

THE
WORLD
OF
MYRR

THE WORLD OF MYRR

A detailed campaign WORLD to use with 5th edition

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Myrr has been a peaceful place...but not anymore...

Various factions have converged on this small continent. When they clash, it will change the world forever. The vampires' alliance with the devils is the biggest threat to peace. Powerful leaders in the cities of Stonehelm and Wyld are making aggressive moves. The bandit lords of the Southern Territories are threatening to move north. The griffon cavalry of the Windriders is becoming bolder. Even the serene, elven Nerathian Kingdom has been infiltrated by dark elf spies. In the Northwest, many are worried about the might of the Barbarian army. The shadowy Thieves' Guild, the Eclipse, and the Zoth brotherhoods are also a cause of concern to many folk. And then there are the orcs, goblins, giants, and dragons!

However, there is some hope for peace. The true knightships stand up to evil, and honor still has its place in the Fighters' Guild. Some wizards on the Wizard Council have their hearts in the right place. The most powerful forces for good, though, might well be the monk brotherhood known as the Inner Sons and the warrior clerics known as the Ro Gard.

TABLE OF CONTENTS

The History of Myrr

The Myrrian Timeline (In Myrrian Years)

The Originals

The Twelve

The Myrrian Calendar

General Information

The Races of Myrr

The Deities of Myrr

Geographic Features of Myrr

Cities and Towns of Myrr

Villages of Myrr

Myrrian Factions

Notable NPCs

The Taverns and Inns of Myrr

Tavern Menus

Encounter Tables

Monster Lists

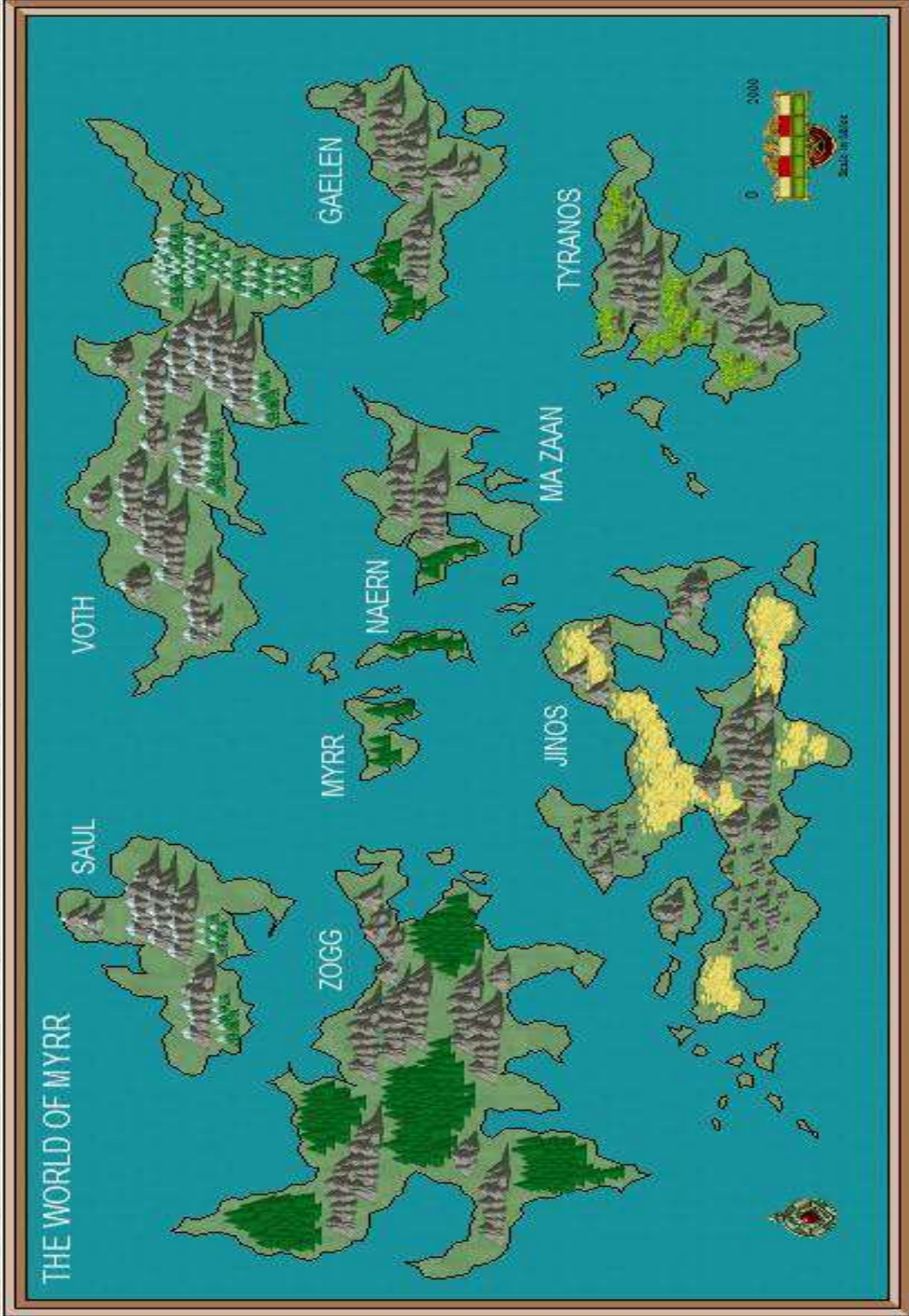
Maps of the Continent of Myrr

Adventure Hooks

Groups/New Monsters

The Magic Items of Myrr

Myrrian Sayings



THE HISTORY OF MYRR

First Humans

Humans first came to Myrr¹ long ago. The first human settlers to reach this small continent were the Originals. They came from a western land called Zogg. Oswald Myrr, a famous wizard, was the leader of this small adventuring party of seven, which, rumor has it, also included a monk, a paladin, two rangers, a bard, and a cleric. They found a peaceful continent, mild in climate and full of beautiful forests, mountains, hills, rivers, and lakes, and they named it after their leader.

Elves lived in the East, dwarves in the North, and some halflings and gnomes in the South, but the western part of Myrr was sparsely populated. There, Oswald Myrr continued the experiments he had not been allowed to finish in Zogg. Then the Originals spread out and explored the continent together...except for one. Zoth the monk disappeared into the Southern Territories.

A decade later, Oswald Myrr negotiated a peace deal with the high elves that was known as the Amakiir Treaty. Both humans and elves agreed that the Nerathian Kingdom in the northern Eastwood would be continue to exist as it always had.

For many years, several waves of settlers arrived on ships from Zogg. A noble family called the Kellans was the first to rule western Myrr, from the city of Wyld. Oswald was good friends with this noble family and supported them whenever he could. The well-loved Kellan family ruled peacefully for many years.

Conflicts and Threats

After some time, though, conflicts arose. The city of Wyld twice came under attack by the goblins from the Mountains of the Moon. In the First Goblin War, a huge battle was fought outside the village of Calder. After this battle, the Wyld Guard was formed to protect the city.

The city of Nox and the Citadel of Aramoor were built and controlled by the Wizard Council. Orcs attacked Nox in a surprise nighttime assault, killing hundreds of humans. The Longest Night eventually saw the wizards and their allies fight off the orc attack. The spellcasters moved the Wizard College from the village of Myrr to the enormous citadel on Lake Aramoor.

High elves continued to rule the Nerathian Kingdom in the Eastwood. Deep in the Mountains of the Sky was the Uldan Empire of the mountain dwarves. The elves had come from the continent of Naern, the dwarves from the continent of Ma Zaan. There had been orc and goblin tribes in Myrr for hundreds, if not thousands, of years. But peace returned, and all the different groups

¹ One of the nine continents of the World of Myrr.

kept to their territories. Oswald Myrr eventually disappeared. People assumed that the powerful wizard had died of old age.

Then a new royal family came to power in the city of Wyld. For hundreds of years western Myrr was ruled by the wealthy Von Bladens. These nobles ruled by using fear and intimidation. In the East, the Vagner royal family reigned and in Central Myrr the wizards were supreme. The Myre family then began to control the Mystwood. Years later, a Barbarian tribe called the Snow Eagles moved into the Northwest and began to challenge the power of the orcs. The Von Bladens then suddenly lost the throne as a dark secret was revealed. Settlers from Zogg stopped arriving and never returned. Over the years many humans would wonder what happened back in their homeland.

THE TAVERNS AND INNS OF MYRR

Each and every inn and tavern on the continent of Myrr is listed here. The taverns only serve food and drink; they don't provide rooms. Some inns, however, contain a tavern. These are indicated with an asterisk (*).

Each establishment's location, name, type, and quality are listed. (Names may have a connection to the local culture.) For inns, the cost of rooms is directly connected to the quality of the establishment. Information about the innkeeper or barkeep includes name, race, gender, age, alignment, and class (if applicable). The number of staff gives a sense of the size of the business. Finally, a sample menu for establishments that serve food and drink is provided.

The taverns and inns are presented as they are found going west to east, but an alphabetical listing is also provided. There are also some roadside taverns and inns; these are listed at the very end of the section. Some of these establishments are owned by nobles. Refer to the Notable NPCs section for more information. (What follows are two of the more than forty pages of taverns and inns)

Taverns and Inns: Svaldon

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Svaldon	tavern	The Lucky Hunter	none	modest	Yan human male, 44 CN	6	salmon, boar ribs, potato soup	Farstad Mead, Two Hammers Mead
Svaldon	tavern	The Honest Sailor	none	poor	Ulf human male, 36 3 rd level barbarian CN	10	roast chicken, chicken stew, potato soup	Farstad Mead, Krull Mead, Ogre Mead
Svaldon	tavern	Two Bears	none	modest	Karl human male, 43 CN	8	wild boar, pike, apple crumble	Farstad Mead, Wyld Mead
Svaldon	tavern	The Salty Spoon	none	squalid	Tark gnome male, 230 CG	12	meat pie, rabbit stew	Krull Mead
Svaldon	tavern	The Red Tankard	none	poor	Rika human female, 24 CG	8	roast chicken, rabbit stew	Farstad Mead, Myrr Mead, Ogre Mead
Svaldon	inn	The Sleepy Ogre	5sp	modest	Bjorn human male, 26 LG	6	none	none
Svaldon	inn	Sven's	7cp	squalid	Sven human male, 32 CG	5	none	none

Taverns and Inns: Port Telvan

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Port Telvan	tavern	The Full Halfling	none	modest	Yabbi halfling male, 74 CG	9	apple pie, baked goat, mushroom soup, venison	Queen's Ale, Rock Bear Mead, Two Hammers Mead
Port Telvan	tavern	Seven Sails	none	comfortable	Elesstra half-elf female, 64 LG	12	cherry pie, mutton, roast stag	Queen's Ale, Raven Mead
Port Telvan	tavern	The Four Horses	none	poor	Barton human male, 49 N	8	mushroom soup, onion soup, roast chicken	Krull Mead, Myrr Mead, Roan Mead, Rock Bear Mead
Port Telvan	tavern	The Minotaur	none	poor	Raif human male, 24 3 rd level fighter LG	7	chicken soup, salmon, turkey soup	Krull Mead, Myrr Mead
Port Telvan	inn	The Ghost Ship	1sp	poor	Mulva human female, 26 LG	8	none	none
Port Telvan	inn	The Green Troll	5sp	modest	Samuel human male, 28 2 nd level rogue NE	8	none	none
Port Telvan	inn*	The Wandering Whale	1sp	comfortable	Raessa half-elf female, 24 3 rd level fighter CG	7	apple pie, fruitcake, smoked salmon, wild boar	Queen's Ale, Raven Mead

Encounter Table: Town of Bladen

D100 Encounter

01-02 Vampire (spellcaster)
03-04 Vampire
05-06 Stone Golem
07-08 Assassin
09-10 Cloaker
11-12 Wraith
13-14 Mage
15-16 Hell Hound
17-18 Nightmare
19-20 Giant Rat
21-22 Banshee
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Wererat
31-32 Vampire Spawn
33-34 Acolyte
35-36 Swarm of Bats
37-38 Shadow
39-40 Elite Guard Patrol
41-42 Commoner
43-44 Raven
45-46 Bat
47-48 Wolf
49-50 Rat

D100 Encounter

51-52 Crawling Claw
53-54 Rat
55-56 Thug
57-58 Commoner
59-60 Spy
61-62 Zombie
63-64 Slavers
65-66 Noble
67-68 Commoner
69-70 Thug
71-72 Elite Guard Patrol
73-74 Merchants
75-76 Gargoyle
77-78 Thieves
79-80 Swarm of Rats
81-82 Elite Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Night Hag
89-90 Revenant
91-92 Witch
93-94 Vampire Spawn
95-96 Clay Golem
97-98 Vampire
99-00 Vampire (Warrior)

Monster List: Town of Bladen

Monsters	Challenge Rating
Bat, Commoner ¹ , Crawling Claw, Rat, Raven	0
Giant Rat, Noble	1/8
Acolyte (evil), Swarm of Bats, Swarm of Rats, Wolf, Zombie	1/4
Shadow, Thug	1/2
Entertainers ² , Spy	1
Gargoyle, Merchants ² , Slavers ² , Thugs ² , Wererat	2
Hell Hound, Nightmare, Thief ³ , Veteran	3
Banshee, Elite Guard Patrol ³ , Ghost	4
Night Hag, Revenant, Vampire Spawn, Wraith	5
Mage	6
Night Hag (in coven), Thieves ³	7
Assassin, Cloaker	8
Clay Golem	9
Stone Golem	10
Vampire	13
Vampire (spellcaster), Vampire (warrior)	15

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisher, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn worker, Undertaker, Weaver.

²Entertainers, Merchants, Slavers, Thugs (see Groups/New Monsters section).

³Elite Guard Patrol are the Dark Guard; Thieves are the Wyld Gang (see Groups/New Monsters section and Factions section).

Encounter Table: Eastwood (North)

D100 Encounter

01-02 Assassin
03-04 Knight Patrol
05-06 Revenant
07-08 Troll
09-10 Wereboar
11-12 Night Hag
13-14 Ettin
15-16 Cultist
17-18 Berserker
19-20 Green Hag
21-22 Bandit
23-24 Giant Elk
25-26 Owl
27-28 Elite Guard Patrol
29-30 Commoner (High Elf)
31-32 Half-Ogre
33-34 Elk
35-36 Druid
37-38 Giant Rat
39-40 Badger
41-42 Hawk
43-44 Giant Boar
45-46 Deer
47-48 Elite Guard Patrol
49-50 Elk

D100 Encounter

51-52 Wolf
53-54 Knight
55-56 Boar
57-58 Giant Spider
59-60 Brown Bear
61-62 Knight Patrol
63-64 Elk
65-66 Commoner (Wood Elf)
67-68 Eagle
69-70 Giant Owl
71-72 Ogre
73-74 Giant Boar
75-76 Goat
77-78 Doppelganger
79-80 Worg
81-82 Deer
83-84 Veteran
85-86 Wereboar
87-88 Spy
89-90 Hill Giant
91-92 Galeb Duhr
93-94 Commoner (High Elf)
95-96 Mage
97-98 Wyvern
99-00 Night Hag (In Coven)

Monster List: Eastwood (North)

Monsters	Challenge Rating
Badger, Commoner ¹ , Deer, Eagle, Goat, Hawk, Owl	0
Bandit, Cultist, Giant Rat	1/8
Boar, Elk, Giant Owl, Wolf	1/4
Thug, Worg	1/2
Cultists, Dire Wolf, Giant Spider, Half-Ogre, Spy	1
Berserker, Druid, Giant Boar, Ogre, Slavers ²	2
Doppelganger, Green Hag, Knight ³ , Veteran	3
Elite Guard Patrol ³ , Ettin, Wereboar	4
Green Hag, Hill Giant, Night Hag, Revenant, Troll	5
Galeb Duhr, Knight Patrol ³ , Mage, Wyvern	6
Night Hag (in coven)	7
Assassin	8

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisher, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn worker, Undertaker, Weaver.

²Slavers (see Groups/New Monsters section).

³Elite Guard Patrol are Nerathian Soldiers; Knights are the Nerathian Knights (see Groups/New Monsters section and Factions section).

Goblin Shaman

Goblin shamans are the spiritual leaders of their race. These spellcasters have attack spells and can also heal other goblins in battle.

Small humanoid (goblinoid), neutral evil

AC15 (studded leather armor)	Hit Points 6d6 + 8	Speed 30 ft.
STRENGTH	12 (+1)	
DEXTERITY	10 (+0)	
CONSTITUTION	14 (+2)	
INTELLIGENCE	12 (+1)	
WISDOM	14 (+2)	
CHARISMA	12 (+1)	

Skills/Perception +2, Performance +3, Persuasion +3

Senses/darkvision 60 ft., passive Perception 14

Languages/Common, Goblin

CHALLENGE RATING 2 (450 XP)

Escape. The goblin shaman can disengage or hide as a bonus action on each of its turns.

Spellcasting. The goblin shaman is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +4 to hit with spell attacks). The goblin shaman has the following cleric and druid spells prepared:

Cantrips (at will): poison spray, resistance, thorn whip

1st level (4 slots): command, cure wounds, entangle, inflict wounds

2nd level (2 slots): cloud of daggers, hold person

3rd level (1 slot): bestow curse

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 4) slashing damage.

Shortbow: Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6 +4) piercing damage.

Slaver

Slavers are evil humans or humanoids engaged in slavery. They are often led by slave lords and usually have wealthy sponsors.

Medium humanoid (any race), evil alignment

AC14 (leather armor)	Hit Points 4d8	Speed 30 ft.
STRENGTH	14 (+2)	
DEXTERITY	15 (+2)	
CONSTITUTION	12 (+1)	
INTELLIGENCE	12 (+1)	
WISDOM	12 (+1)	
CHARISMA	12 (+1)	

Skills/Intimidation +1, Perception +1, Stealth +1

Senses/passive Perception 11

Languages/Common and one other

CHALLENGE RATING 1/8 (25 XP)

Pack Tactics. *The slaver has advantage on an attack if at least one of the slaver's allies is within 5 ft. of the creature and ally isn't incapacitated.*

Actions

Longsword. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 or 1d10, versatile) slashing damage.*

Longbow. *Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: (1d8) piercing damage*

Slave Lord

Slave Lords are powerful leaders of groups of slavers. They are fierce warriors who usually work in secret.

Medium humanoid (any race), evil alignment

AC18 (chain shirt, shield) **Hit Points 12d8 + 50** **Speed 30 ft.**

STRENGTH 19 (+4)

DEXTERITY 17 (+3)

CONSTITUTION 17 (+3)

INTELLIGENCE 16 (+3)

WISDOM 15 (+2)

CHARISMA 18 (+4)

Skills/Athletics +8, Deception +7, Intimidation +7, Persuasion +7, Stealth +6

Senses/passive Perception 12

Languages/Common and one other

CHALLENGE RATING 6 (2,300 XP)

Actions

Multiattack. *The slave lord makes three melee attacks or one ranged attack.*

Longsword. *Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: (1d8 + 8 or 1d10 + 8, versatile) slashing damage.*

Heavy Crossbow. *Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target. Hit: (1d10 + 8) piercing damage.*

Leadership (Recharges after a Short or Long Rest). *For 1 minute, the slave lord can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the slave lord. A creature can benefit from only one Leadership die at a time. This effect ends if the slave lord is incapacitated.*

Reaction

Parry. *The slave lord adds 2 to its AC against one melee attack that would hit it. To do so, the slave lord must see the attacker and be wielding a melee weapon.*