

The Lost Duchy of Gaeleth

By Phil Morris & Ray Nolan, Anti Paladin Games

Once a peaceful and prosperous land, the Duchy of Gaeleth fell under a terrible curse when they dared to challenge the will of the Witch-King. Legend says that the Duke's daughter was demanded as a bride. When the Duke refused the first envoy of the Witch-King, the nearby waters became infested with sea dragons. After refusing the second envoy, a deadly plague spread throughout the duchy. For his final refusal, the third envoy beheaded the Duke and placed the lordly skull atop its own tower. It is said the waters ran red for a week after this final insult and the envoy still collected the princess adding her to the Witch-King's harem.

The lands now run wild, few humans remain within its borders and those that do are members of a strange cult whose patriarch claimed he could protect them from the plagues set upon the land.

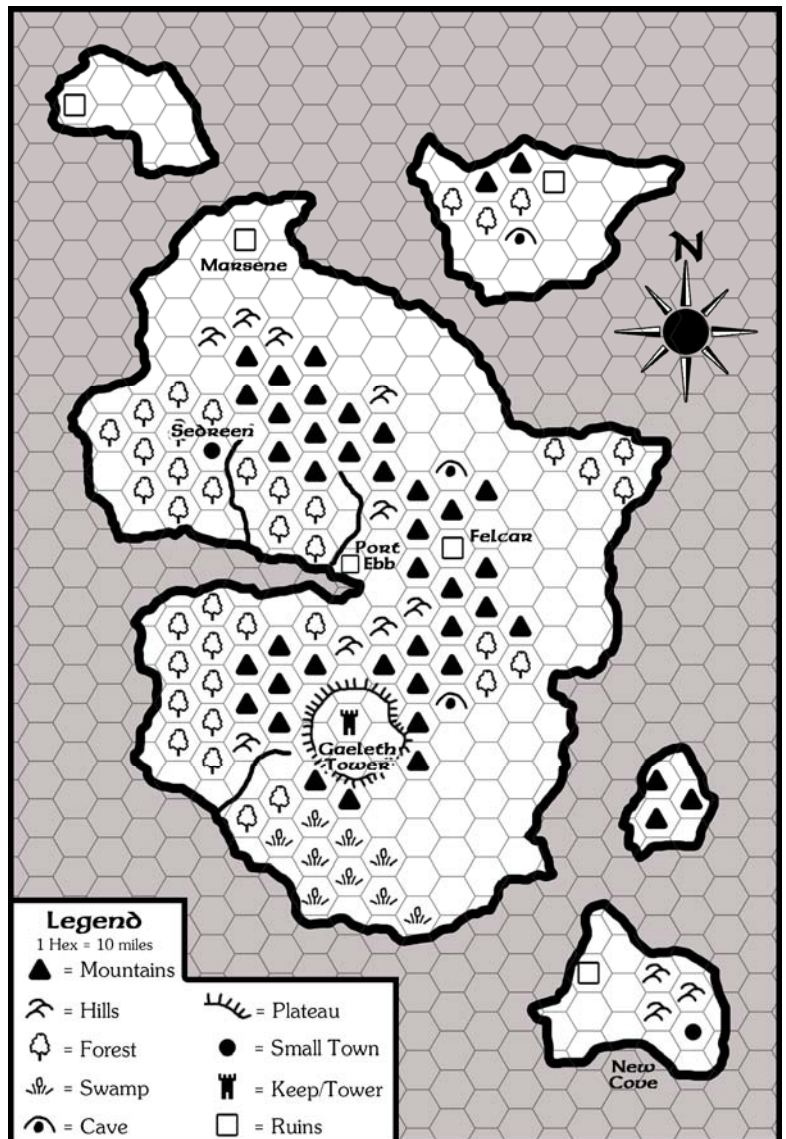
The Plague. Each week a character is within the borders of Gaeleth he must Save vs. Poison or suffer the loss of one point of CON. The effects of failed saves are cumulative and when CON reaches zero the character dies. When characters leave the duchy CON is regained at the rate of one point per week.

Gaeleth Tower formerly the manner home of the dukes of the realm. Abandoned when the last envoy left, it is a dark ruin with skulls piled high against its base. Rumors tell of treasures left behind, but no one has explored it and returned. The Patriarch of the Cult has forbidden entry into the tower on pain of death.

Port Ebb, once a large town whose marble and granite port was considered a wonder to behold. The ruins of hundreds of buildings still remain.

Felcar, once a great quarry, it is now the home of the Ash Cult of Kagyar. All members of the cult cover themselves in ash claiming it protects them from the effects of the plague. Cult warriors often search the island looking for demon boar.

Marsene, boasted the great manor houses of the Field Lords whose lands fed the entire duchy and many petty fiefdoms beyond. Its many grand towers still stand and are easily visible from sea. Sailors say that by day it is a sad, empty place; but at night it seemingly comes alive with unearthly lights cast from its many windows and doorways.



Sedreen, a small elven enclave that legend says was spared the effects of the plague, though none have seen any of the Sedreen in more than fifty years. Their town was built within the roots of their mighty trees instead of its branches.

New Cove is a pirate haven and free town. It was built after the fall of the Duchy on a minor island that no longer feels the effects of the plague.

Wandering Monsters, roll 2d6

2 = Giant Toads (1d4)	8 = Ghouls (1d6)
3 = Crab Spiders (1d4)	9 = Oxen (2d8)
4 = Lizardfolk (1d4+1)	10 = Ordinary Wolves (1d6)
5 = Giant Rats (2d6)	11 = Hell Hounds (1d4+1)
6 = Giant Centipedes (2d4)	12 = Demon Boar (1)
7 = Cultists (1d6)	