

The Crossroads of Pellamshire

By Phil Morris & Ray Nolan, AntiPaladin Games, Draft Edition

Pellamshire was a wealthy realm, blessed with good timber and plentiful crops which were exported far. This prosperity came to an end when the baroness was called by the king to aid in a grand crusade. As a loyal lord and a skilled warrior she gladly accepted. Arming herself with magic gifts crafted by her husband the Grand Squire, she set out on the South Road; never did she return.

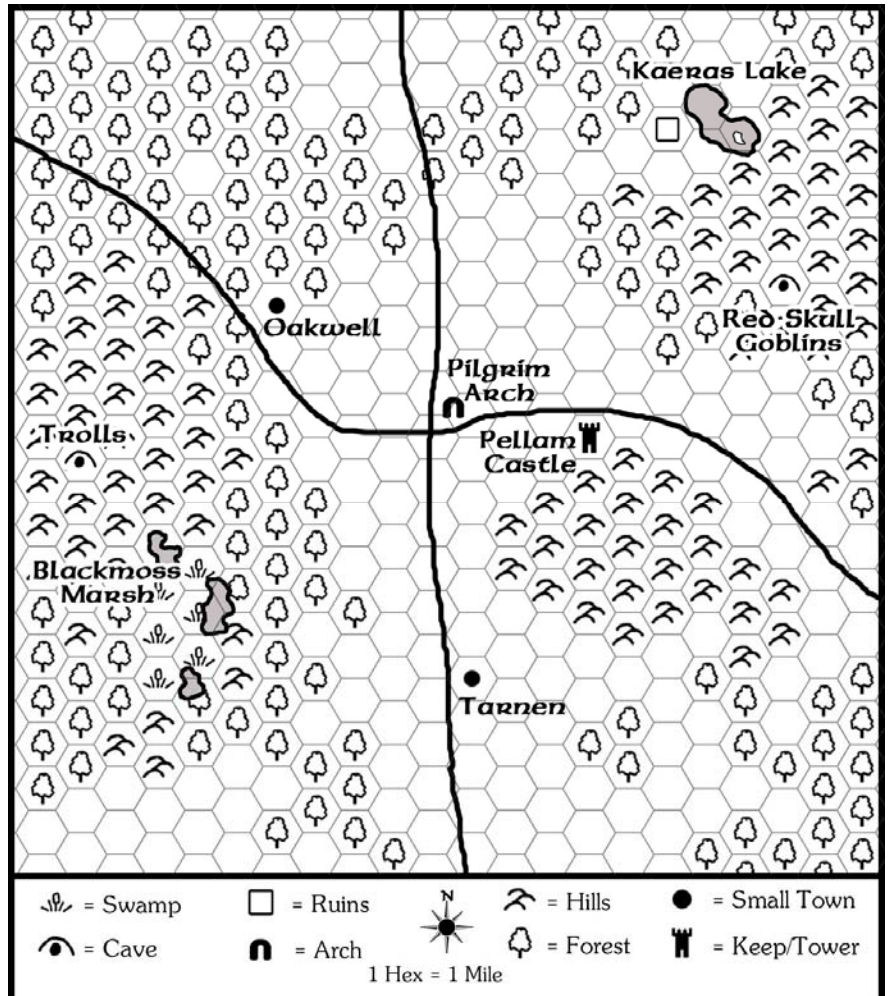
When word of the fate that befell the Lady of the Quest reached the Grand Squire he was destroyed. Unwilling to accept her fate he tapped into powers no mortal should tempt, still she was beyond his reach. He was driven mad; but before he met his own twisted end, the Grand Squire left scars across Pellamshire; a shroud of evil draped over a doomed barony.

Pilgrim Arch sits at the heart of the barony. It is a great arch made of marble and granite fused together by forgotten magic and built upon a ruined foundation whose origins are unknown. Legends say that if you bury the right items and say the proper chant a Pact Demon will walk out of the arch, granting the chanter's deepest desire, for a price.

Pellam Castle was built upon a high bluff overlooking the East-West Road. It once stood watch over trade caravans, a vigilant protector keeping the hordes of chaos at bay. It still stands, though dark magics used by the Grand Squire near his end has left the keep corrupted. Monstrous beasts and evil minions now wander the its chambers, always seeking new victims while coveting the artifacts and wealth left by the once noble family.

Oakwell is one of only two noteworthy communities still surviving within the borders of Pellamshire. This small town is home to woodsmen, lumberjacks, and survivors who fled the mines when the trolls invaded them. The current ruler is an aging knight called Alden the Green. He is a wise man that, according to legend, struck his blade deep into the heart of the Blackmoss Dragon. Many say the monster still bears the magic blade's scar.

Tarnen is the second large settlement of humans remaining. Ruled by Lord Drenan the Wolf-Blooded, it is a dreary little community of farmers who are kept here by a score of black knights and their packs of hunting dogs prowling the countryside. These warriors keep villagers safe from outside harm and trapped under the whims of their fickle noble.



Kaeras Lake, was once the site of a small fishing village and the manor of a respected sage. Its small island home to the Golden Shrine of Nessra. The Grand Squire's dark dealings unleashed a trio of sirens on these gentle waters. In the span of a night, the villagers were slain. Some drowned by now possessed waters, others torn apart by murderous crows. A few were captured, used as fuel for the torturous whims of the invaders. All now avoid Kaeras Lake despite the wealth believed to still rest inside the shrine.

Red Skull Goblins tribe moved into a small but ancient dwarf colony. The petty abilities of their shamans and mystics were greatly enhanced by the evil still in the lands. The dwarves were ill prepared for the fierceness of the goblins. Ruled by their eldest shaman, his eyes now seek more sacrifices to sate the hunger of dark gods.

Blackmoss Marsh, is a brooding place named for the aging black dragon who makes his home within its shallows. The monster grudgingly tolerates the presence of a large tribe of bugbears within the borders, using them as bait to lure fey living within lakes called the Three Sisters to their death.