

THE ROOT OF ALL EVIL

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INTRODUCTION

"The Root of All Evil" is a DUNGEONS & DRAGONS® adventure for four to six 1st-level adventurers. The adventure takes place across the Reanaaria Bay area of Tellene, from Skarrna to the corner of the Reelio Jungle. By the time the Player Characters (PCs) complete this quest, they should reach 3rd level. This adventure can be used stand-alone or as a part of a trilogy continuing in "Forging Darkness" and concluding with "Coin's End."

You, the GM, will need a copy of the *D&D Player's Handbook*, *DUNGEON MASTER'S Guide*, and the *Monster Manual* for this adventure. One can find statistics for monsters and key Non-Player Character's (NPCs) in the Appendix at the back of this book. As the adventure takes place in the Kingdoms of Kalamar campaign setting, the GM should also have the *KINGDOMS OF KALAMAR* core sourcebook.

The ImageQuest™ Adventure Illustrator is located in the center section of the book for easy removal and use during game play. Throughout the adventure, you will find cues to refer to a GM Map, show a featured Illustration, or distribute Player's Aids.

The story opens in the small independent town of Haanex, on the Reanaaria Bay coast, just south of the Lands of Skarrna. The game can begin with the PCs already acquainted or the PCs can meet for the first time in Haanex.

BACKGROUND

Legend of the Falling Star

A little over a hundred years ago the Star fell from the sky — or so the legend goes. It fell this time of year on a quiet night with just the slightest chill of winter in the air. The ones who saw it said that it flashed blue and white and screamed as it fell. Many felt it was a sign of the gods.

It fell northwest of town, far away in the Vrykarr Mountains where the giant-kin rule. Most believed the Falling Star destroyed itself when it struck the earth. Still, many foolhardy souls sought the Star. None succeeded and few have returned. Eventually, the people forgot the Falling Star.

Years later, the great sage Caaranian proved that stars are made of mithral, a magical metal that takes enchantment much more readily than normal steel and is stronger than that metal as well. Sages agree that the site of a fallen star is often a good place to find mithral. When the locals heard of these findings and remembered the legend of the Star that Fell, they once again searched the hills and mountains for the Star.

All met with failure.

The Story of Dairoo and his Map

Save one man, Dairoo, who was found just west of town almost dead from exposure and wounds. He claimed that he had found the Star but that wizards and monsters guarded it. He carried in his pockets a few bits of an odd, silvery metal that the town blacksmith could not work. No matter how hot the forge, the metal simply refused to melt. Dairoo claimed it was mithral but refused to reveal where he had found it. He would only say that it lay in the evil lands to the west and was not worth what he had seen to get it.

He never did tell exactly where the Star was located, but he did draw a map for himself. The map long outlived its master, who died the following harvest of a mysterious wasting disease. Dairoo seemed to just waste away over the course of a month. He blamed a curse but would say no more about it. He called his son to his bed just before the end and held a whispered conversation with the youth. Then he expired, his flesh seeming to wither even as he lay there.

The map was handed down from father to son in the Dairoo family, until the last son who had no children. During the harvest of his twenty-fifth year, he died of the same disease that befell his ancestors. No one knows for sure, but some suspect that the map was buried with him in the cemetery outside of town. Legend has it that the Dairoo curse continues even after death. Fear of the curse has kept even the most determined grave robbers away.

That is all I know of the map and the Fallen Star.

GM BACKGROUND

The story is true. A meteorite composed of rock and a small amount of mithral fell into Tellene's atmosphere and landed mostly intact. The year was 640 YND and many along the northwestern coast of the Bay witnessed the descent of the star. The town of Haanex was the closest human settlement to the Falling Star and many Haanexians searched for it. None have returned from the Vrykarrs.

After the (false) scientific discovery that all stars are made of mithral, a few people in Haanex remembered the fallen star and greed sent many northwest to search for it. Only "Walker" Dairoo returned. Since then, every male of the Dairoo family died the same way on the same date that Walker had died. The last of the line was Atuur Dairoo who refused to marry, or could not find a woman willing to marry him. The map, which had been handed down by Walker to his sons, was buried with Atuur in accordance to his wishes. As last of the line, he was to keep what had killed all the rest.

Two years ago, the wizard Veoden, a native of Geanavue, moved to quiet Haanex for a life of tinkering and enchanting. He learned of the Legend of the Fallen Star and the map itself last month. His curiosity and desire to obtain the mithral have caused him to seek out a company of hardy souls to retrieve it.

ADVENTURE SYNOPSIS

The wizard Veoden hires the PCs to do a simple job: retrieve some mithral said to have fallen from the sky somewhere west of town. First they must find the map, which lies buried with the last descendent of the man who found it generations ago. They then go to the graveyard to dig up the map, avoiding skeletons who reside there and attempting to defeat the undead corpse (a ghoul) of the man who has the map. Exploring the landmarks identified on the map, the group locates a small valley (impact crater) but find that someone else has beaten them to the spot. Clearly visible in the center of the crater is the 3-foot wide boulder of metal (with a mithral core). But near the crater stands a small shack, an eerie glow coming from its windows. Further signs of habitation include two cave entrances dug into the side of the crater wall.

Investigating the small shack will introduce the PCs to the alchemist, Arowain. He tells them that a wizard named Daresh is forcing him to create a powerful magical artifact called the *Coin of Power*. He warns that the evil thing can increase one's power significantly and that he's almost finished with it. Just then, Daresh bursts into the hut and uses magic to pull the still-molten *Coin* from the furnace and into her open hand. The *Coin* burns into her palm and she flees, but not before using its power to try to kill one of the adventurers. Arowain flings himself in the way and Daresh blasts him with the awesome power of the *Coin*. Before he dies, he tells the group there is one other man (Halaan) who knows the secret of creating the *Coin*, and only he has the power to destroy the first *Coin* and stop Daresh.

When the group returns to Veoden, he tells them they must find Halaan and create another *Coin* to stop the first. Research indicates that the owner of such a *Coin* will eventually use its wicked powers for evil. He advises them to go to the city of Zoa on the southern shores of Reanaaria Bay and consult the wizard Geolain, a sage known for discovering information.

On the journey south, whether by land or by sea, the PCs will have several random or planned encounters.

In Zoa, Geolain has a favor to ask of the PCs before he helps them. He asks them to retrieve a book that a secret society named the Sentinels of the True Way is planning to burn the next day. In return, he informs them that the alchemist Halaan went on an expedition to the Reelio Jungle months ago, and has yet to return. He gives the adventurers a map to the location and recommends they get out of town before they are caught for the book theft.

On the journey south there will be more opportunity for both random and planned encounters. They finally find an abandoned castle on the coast of the jungle (where Geolain's map is marked with an "X").

Exploring the castle leads the group to find a *scroll of divination* that Halaan left so that anyone following him could find him. Before the PCs can use the scroll, they are ambushed by cannibals and then rescued by friendly tribesmen. The latter group wants the adventurer's help in solving a riddle. The PCs learn that the chief of the tribe is offering a great reward to those who can solve the riddle and they have abducted Halaan to study the writing and come up with a solution. The PCs are able to rescue the alchemist and head back toward Zoa, where Geolain can help him begin to assemble the ingredients to craft another *Coin of Power* that will be used to destroy the first.

THE TOWN OF HAANEX

The Town of Haanex lies nestled on the northwestern edge of Reanaaria Bay, just south of Skarrna and the lands of the Skryvalkker Hurrkal. Primarily a fishing and trade town, the 350 inhabitants of Haanex welcome the merchants heading to or from Skarrna along the coast. Little more than an overnight stop, the village grew around the fortified hostel and a fishery. Most businesses involve the fishing industry or provide goods and services for travelers.

Some local farmers work the fields west of town and several shepherds also live in the area. Veoden came to Haanex two years ago. He built a tower of quality material on a site he claimed had been touched by the spirits of the air. The local men

told him it was touched by the spirits of the swamp, as the spot was too soft to hold up a building.

A month after Veoden's workers completed the tower, the old men were proven right. The tall building began to settle. In a year, the tower had become unstable, resulting in the makeshift construction of wood, stone, and metal that now holds it all in place. Veoden still believes the spot is blessed or enchanted and refuses to abandon the tower. At the moment, it has not actually fallen (a fact he points to as proof of his claim).

A mayor elected for life by the local business owners rules the tiny town. He commands the militia and the town's sheriff, Seegio, who is in charge of the tiny militia. Foosiwain, the current mayor, generally tends to keep an eye on the fiscal well being of the town while the sheriff is in charge militarily.

Haanex boasts a single fine inn: the Ki-Ren's Rest. This large establishment has long been the lifeblood of the town and is one of the original buildings around which the whole town formed. One small and dirty tavern, the Thirsty Hound, competes (poorly) with the Ki-Ren's Rest. The Thirsty Hound is a low-life establishment where the drunks of the town go — mostly travelers passing through who wish to keep a low profile or have little money. The beer there is cheap and the food is terrible.

ENTER THE PCs

Soon after the PCs enter Haanex (either alone or as a group) they notice handbills posted around town. The PCs have plenty of time to get ready should they choose to answer the handbill. **DISTRIBUTE PLAYER'S AID 1 ON IQ13.**

The leaning tower can be seen from anywhere in town, as it is taller than any other building. Any locals who are asked directions give the PC a funny look and then look at the tower and point it out to them. They then condescendingly ask if the PC wants directions as well.

Other Adventure Hooks

Here are some other suggested ways to get the PCs involved in the storyline of the adventure.

- 1) Veoden's associate, Arowain the alchemist, has been kidnapped. Arowain's daughter hires the PCs to find him. He's been missing for almost two months and everyone else who she paid to find him just ran off with her money. Arowain was last heard of in Haanex.
- 2) The PCs are drinking in a tavern (i. e. the Thirsty Hound or the Ki-Ren's Rest) when they hear stories of the crazy wizard in the leaning tower who's looking for adventurers.
- 3) The PCs are drinking in a tavern (i. e. the Thirsty Hound or the Ki-Ren's Rest) when they hear stories of mysterious sounds coming from the mausoleum of the Dairoo family in the old graveyard outside of town.
- 4) The PCs are sold a map that supposedly leads to the final resting place of the fallen star.

Haanex (hamlet):

Conventional; AL NG; 100-gp limit; assets 1,750 gp; population 350; Isolated (human 97%, dwarf 2%, other 1%).

Authority Figures:

Mayor Foosiwain, male human Nob5.

Important Characters:

Veoden, male human Wiz7; Elskin Torris, male human Clr5 (Holy Mother/home); Fortis Aluz, male human Ftr4 (garrison commandant); Alexis, female human Clr4 (Lord of Silver Linings/healer).

Others: Town guards, War1 (x50); Exp2 (x6); Exp1 (x12); Com1 (x276).



Veoden's Tower

5) Agents of Skryvalkker Hurrkal (in the nearby Lands of Skarrna) could hire the PCs to find the fallen star and return the mithral ore to him. Skryvalkker Hurrkal rules the territory in southwest Skarrna close to where the village of Haanex lies. Skryvalkker Hurrkal has recently learned of the legend of the Falling Star but has no knowledge of any maps of the area. (See the *KINGDOMS OF KALAMAR* campaign setting sourcebook page 110 for more information on Skarrna and the Skryvalkkers.)

VEODEN'S TOWER

DISPLAY ILLUSTRATION 1 ON IQ1. The leaning tower is just that: a clumsy, flimsy affair of brick, stone, and wood leaning at several odd and unstable-looking angles. Solid wooden supports brace the sides, back, and front to keep it from falling. Read the following to the PCs:

The tower is an architect's nightmare. At least 50 feet tall and 10 feet on a side, the square tower leans like a drunken man who has had his body snapped at several key points. Cracks in the mortar and the huge wooden supports make the place look like it could topple over at any moment. Even the tiled roof has holes in it, though the tall lightning rod atop it seems to be perpendicular to the ground.



Veoden

DISPLAY ILLUSTRATION 2 ON IQ1. If the PCs come to the tower at sunset (or later) and knock, a sleepy man will answer the door. He will blink at the PCs and ask what they want. If they explain they are answering the handbill, he will consider a moment, then remember and invite them in. He will take them into his sitting room and ask them to make themselves comfortable.

Each floor of the tower has a wood ceiling that is approximately 9 feet high and stone walls. The floors are mostly level though the walls lean at odd angles. A solid wooden staircase connects each floor of the tower via an open trap door. Each level is one large room. Iron latticework protects the windows. All windows and doors of the place have an *arcane lock* spell cast on them at 7th level.

1) Ground floor. A sitting room dominates this level, decorated with comfortable chairs covered with dark blue material. Several small tables adorned with large candles sit in the corners and a cabinet stands against one wall. The fireplace is bare. A closed trapdoor leads down to the cellar. A wooden toy horse sits in the corner of the room near a set of small wooden blocks with letters on them.

2) Cellar. Completely underground, this room remains cool year-round. Shelves hold various food and beverages.

3) Kitchen. This large but typical kitchen contains cabinets, tables, chairs, a fireplace, and an iron stove. The tapestry hanging from the eastern wall shows the scene of a sylvan glen.

4) Bedroom. The third floor of the tower holds Veoden's bedchamber. A large, four-poster bed stands against the west

wall, a wooden chest at its foot. A desk and chair stand against the east wall across from a dresser and a large wardrobe on the opposite side of the room. A tall, silvered mirror in a wooden frame stands in one corner and a cushioned bench rests near the stairs. The door leads to a small privy with a single pot.

5) Lab. A large wizard's lab stands on the fourth floor of the tower. Shelves and cabinets line several of the walls. The lab smells like chemicals but is otherwise clean and looks fairly bare. The tables have no equipment on them and the cabinets are closed and locked.

6) Library. The top floor of the tower houses an impressive library. Shelves groaning under the weight of numerous books stand against all of the walls. A table covered with open tomes and candlesticks dominates the center of the room, while two comfortable chairs sit in front of a cold fireplace. If one thoroughly searches Veoden's library, he or she may find detailed information on the manufacture, powers and side effects of a *Coin of Power* (see Appendix).

THE ASSIGNMENT

After all are comfortably seated in Veoden's sitting room, he takes his seat in the center of the room and looks the PCs over for a moment. He then tells them "The Legend of the Falling Star" (see the Background text) except the story of Dairoo and his map.

The wizard looks each of you square in the eye. "Mithral is used to make magic swords, armor, weapons, and other enchanted things," he finally says. "I want some. I'm willing to pay you 100 gold pieces for one pound of the metal, proportionally more if you bring me more. Are you willing to seek out this metal?"

Note that Veoden is willing to increase his initial offer up to 500 gp per pound if the PCs can successfully negotiate with him. If the PCs agree, he reveals the last part of the story that tells where the map is to be found. The only map that can lead them to the mithral lies with the body of Atuur Dairoo in the cemetery a few miles east of town. Veoden believes Atuur Dairoo is interred in the mausoleum found in the center of the cemetery and will suggest that the PCs look for him there. (He is mistaken; all the Dairoos are buried in normal graves within the cemetery). If the PCs return to Veoden and tell him that he was wrong about the body being contained in the mausoleum, he will be surprised and suggest that they search the rest of the cemetery. He has several shovels and picks to offer them in the storage room of the tower.

"Tonight would be a good night to start," he tells you.

If PCs have alignment problems with going to the graveyard to recover a map simply for profit, Veoden will admit that he has other motives. (See Other Adventure Hooks.) He will tell the PCs that his good friend Arowain is missing. He's been missing for almost two months and Veoden believes that his disappearance is somehow connected to the meteor because the two were working on a "mithral experiment." He will not go into any more detail than that but the pair were, in fact, trying to work out

a way to make a *Coin of Power* without the dangerous and corrupting side effects. Veoden fears Arowain has been kidnapped and killed or even worse, that someone is trying to steal his knowledge about the rituals associated with making such an artifact. He will not tell the PCs the full story since he does not want them to know that he and Arowain were working on a safer version of the *Coin of Power*. In the name of saving the life of a close friend he will beg them to take on the task. In truth, Veoden does feel guilty about Arowain's disappearance because, among other reasons, he has been getting letters from Arowain's daughter in Saaniema inquiring as to the whereabouts of her father.

Veoden cannot assist the PCs on the task because he must care for his eight year old adopted son, Boelain. Boelain hails from a farm outside the city of Giilia. Veoden discovered the boy on his way from Geanavue to Haanex; when he came upon the remains of the boy's family, who had been feasted upon by ghouls. Boelain survived by hiding. His heart broken by pity, Veoden vowed to take the boy under his wing.

THE GRAVEYARD

Southwest of Haanex, just off the road, lies the town's cemetery.

REFER TO GM MAP 4 ON IQ16. Read the following:

The only sounds on the road from Haanex are those made by your party. The wind blows softly from the north and the nearly full Veshemo makes the road and surrounding farmlands look pale and eerie. Soon you see the low walls and iron gate of the cemetery ahead, not far from the road.

Two trees flank the massive iron gates that look to be the only break in the six-foot high stone wall surrounding the place. A large lock and heavy iron chains on the gate clangs mournfully in the wind. The trees move oddly, almost seeming to whisper to you. From within the cemetery you think you hear the sound of footfalls but likely it is just your imagination. Who would come to this macabre place after dark?

1) Main gates.

The iron lock on the gates, though unsophisticated, is old and rusty (DC 25). The chains and gates are heavy and resist any attempts to damage them. **Iron Gates:** 1 inch thick; Hardness 10; hp 60; Break DC 28. **Iron chains:** Hardness 10; hp 20; Break DC 23.

Once inside the cemetery, some possible names that can be viewed on tombstones include the following: Feasiari, Feaveu, Foormau, Gazee, Huuraew, Laaria, Leenoorva, Nae, Naizix, Nartuir, Peer, Reemae, Rooxee, Seetoo, Sumorna, Tarealeon, Vaotal, Xookaer.

2) Mausoleum. (EL 1)

In addition to the numerous stones leaning at odd angles and a few leafless trees with twisted trunks and limbs, the largest structure in the cemetery is an ornate mausoleum. The stone building stands ten feet wide and twice as long.

Two trees flank the mausoleum entrance, both sickly and twisted. Stone gargoyle faces leer from the corners of the roof and over the entrance. Barely visible in the moonlight, is the name "Baolo." The door is locked with a simple, old rusted lock.



Mausoleum

DISPLAY ILLUSTRATION 4 ON IQ2. Lock: Open Lock DC 10.

This is the final resting-place for the most influential family in Haanex. The family degenerated over the years and became twisted and evil followers of Xiznoom, the Harvester of Souls. The last of that evil family died twenty years ago, but they did not rest easy; Xiznoom granted them undead status as zombies. As if being relegated to zombie status for eternity was not humiliation enough, the unfortunate Baolo family were trapped within the locked mausoleum. With no creator or master and left to their own devices, the zombies began to eat one another. Eventually, only skeletons remained. Now four medium sized skeletons haunt the Baolo mausoleum.

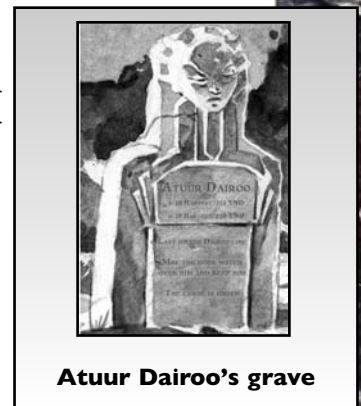
Skeletons (4): CR 1/3; Medium-sized Undead (6 ft. tall), HD 1d12; hp 1, 8, 7, 5. (See the D & D Monster Manual Page 165.)

Treasure: The interior of the mausoleum is a mess. Coffins are strewn about and bones and debris fill the place. Scattered on the floor and in coffins are 295 cp; 146 sp; seven gems worth 50 gp (x2), 10 gp (x2), and 5 gp (x3); and a divine scroll of *protection from evil* in a bone scroll tube. The treasure is scattered about the place and searching thoroughly enough to find everything takes at least an hour.

3) Atuur Dairoo's grave. (EL 1)

The PCs will need to take 1d4 hours of searching the cemetery to locate the grave of Atuur Dairoo. A successful Search skill check (DC 15) cuts this time by 75%. The northwest section of the cemetery is dedicated to the Dairoo family. If the PCs start their search in that area it should only take 1d20 minutes to find the tombstone (again cut the time by 75% with a successful Search check (DC 15)).

DISPLAY ILLUSTRATION 5 ON IQ3.



Atuur Dairoo's grave

You found it! Under one of the twisted and evil-looking trees in this morbid place lies the tombstone for which you've been searching. Beneath a carved human face, the inscription simply states, "Atuur Dairoo, b.10 Harvest, 713 YND; d.18 Harvest, 738 YND; Last of the Dairoo line; may the gods watch over him and keep him. The curse is ended."

If the PCs examine the other gravestones in the area, they may note that all male Dairoos who died after 667 YND did so on the same date: 18 Harvest. Atuur's ancestor, Walker Dairoo's grave can be found as well, the first to die on that date in 667 YND. The inscription reads "May the gods have pity on his poor, cursed soul." (See the sidebar "The Curse of Walker Dairoo" on the following page.)

The Curse of Walker Dairoo

As part of the curse brought back from the hills by Walker Dairoo, anyone who fell to the wasting disease must live for eternity in the shell of his dead body as a ghoul. The existence is hellish and maddening, especially when one is buried and unable to escape the chained, graverobber-proof coffin. By destroying the body of Atuur, the PCs are doing him a favor by releasing his soul to the afterlife.

The other Dairoo graves also have ghouls in them. All are trapped in their coffins and, like Atuur, have gone insane, though some of the older ones are close to breaking through their rotted coffins. In the coming months, they will begin the tortuously slow process of wiggling free of their chains and digging their way to the surface.



Atuur Dairoo



The Thirsty Hound

If the PCs have the shovels Veoden offered them, it only takes 30 minutes (with two people digging) to uncover the coffin of Atuur. The casket is wrapped in steel chains and held by two stout locks. The lid is tightly shut but easily opened once the chains are removed, to reveal the decaying body of Atuur Dairoo.

Iron Coffin: 1 inch thick; Hardness 10; hp 40; Open DC (nailed down) 25.

Rusted Iron Chains: Hardness 10; hp 10; Break DC 20.

Locks (2): Hardness 10; hp 10; Break DC 20; Pick DC 30.

The corpse is shrunken and the skin still clings to its bones. Purple blotches cover Atuur's decaying face and hands. The corpse wears once fine, now rotted, clothing. In one hand, Atuur clutches a small piece of paper.

DISPLAY ILLUSTRATION 5 ON IQ3. The corpse tightly holds the paper and it is impossible to remove without some force. When the PCs disturb the corpse, read:

Atuur's bulbous eyes snap open! "Doom!" the corpse shrieks in a voice like the crack of lightning. "Doom on those who rob my grave! My curse keeps my spirit tied to this dead shell — it will allow me to destroy the defilers of my resting place!"

Creatures (EL 1): The curse has changed the corpse of Atuur Dairoo into a ghoul.

Atuur Dairoo (ghoul): CR 1; Medium-sized Undead (6 ft. tall), HD 2d12; hp 24; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk +3 melee (1d6 + paralysis, bite) and +0 melee (1d3/1d3 + paralysis, 2 claws); SA paralysis, create spawn; SQ undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite).

SA — Paralysis (Ex), Create Spawn (Su).

SQ — Undead.

In addition to the map and his rotted clothing, the body also has a gem-encrusted stickpin worth 50 gp on its coat. The paper that was held

by the corpse of Dairoo is a map of the area. The map contains clues that will lead the PCs to the site of the meteor. Once the PCs get the map, they can return to Veoden for advice or simply follow the map. If they go to see the wizard, he suggests they find a local guide. He knows a man named Giron who often frequents the Thirsty Hound Tavern and advises them to find that man and hire his services.

THE THIRSTY HOUND

DISPLAY ILLUSTRATION 3 ON IQ2. The Thirsty Hound is a dive of the worst sort. Outside the door is a sign with a crudely drawn picture of a spotted beagle lapping up some unidentifiable substance. Next to the dog is a drawing of a beer tankard and above the picture are the words "Thirsty Hound" in Merchant's Tongue. Read the following to the PCs when they enter:

This cheap tavern has a unique smell of sweat, vomit and stale beer. The few dim lanterns in the place barely illuminate the sawdust-covered wooden floor. Several tables and chairs fill the room and a long bar stands against the nearby wall.

After the PCs enter and look around, read:

A fat, dirty barkeep, who seems to pick his nose constantly, serves drinks and talks to two women at the bar who wear dark armor and cloaks. Across the room a man plucks at a lyre and sings battle hymns and songs of war. A few other men at one table cheer him on.

The room is full of rough-and-tumble folks. The two women at the bar (a) are Tharggy mercenaries, looking for work in the area. In the near corner (b) are a group of green-cloaked and hooded elves on their way to the Rokk Woods sitting with a shorthaired blonde woman. These folk are simply passing through town on their way north. Nearer the door (c) are five Drhokkeran tribesmen in furs, all drinking the local beer. They came to Haanex to sell furs and are enjoying the profits of the deal they made. Close by them (d) are a small group of the locals. A group of dwarves dressed for road travel (e) sits at a small table silently drinking. These traders in gems and precious metal hail from Zoa. Ardorr-Norr is their destination. A number of large, rough-looking men in chainmail and tall helmets sit (f) near the bard (g) cheering him on and singing along off-key. These men are Skarrns. Finally, in one corner, a kobold sits alone (h), crying into a mug of ale almost as big as he is. Kreeka is the last of his tribe slaughtered by goblins in the highlands northwest of Haanex and has found a home in the village. In the farthest corner of the room, a green cloaked man, his hood pulled low, sits (i) drinking beer and listening to the music. This is Giron the guide. The place is fairly rowdy and though the barkeep's disgusting habit might put some off, the ale is cold and while the food tastes terrible, it is edible. Everyone in the room is armed (even the kobold has a sharp knife).

The Thirsty Hound has two floors but only the first floor is open to the public. The barkeep lives above. Storage and a kitchen are in the basement. Prices here are about normal. The barkeep does rent out the common room to folks after closing, for one copper piece a night. Patrons who choose to stay here must sleep on the floor.

Giron, a native of Haanex, is fairly cautious when dealing with people, though friendly. If asked to be a guide, he will warn the PCs of the headlands. He will take them but his price is an equal share of all treasure and magic if he goes. The ranger was most recently a member of "Bloody" Bouzaar's Bandits, a group