

Kyrdanna's Tears (Modern Kyrdanna, Faalor VII)

Start Date: Sept. 15th, 2007

Schedule: Every other Saturday, 2-5 PM EST

Information that follows should be considered final.

I would strongly suggest that you take notes during the campaign, either in your in-game player journal or on paper. I have a simple list of NPCs that stretches for 4 pages. There's a good number of factions, mysteries and motivations you will need to untangle in order to have a successful and enjoyable campaign. There will be a number of subplots and information that you will need from earlier games.

Setting

The main setting for this campaign will be the Island of Kyrdanna some 280 years after its founding.

Kyrdanna is a small fishing town and trading port. It has survived for well over two centuries as a fairly independent and reasonably prosperous outpost from the main Island of Faalor. While essentially loyal to Queen Yurissia, it backed Prince Nywith for a long time before his death less than two years ago. The town is almost entirely worships of Adrahil. Those who are not of the Church are held in suspicion.

That said, there is still a great deal of carry-over from the Old Days. Teussian festivals are still celebrated, though much of the Old Ways have been appropriated by the Church. Many of the Old Gods (Eldacar, Fraeva, Thyrrh, Ulthar and Relki) are given lip service. Ancestor worship has been wiped out in Kyrdanna by the Simulani migration though. Certain Teussian customs are still common. To wish someone luck you give them a raven feather. In fact, the raven is still the official town symbol (though why, no one really knows now).

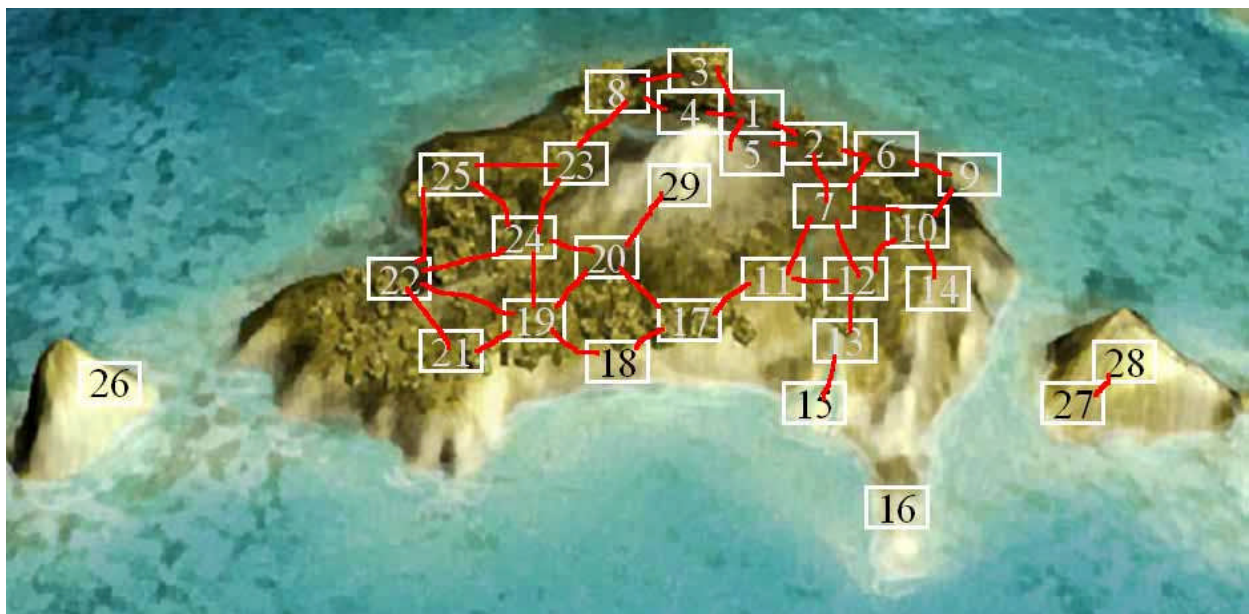
As with most small towns, Kyrdanna has its share of cliques and factions competing for the tiny share of power and money. Kyrdanna now is dominated by The High Council, headed by Mayor. The small group is made up of the heads of all the important family's in Kyrdanna, and includes Jander Kettle Moor, Karl Joerund, Lyle Osred, Rose Clothair and Henry Vanermyr. The Church, represented by Bishop Chamri Ripplestone, and the Constabulary, represented by Drew Thistledown, also have honorary seats at The Council.

The town of Kyrdanna has some new visitors. After nearly 200 years of estrangement, a hearty group of Teussian traders have come to visit their long lost cousins. Starting less than 50 years after the founding of Kyrdanna, the Teussian homeland was hit with, what amounted to, a local ice age. Glaciers clogged the waterways and snow buried entire villages. Only a few years ago,

the Teussians began to dig their way out of the ice as it began to melt. The few survivors have come looking for trading partners in the warmer south.

The town has also been rocked by a series of murders. On the night of the past six full moons, one and only one person has been brutally slain. Whoever the attacker is they kill their victims with one strong slice across the neck. It has been remarked by Constable Thistledown, that there doesn't seem to be quiet enough blood left in the body. No one is safe; armed men and defenseless women and children have all been victims.

Along with the Teussians, agents of the Yurissian Court, led by Captain Granau (the famous commander of the defense of Havenshire), have begun to appear. Right now there is just two living in a rented room at the Night Raven. Some say, they are seeking to enforce her rule on the island, others say they are investigating the murders, others think they may be planning to move the Queen to the Island. The truth of the matter is completely unknown as none of them will speak of their



- 1. Town of Kyrdanna
- 3. Osred Compound
- 4. Joerund Land
- 5. Vandermyr Estate
- 6. Haunted Grove
- 8. Gnome Hill
- 9. The Stone House. After the founding of Kyrdanna, this small house was built on top of a small hill. The only way to reach it though was through a small cavern. It is now home to a harmless cult lead by a man named Kelsor Treebark. The cult keeps to itself but it welcomes strangers and occasionally sends food to town to feed the needy.

- 11. Spruce Tree Keep. This was said to be an elven keep that was liberated by the early Teussians. Now it is home to several industrious human families.
- 21. Village of Tarmel.
- 13, 15, 16, 18. The Mist Marsh. Rumors have persisted for centuries about the unwholesome nature of this area. It is said that no one has ever entered and returned unscathed. There are stories of strange screams and even stranger creatures coming from the marsh.
- 14. Goblin's Peek Castle
- 26. Ambercore Island
- 28. Graysward Island. Main stronghold of the Dimpledun Clan (dwarves).
- 29. Adrhil's Rest, Baron Bassfry's Estate. Once a prison for the goblin slaves of the elves, now it is a formidable defense for the Island. The Bassfry family has owned the castle for well over 100 years. Soon after the Night of Fog and Fear (12 years ago), the Bassfry's became much more reclusive, posting guards and running off any strangers who come uninvited.

NPCs (those commonly known to all in Kyrdanna)

- **Tod Kermikel**, Mayor. Tod is generally liked by all, having served his 8th term (24th year) as mayor of Kyrdanna.
- **Drew Thistledown**, Chief Constable, The old title of "Chieftain" is still used from time to time. Rumor has it that Drew has elven blood in him. He fiercely denies it but the fact that he is nearly 50 years old and only appears to be in his late 30s is a bit of a tip-off.
- **Kafin**. Sergeant at arms. He is a good fighter, knowledgeable about the law, but there are rumors that he's not particularly fair in his dealings with "criminals".
- **Chamri Ripplestone**, Bishop of Kyrdanna. Chamri did not gain her position by charm and wit, rather by a keen sense of people and a quick read of situations. She can be stern, but there is an underlying peace and love that propels her.
- **Jander Kettle Moor**, Head of the Kettle Moor merchant family
- **Moel Joerund**, Head of the Joerund Clan. 70 year old crone.
- **Karl Joerund**, son of Moel and public face of the Joerund Clan
- **Lyle Osred**, Head of the Osred family in Kyrdanna.
- **Rose Clothair**, Head of the Clothair family in Kyrdanna
- **Voldo Clothair**. Voldo is the main merchant and salesman for the Clothair house.
- **Henry Vandermyr**, Head of the Vandermyr Clan.
- **Dorn Dimpledun**, Thane of the Dimpledun Clan
- **Widow Valecourt** About 12 years ago, all four of her children were killed in their sleep. Each one had their throats cut with surgical precision. No one has ever found out who did it. Her husband a year later died during the liberation of Aerdawns. Ever since, the old woman has babbled and laughed and cried and screamed. She thinks her children are still alive but no one else can see them.
- **Leni Lakebottom**. Leni is a gnarled vet of many battles with elves, orcs and other creatures. He has finally settled down and bought the Night Raven a couple of years ago.

His establishment is known for its quietness (because anyone who causes any trouble gets a sound beating from Leni). He is cheerful, yet somber at times.

- **Captain Granau Sprucehelm.** Captain Granau is the point man for Queen Yurissa's affairs in Kyrdanna (whatever that is). He only appeared in town a few weeks ago. After his successful defense of Havenshire last year, he has been promoted. He is a brave and intelligent tactician, but there is some doubt about his abilities off the battle field.
- **Raffus.** Raffus is a half-orc who has taken up residence in the Night Raven. He is currently seeking work.
- **Chester Toadwood.** Chester is a local who is quite active in the church. He is known for his knowledge of local lore and history. He served in the Battle of Havenshire last year.
- **Sheldon Fleawater.** Sheldon is a very wise, but misunderstood man. He ticked off Bishop Chamri once and so she considers him unclean now.
- **Ambercromby Finway.** Ambercromby is an eccentric old man, who lives by himself. He is a shrewd business man and always seems to have very expensive and rare items in his house.
- **Henry Vandermyr.** Henry is one of the old-timers in town. He is well-respected, yet he never gets involved in town affairs unless it is of the utmost importance.
- **Wilbur and Rena Sandycrest.** One of the few halfling families in town, the Sandycrests are a positive addition to the town, hosting great parties and always very involved in any holiday celebrations.
- **The Greenthorpes (Helen, Chucky & Roy).** This very normal family has recently lost their youngest son, Ted. Roy is now in his early 20's and is looking for work outside the family business.

Kyrdanna Factions

- **Joerund Clan,** noble family claiming to be able to trace it's lineage all the way back to the nephew of King Alfred himself.
- **Kettle Moor Family,** main merchant family. The Kettlemoors have their fingers in almost every economic venture in town. Jander Kettle Moor is the current head of the family
- **The Osreds,** While their main influence is in Duath, this branch of the famous Osred family (see [Duath Nobles](#))
- **The Clothairs,** another branch of a powerful Duath family, the Clothairs of Kyrdanna are a reclusive lot, content to do work on their scientific research. Rumor has it that they are all wizards (see [Duath Nobles](#))
- **Dimpledun Clan,** the main clan of dwarves living on Graysward Island have set up shop here in town.
- **Vandermyr Clan,** small farming family. Owner of a piece of property just south of town that is reported to have some kind of ancient elven ruins. About 30 years ago, the clan became much more secretive. Though still extremely well-liked and respected, rumors of their mysterious activities keeps the town in good gossip.
- **Thieves Guild,** no real info yet. I just know there's gonna be one.

Possible Campaign Outcomes

As with any of my campaigns, I like to build in significant consequences to the players' actions. Needless to say, that, because this campaign is sort of a culmination of everything that came before, your character's actions can have history-altering effects, effects that could reverberate for thousands of years. Because, this campaign will be less goal driven (at least at the start), you will have to find out what needs to be done in game. Death shouldn't be common, but it is a very real possibility. If your character dies, be prepared with a backup unless the party can come up with a logical way of bringing it back to life.