
 ως δόλωμα για τις παγίδες μας.



Είμαστε βέβαιοι ότι τ ο π ρ ό β λ η μ ά μ α ς έ χ ε ι λ υ θ ε ί τ ώ ρ α μ ε
 τ η ν ά φ ι ξ η ε ν ό ς ε κ π α ι δ ε υ μ έ ν ο υ ε π α γ γ ε λ μ α τ ί α
 ό π ω ς ε σ ε ί ς.



Απλώς ενημερώστε με αν χρειάζεστε κάτι και

θα βρούμε μια εναλλακτική.



Στο όνομα του Δημιουργού,

MAILCUN BRIGIT

M

AG

Gail

DMA

STE

RZ



While you are walking down one of the paths in town, you step into a shady recess between two of the buildings to rest a second. You move your foot to lean against the wall and unintentionally kick a stone with your foot. Looking down, you notice it is a very odd stone. It is a deep blue, about half the size of a duck's egg, and both smooth and cold to the touch. You pick it up for a closer look and as your gaze lifts, you notice an abscess in the wall across from you. It appears to be the same size as the stone.

You contemplate the obvious. Should you try to replace it where it came from, or keep it as a souvenir?

If the correct solution is received by 11:59 PM on Tyrstdgr, 28 Jan, there's 20gp for you in the chest. Each sol cycle thereafter, the treasure decreases in value. The sign, the chest, and the treasure disappear entirely at 11:59 PM, Frjadgr, 31 Jan. Solve it by yourself and all of the treasure is yours. Work with a partner and it is split between the two, or ten, of you. Just make sure all names are specified in the one (not one from everybody in the group) email sent. Oh, yes. Your partner(s) has to actually be at your destination (Krystalwych) with you.

Lagniappe [How to get extra loot.](#)

- For everything you need to know about Myhtikan kurrency, go to the Economic Etc tab (#3) in you Inventory & Coin Google Sheet.
 -
-

Krystalwych Merchant Directory

General Supplies: Bastet's Basket

Proprietor: Senzamsa, female Tabaxi

All packs and kits are sold as a unit. No substitutions. Some items may vary depending on inventory.

- Burglar's Pack 16 gp
 - Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- Diplomat's Pack 39gp
 - Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.
- Dungeoneer's Pack 12gp
 - Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- Entertainer's Pack 40gp

- Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.
- Explorer's Pack 10gp
 - Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- Priest's Pack 19gp
 - Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.
- Scholar's Pack 40gp
 - Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.
- Climber's kit 25gp
 - includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.
- Disguise kit 25gp
 - This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance.
- Herbalism kit 5gp
 - This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions.
- Healer's kit 5gp
 - This kit is a leather pouch containing bandages, salves, and splints.
- Mess kit 2gp
 - 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.
- Poisoner's kit 50gp
 - A poisoner's kit includes the vials, chemicals, and other Equipment necessary for the Creation of Poisons.

Miscellaneous items are available depending upon supply. Some items may be overstock from kit or pack inventory and can only be purchased separately.

Below are some of the more commonly stocked items.

- Clay jug with cork stop 2cp
- Signet ring, various emblems 5gp
- Sealing wax, #1 5gp
- Piton 5cp
- Paper, 1 sheet, 16"x24" 2cp
- Lantern, hooded 5gp
- Ink, 1oz bottle 10gp
- Fishing tackle 1gp
- Druidic totem 1gp
- Chalk, 1pc 1cp
- Basket 4sp
- Arrows, standard, 20 1gp

Tavern: The Pharoh's Tomb

Open dusk to dawn each day

Proprietor: Zraki, Smeller of Coin, owlin male

- Ale pint 3cp bottle 1sp
- Beer pint 3cp bottle 1sp
- Red Wine pint 1sp bottle 1gp
- Mead pint 5cp bottle 2sp
- Cherry wine pint 5cp bottle 2cp
- Bread, wheat slice 2cp loaf 1sp
- Biscuit 2cp each
- Chopped pork sandwich 6cp
- Boiled potatoes 1 serving 3cp
- Soup-of-until-its gone 1 bowl 5cp
- Jerky, beef 6" 5cp 1' 10cp
- Jerky, owlbear 6" 7cp 1' 12cp
- Jerky, axebeak 6" 10cp 1' 15cp
- Pretzel sticks 1lbs= 2cp
- Trail mix 5cp per scoop

Tavern: The Flaming Bush

Proprietor: Brurnahilda Kegchest, dwarf female

Open dawn to dusk each cycle

- Sweet water pint 2cp
- Bitter Beer pint 5cp
- Blue Wine pint 1sp
- Mashed meat 12oz 5cp
- Sausages, varied 8oz 5cp
- Cheese hunks 12oz 2cp

Tavern: The Laughing Jackal

Prop: Kniblos, male satyr

Open Noon to 3 hours past solset each day

- Drinks 5sp per serving
 - Dragon's Breath Ale - A fiery brew with a kick that leaves a warm afterglow.
 - Elven Moonlight Mead - A sweet, honeyed drink that glows faintly under torchlight.
 - Dwarven Stonebreaker Stout - A rich, dark beer strong enough to "break" even the toughest dwarven thirst.
 - Sorcerer's Sparkling Cider - A crisp apple cider with a hint of magic, causing it to sparkle in the glass.
 - Griffon's Claw Grog - A potent mix of rum and exotic spices, rumored to give strength to those who dare drink it.
- Food Items: 1gp per serving
 - Wyvern Wings - Spicy grilled chicken wings with a sauce so hot it's said to be wyvern-breathed. (I can personally recommend these! - Finn)
 - Ogre's Belly Stew - A hearty, thick stew with chunks of meat and root vegetables, perfect for the hungriest of adventurers.
 - Goblin's Gold Pies - Small savory pies filled with a rich, golden cheese and minced meat.
 - Sir Loin of Beef - A grand cut of beef, served with a knightly garnish and au jus.
 - Elvenleaf Salad - A refreshing salad with a mix of forest greens, nuts, and berries, dressed with a light vinaigrette.

Serpenthorn Imported Foodstuffs (franchise)

Proprietor: Thom Serpenthorn (human male)

Selection changes with each shipment. No refunds. No exchanges. No credit

- Butter, unsalted, 4 sticks 5cp
- Mushroom, white, whole, 8oz 2cp
- Bell peppers, sweet 3 5cp
- Cooking oil, 1 gallon 12cp
- Sausage, smoked, pork 12oz 4cp
- Sugar, powdered, 2lbs 3cp

• Corn, ears, 12	5cp
• Tomatoes, red grape 10oz	3cp
• Peanuts, raw, 2lbs	4cp
• Bananas 1/2lb	1cp
• Strawberries, fresh, 1lb	3cp
• Lime, fresh, whole	1cp
• Yak top sirloin steak, 1lb	8cp
• Tomatoes, on the vine 1lb	2cp
• Baguette, two	3cp
• Potatoes, 5lbs	3cp

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The Dirt's Vault

Proprietor: Durr ShinyStone, dwarf male

- Local: item price only, no raw gem sales
 - Ruby
 - Ruby Crown of Clarity. This elegant crown, adorned with five large rubies , enhances the wearer's mental acuity. When worn, it grants the ability to see through illusions and discern the truth. The wearer gains +2 to Wisdom and can cast Detect Magic once per day. 500gp
 - Ruby Pendant of Dreamwalking. A teardrop-shaped ruby pendant that glows softly when worn. It allows the wearer to enter the dreams of others while they sleep, giving them the ability to communicate and influence the dream world. The wearer can cast Dream once per week. 350gp
 - Luminous Lion Pendant. A pendant shaped like a lion's head, with ruby gemstones set as the lion's eyes. When worn, it grants the wearer enhanced courage and leadership abilities in battle. The eyes glow faintly in the dark, guiding the wearer through the most perilous paths. Increases the wearer's charisma and presence, making others more likely to follow their lead. 45gp
 - Whispering Wind Earrings. Delicate earrings made from rubys shaped like tiny leaves. When worn, the earrings allow the wearer to hear whispers on the wind, carrying distant conversations to their ears. Grants the wearer enhanced hearing and the ability to understand any spoken language. 150gp
 - Diamond
 - Clear Heart Pendant. This pendant features a large, heart-shaped diamond that glows with a warm, pulsing light. When worn, it grants the

- wearer increased resistance to ice-based attacks and enhances their ability to control ice. The pendant can also emit a protective barrier of light that lasts for a short duration. 65gp
 - Frozerno Crown. A regal crown adorned with several blue diamonds that appear to flicker like living lights. The wearer of the Frozerno Crown gains the ability to summon and control water elementals. Additionally, it grants immunity to fire damage and enhances the wearer's charisma when dealing with fire-aligned creatures. 650gp
 - Chrysoberyl
 - Solar Flare Bracelet. A bracelet crafted from chrysoberyl, its surface etched with sunburst patterns. The bracelet captures and stores sunlight, which can be released in a powerful burst to blind or dazzle foes. Stores sunlight during the day and can be unleashed in a blinding flash to disorient enemies. 152gp
 - Moonlit Guardian Ring. A ring set with a large, round chrysoberyl, glowing with a soft, moonlit hue. The ring creates a protective barrier around the wearer, warding off evil spirits and dark magic during the night. Provides the wearer with protection against dark magic and curses, especially at night. 75gp
 - Echoing Clarity Necklace. A necklace adorned with a teardrop-shaped chrysoberyl. The gemstone is known to clear the mind and enhance the wearer's ability to make wise decisions. It also allows the wearer to communicate telepathically with those they trust. Enhances mental clarity and grants the ability to telepathically communicate with others within a limited range. 400gp
 - Amethyst
 - Amethyst Ring of Arcane Focus: This intricate ring, set with a deep purple amethyst, serves as a powerful focus for spellcasters. It increases the potency of spells, granting a +1 bonus to spell attack rolls and saving throw DCs. Additionally, the wearer can store a single spell of up to 3rd level within the gem, releasing it when needed. 400gp
 - Amethyst Bracelet of Emotional Shielding. A delicate bracelet made of silver links and studded with amethysts. It protects the wearer from emotional manipulation, granting advantage on saving throws against being charmed or frightened. The bracelet also allows the wearer to cast Calm Emotions once per day. 300 gold pieces
 - Amethyst Earrings of Telepathy. A pair of elegant amethyst earrings that shimmer with a faint inner light. These earrings allow the wearer to communicate telepathically with any creature within 60 feet, provided they share a language. The wearer can also cast Detect Thoughts once per day. 375 gold pieces

Gem Merchant: Superb Goblin Gemmery

Prop: Facetious (goblin female)

- Imported: price per oz.
 - Agate 1gp
 - Azurite 7gp
 - Freshwater pearl (irregular) 50gp
 - Lapis lazuli 20gp
 - Obsidian 15gp

- Quarts (blue) 4gp
- Turquoise 24gp

Allforger's Fire Forge

Proprietor: Moradin Stonebreaker (male dwarf)

MAGIKAL

- Flameheart Blade: A sword that ignites with fire when drawn, dealing additional fire damage to enemies. The flames can also be used as a torch in dark places. 1,010gp
- Frostbite Axe: A heavy axe imbued with the essence of winter, capable of freezing targets on impact, slowing their movements, and making them brittle. 819gp
- Thunderstrike Hammer: A warhammer that crackles with electrical energy, unleashing a thunderous shockwave with each strike, stunning enemies within a small radius. 901gp
- Whispering Dagger: A small, agile dagger that can turn invisible, making it difficult to detect in combat. It also silences the victim's screams, ensuring stealthy kills. 915 gp
- Shadowsteel Armor: A suit of armor that blends with shadows, granting the wearer increased stealth and agility in low-light conditions. 407gp
- Phoenix Feather Shield: A shield that can absorb a portion of incoming damage and convert it into healing flames that rejuvenate the wielder. 1pp
- Lifeblood Gauntlets: Gauntlets that siphon a small amount of life force from enemies on hit, transferring it to the wearer for a slow but steady regeneration. 709gp
- Earthshaker Boots: Sturdy boots that grant the ability to create minor earthquakes with each stomp, disrupting enemies and shattering weak structures. 320 gp
- Dragonfang Spear: A spear with a tip forged from the tooth of a dragon, capable of piercing even the toughest of armors. It also has a chance to unleash a burst of dragonfire on impact. 909gp
- Stormcaller's Helm: A helmet that allows the wearer to call down lightning strikes on distant enemies, harnessing the power of storms. 110gp
- Soulbound Chains: Chains that, when wrapped around a target, prevent teleportation and planar travel. The chains also siphon a portion of the target's magical energy. 917gp
- Celestial Anvil: A portable anvil that, when struck, infuses any metal being forged upon it with celestial energy, granting the item radiant properties and increased durability. 915gp

- Runescar Blade: A sword etched with ancient runes that glow when enemies approach, increasing the wielder's combat awareness and reflexes. 517gp
- Guardian Bracers: Bracers that create a protective barrier when the wearer is critically injured, blocking all damage for a few seconds. 603gp
- Wyrmscale Greaves: Leg armor made from dragon scales, providing resistance to elemental damage and increasing the wearer's speed in rough terrain. 907gp
- Forgefire Ring: A ring that allows the wearer to summon a small, but intensely hot forgefire in their hand, perfect for lighting campfires or melting metal. 103gp
- Magebane Sword: A sword designed to cut through magical barriers and disrupt spellcasting. Each hit drains a portion of the target's magical power. 200gp
- Echoing Warhorn: A warhorn that, when blown, duplicates the sound multiple times across a battlefield, confusing and disorienting enemies. 201gp
- Lightbearer Pendant: A pendant that emits a calming aura, protecting the wearer from fear and mind-altering effects, and illuminating dark areas with a soft, holy light. 317gp

MUNDANE

- Horseshoes – Essential for equipping horses for travel and work. Guaranteed for 10 cycles of Sol. Set of 4. 11gp
- Nails – A basic but crucial item for construction and carpentry. 10lbs. 7gp
- Door Hinges – Necessary for the functioning of doors, gates, and chests. Set of 4. Guaranteed never to squeak. 7gp
- Padlocks and Keys – For securing valuables in chests or doors. 1gp
- Cooking Pots and Pans – Durable cookware for hearths and kitchens. Unscratchable finish. Set of 4. 10gp
- Fireplace Pokers – Tools for managing fire in hearths and forges. 8gp
- Chisels – Tools used by carpenters and stonemasons. Set of 3. 3gp
- Hammers – Both for construction and for blacksmiths' own use. Will never miss the head of a nail forged by this shop. 14gp
- Anvils – A blacksmith's essential tool, also sold to other smiths. 19gp
- Plow Blades – Agricultural tools for tilling fields. Guaranteed to not harm a burrowing animal. 6gp
- Horse Bits and Bridles – Part of equestrian gear for controlling horses. Unbreakable 10gp
- Door Knockers – Decorative and functional pieces for home entrances. Unable to be ignored. 9gp
- Candlestick Holders – Metal holders for candles in homes and temples. Always cold to the touch. 9gp
- Lanterns – Metal frames for portable light sources. Will fit any candle or torch. 19gp

- Shovels – Essential tools for digging and farming. 5gp
- Iron Grates – For use in fireplaces or for covering drains. 20gp
- Chains – Versatile items used for securing, pulling, or lifting. 5-10gp per foot depending on if iron, steel, or cursed
- Bucket Handles – Reinforcing or replacing wooden bucket handles. 12sp
- Metal Fastenings – Bolts, clamps, and other fastening tools for construction. 14sp each
- Spit Rods – Rotating rods used for roasting meat over an open flame. 9gp



Bookstore: Orð Eftir Síðu

Operator: Bragainshade, specter

Singlegate: uno modo dimensio accessum

- Here are the latest additions to our inventory. Innumerable volumes are contained upon our shelves. You'll have to browse to find your treasure
 - Mysterious Shorts in the Cave: A Miner's Memoir. 30gps
 - Scholarship on the Infernal Lexicon. 30gps
 - Blood-dimmed Desires of the Bard: A Dangerous Mind. 1gp
 - Ideas on the Tenants of Blood: the Lore of Beasts 10gp
 - Thoughts on the Treatises of the Dwarf (Dwarven Religion and Pantheon) 15gp
- When Rudolpho Qine, formerly of The Goddesses Garden, passed away, Bargainshade bought his inventory at auction. Here is what is left on the clearance shelf in the back of the bookstore
 - Potion of Comprehending. Magenta colored. Consistency of heavy paint. Tastes like raspberries. User understands all known spoken languages (not animal or monster). Duration: 3 hours. 62 gp
 - Potion of Water Breathing. Emerald green colored. Consistency of milk. Tastes like citrus. User can breathe under water and not on land. Duration 1 hour. 64 gp
 - Potion of Fire Breath. Salmon Pink with green blobs. Consistency of melted candle wax. Tastes like cinnamon. User able to project a 5x30' cone of true flame from its mouth. Duration: 30 minutes. 31 gp
 - Potion of Flaming Flatulence. Three shades of violet mixed together. Consistency of milk. Tastes like tree bark looks. User can project a 5'30' cone of true flame... not from its mouth. Duration: one blast. 45 gp
 - Potion of Healing. Flaming red. Consistency of wine. Tastes like peaches and watermelon. User is instantly healed of all lacerations, contusions, abrasions, punctures, tears, fractures, breaks, and concussions. Does not

regrow severed appendages, but will heal the open wound. Permanent. Will not prevent or heal future such injuries. 65 gp

- Potion of Speed. Neon Green color. Consistency of water. Tastes like the sourest of apples. User's natural speed is tripled. Duration: 30 minutes. 12 gp

It might be worth something. It might not. You think about being accused of vandalism should you try to sell it. Then it occurs to you, to just put it back and move. So you reach out, size up its orientation and fit it back into the hole. Instantly, you ...

Overheard at the Sore Core Crib

- A demon was spotted out by the ancient ruins. Tolmira Smoothbones saw it and fled in terror.
- Trub Rantmurder heard it was a dragon spotted out by the ancient ruins. Torum Mokkiller saw it and ran home as fast as possible.. Brurm Rantdeath doesn't believe it.
- Flupne secretly patronized Hathrath Stormthorn hospitality last year.
- Ali Simonett flagrantly blackmailed Larnalssa Freanichaser over a shipment of smuggled chinaware.
- Lynme Bernafield was last seen storming out of here one night muttering something about a troll. She went missing and was never to be seen again.

- Gkutus Brainslay went missing and was last seen trying to earn some quick coin, and mentioning something about the troll was getting angry
- Kik Bearsnout said there's a hidden treasure at empty riverbed for anyone stupid enough to go after it. They say a ghouls guards it. Yerssen heh Ghezin doesn't believe it.
- There's a hidden treasure at empty riverbed for anyone stupid enough to go after it. They say a witch guards it.
- Bois Grimm was trying to sell his notes on troll fighting. Nobody was paying him any attention. He left it on the bar and left in a huff. I think Gwellen put it over by the door. I looked at it but I can't read it.
- A mummy was spotted out by the old millhouse. Herora Simonliffe saw it and fled in terror. Lodor Smokesmelter believes it because he saw it down at the livery stable.
- Aiva Gearcog heard a small dragon was spotted out by the old millhouse. Taz saw it and ran home as fast as possible..

While relaxing after supper at the Sore Corn Crib, these scraps of paper tacked to the bare wood wall behind the door caught your eye...

- Seasonal farm hands requested to help local farms bring in their harvest. Must provide your own transportation. Opportunity to earn a title. Contact Tom Wobbcog.
- A passing Commoner is needed for a small security job on the 3rd of the month. Will owe you a huge favor. Must be quick on your feet. Contact Ilyellthil Swiftshine.
- Scholar seeks rare supplies: Scholar unable to gather hydra blood due to age, seeks trustworthy agents to gather materials for research. Must submit to magical scrutiny. Reward is a priceless heirloom. Contact Terentin Broand for more information.

- Help! Someone stole my valuables. Find the louse, dead or alive. Reward is a secret. Contact Hallenaen Morningsinger.
- Tromn Ghosttmurder has been kidnapped! Generous payment for safe return. No pay until task is completed successfully. Will reward you with valuable information. Contact Chief Thobbog Skullkiller.
- I have bats in my basement, plz halp! Opportunity to earn a title. May include some hazards. Contact Lyn Whiterson.
- Merchant seeks caravan master, cartographer, navigator, and experienced mercenaries for trade expedition. Reward available. Length of job expected to be short. Contact Don Staore.
- Wanted: I'm looking for a Transcriber. Need expert to translate runes. Will pay in gold. Contact Teb to learn more.
- Ranger seeks apprentice. Reward is a secret. Must provide your own transportation. Contact Jit.
- Lockpick needed for totally legitimate reasons. Will reward you with a land deed. Must be quick on your feet. Contact S'herzor heh S'herzor.

On a small ledge to the side of the job board is a scroll with the following text:

- Terrain:
 - Points d'étranglement : attirez le troll dans un passage étroit ou un espace confiné où sa taille et sa force deviennent un inconvénient. Cela limite ses mouvements et facilite la concentration des attaques.
 - Positions élevées : si possible, attaquez depuis un terrain plus élevé. Cela fournit un avantage tactique pour les attaques à distance et peut entraver la capacité du troll à vous atteindre.
 - Zones contenant des matériaux inflammables : Si l'environnement contient des broussailles sèches, des nappes de pétrole ou d'autres substances inflammables, cela peut être utilisé à votre avantage, étant donné la faiblesse du troll au feu.
- Armes :
 - Feu : C'est la principale faiblesse du troll. Utilisez des torches, des flèches enflammées, des sorts de feu ou le feu de l'alchimiste pour infliger des dégâts supplémentaires et empêcher la régénération.
 - Acide : Une autre option puissante pour arrêter la régénération. Les flacons ou sorts d'acide peuvent être très efficaces.
 - Armes blanches : les épées, les haches et les lances peuvent être efficaces pour effectuer des frappes précises, en particulier lorsqu'elles ciblent des zones vulnérables.
 - Armes magiques : Les armes enchantées avec des bonus d'attaque et de dégâts sont toujours avantageuses.

- Points forts :
 - Régénération : Les trolls possèdent d'incroyables capacités de régénération, guérissant rapidement de presque toutes les blessures. Cela les rend incroyablement difficiles à tuer sans exploiter leurs faiblesses.
 - Force : Les trolls sont extrêmement forts, capables d'infliger des dégâts dévastateurs avec leurs griffes et leurs morsures.
 - Férocity : Ils sont sauvages et implacables au combat, combattant jusqu'à la mort.
- Faiblesses :
 - Feu : Le feu est leur plus grande faiblesse. Cela inflige non seulement des dégâts mais empêche également leur régénération.
 - Acide : L'acide peut également stopper leurs capacités de régénération.
 - Faible intelligence : Les trolls ne sont pas très intelligents, ce qui les rend sensibles aux pièges et aux supercheries.
- Plan d'attaque :
 - Préparation : Rassemblez les sources de feu (torches, huile, etc.) et les flacons d'acide. Aiguissez les lames et préparez toutes les armes magiques.
 - Leurre : attirez le troll sur le terrain choisi, idéalement un point d'étranglement ou une zone contenant des matériaux inflammables. Utilisez des appâts ou créez une perturbation pour attirer son attention.
 - Assaut initial : concentrez les attaques de feu et d'acide pour affaiblir le troll et empêcher sa régénération. Utilisez si possible des attaques à distance pour minimiser le risque de combat rapproché.
 - Combat au corps à corps : si un combat rapproché est nécessaire, utilisez des armes blanches pour cibler les zones vulnérables tout en continuant à appliquer du feu et de l'acide.
 - Coup final : une fois que le troll est suffisamment affaibli, portez un dernier coup puissant avec du feu ou de l'acide pour assurer sa disparition.
- Considérations supplémentaires :
 - Travail d'équipe : coordonnez les attaques avec les membres de votre groupe pour maximiser l'efficacité.
 - Pièges : si possible, installez des pièges pour gêner davantage les mouvements du troll et lui infliger des dégâts supplémentaires.
 - Guérison : préparez des potions ou des sorts de guérison pour réparer les blessures subies pendant le combat.
 - N'oubliez pas : adaptez le plan si nécessaire en fonction des circonstances spécifiques et du comportement du troll. Restez vigilant, soyez ingénieux et combattez avec courage !

Tab 2

