

NORDIC  
SKALDS

# WINDHEIM COMPANION

FOAMSVALE ALPHA

A SUPPLEMENT FOR  
**DRAGONBANE**





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Dragonbane is the English translation of the latest edition of the roleplaying game Drakar och Demoner. The most iconic and beloved Swedish roleplaying game, first published in 1982 and now out in a new version by acclaimed game designers Free League Publishing.





# FOAMSVALE



# THE FOUNDING OF FOAMSVALE

Foamsvale was founded almost 200 years ago by the Bastionite admiral Faros Ouldwoodh. Having landed in the bay of Foamsvale he quickly realized the need of a stronghold from which to base the colonization of Windheim. As soon as they had landed the Bastionites came in contact with the dwarves of Thym Zûr, and the two peoples befriended each other. With excellent craftsmanship, the dwarves built the first ringed wall (now called the “Old Wall”) to protect the settlement named from the foaming stream running through the valley at the mouth of the river Ekhiyuhm. The area within those walls is now called the Inner Town. The outer southern wall was built a few decades later as the town grew quickly, while the eastern wall across the river protecting New Town was ordered by the previous Governor Pluvera Goldhenstaahr.

Admiral Faros did not become the first Governor of Windheim though. That title was given to one of his distant cousins Undin, who was the first of the Goldhenstaahr line. She was the one who oversaw the founding of the town within the dwarven built walls and whose statue stands before the palace on the main square. For this she was elevated to the rank of baroness creating the first barony on Windheim. The Goldhenstaahrs have governed the town and the island ever since and rumors say that it will not take long until the family is elevated even further to the status of counts/countesses making Windheim a county.

The winds and currents only allow ships to come to Windheim twice a year, so the Bastionian colonization and settlement of the island has taken quite a few generations. But as the years and decades went by, the Bastionites spread from Foamsvale out all over the island.

The town is divided into five districts: The Inner Town, The Slopes, The Harbour, The Fields and New Town.







THE FIELDS

INNER TOWN

THE HARBOUR

THE SLOPES



# POPULATION

The current population of Foamsvale is around 12 000, and like most Bastionian towns it's very well organized with stone laid streets, sewage and oil lamps to light up the night. You'll find all the common trades of a town here with most people descending from those who sailed here with admiral Faros or later with Undin Goldhenstaahr. During the last decades though, people from the mainland who need to disappear have started to realize how easy it is to do this on Windheim. Some are fleeing from the authorities, others the wrath of someone powerful. As not a few of these are of the unsavory sort, the garrison has started recruiting more guards among the veterans who have served in the different baronies and are looking to end their service with a few quiet years before retirement.

Many of the new arrivals also come looking for adventure, seeing as Windheim is one of the few places in the world of Eshfera where there are still wild places to explore. There are many stores that sell adventuring kits to the young and bold. These are very much of varying quality as some of the less honorable store owners are trying to make easy money on gullible would-be adventurers.

One of the most honest sellers of adventure equipment is Greg, an adventurer forced into retirement due to a demonic curse making him age unnaturally fast. Of course, since the existence of demons in Eshfera is unknown to all, no one really believes him. He has now opened a store to accommodate eager adventurers coming to Windheim and is especially keen on educating them on the demonic presence on Windheim. He is very fond of spicy food, aged cheese and dried sausages. Sometimes when he drinks a little too much coarse red wine, he becomes very melancholic and feels like he is fighting an ever losing battle against the demons that have come through the barrier, and that no one will ever believe him. Use the stats from the Core Rulebook: Adventurer.

The vast majority of the inhabitants are Bastionite humans and halflings, but there are quite a few dwarves from Thym Zûr living here as well as their craftsmanship is highly sought after. There are a few dozen families of Myhl living here, often as singers in one of the inns, or as employees in one of the dwarven stores. There are also about a hundred or two sea elves visiting, only a few ever settles here for good. Apart from these kin, there are of course the odd family or two of the various kins that originate from the mainland.



*Foamsvale square with the palace in the background*



*Greg*



# THE INNER TOWN

The view of Foamsvale is dominated by the inner town which holds the Governor's palace, "The Steaming Kettle" inn, the dwarven embassy of Thym Zûr and the great Thrakon temple with the enormous sacrificial well outside it. The inner Old Wall separates these and around twenty other buildings from the rest of the town. Like all Bastionian towns, the main square is formed by four buildings, one on each side: the temple, the bank, the main inn of the town and the house of the regional ruler. On this square there is no commerce, instead the market stands of merchants, farmers and peddlers are out on the other squares of the town.

## The Palace

The Palace of Governor baron Kaelohr Goldhenstaahr rests against the side of the sloping Thym Zûr mountain range. Within its own walls, the palace grounds hold the four-storied main building in gray brick, a storehouse, stables, a few smaller houses and many turrets. The palace looks immensely impressive to any visitor native to Windheim, but to anyone coming from the mainland having seen the palaces there, this building is much less impressive. Most servants live outside the palace, many in the Field, but some of the more important ones have lodgings in one of the smaller houses in the courtyard. There is also a small contingent of the Governor's personal guard stationed here at all times, with his golden star on their tabards.

There are many rooms in the palace. The first one sees when entering the entrance hall is a grand staircase leading up to the second floor and a dwarven made chandelier with a hundred candles hanging from the ceiling. To the right there is a library that also functions as the governor's office, books have not been a priority to import by the Goldenstaahrs so there are only about two book shelves here. To the left is a large dining room with an oaken table with room for twenty people behind which is a large kitchen. On the walls hang tapestries and paintings, many of which were made by Rober, the master artisan of Foamsvale. On the top floor lies the sleeping quarters, eight rooms in total all well furnished and with windows overlooking the town. On this floor there is also the personal infirmary for the governor and his family (where the best of the town's three magical healers is always available). A detailed floor plan of the palace will come in Horn of the Dawn part 2.

The five turrets used to be guard towers. Built when the palace was founded, they served the purpose of last defense against attackers from Khal Dhem. But now in more peaceful times only one, the easternmost and tallest, is still manned by guards. The rest are only used as living quarters for some of the servants.

The current ruler of Foamsvale and Windheim is a tall and stern man in his fifties with great gray sideburns. He has a low voice and dark piercing eyes. He often drags his hand through his graying hair with a sigh. He is struggling with choosing which one of his children is to succeed him as baron or baroness. Every one of his four children has at least one great flaw and it would irk him to have to resort to adopting an heir that was not of his blood, which many Bastionite nobles do if none of their children are deemed competent enough. The conflicts of the island and of the town are much more complex and numerous than when he took over from his mother over thirty years ago. Use the stats from the Core Rulebook: Knight Champion (Boss).

*What's good for Foamsvale is what's good for Windheim*

KAELOHR GOLDHENSTAHR

## The Temple of Thrakon

The Thrakon temple within the Old Wall is called "The Golden Temple" by the citizens of Foamsvale due to its golden roofs. It is the biggest temple to the Bastionian deity on Windheim and has the characteristic six sides representing the six virtues of Thrakon, mosaic windows of many colors and golden tiled roofs. The Thrakon well outside the temple is impressive to anyone's eyes, even mainlanders. Spanning over 30 meters across it is the biggest sacrificial well in the entire empire. It was recently opened and blessed by Oendhen, the

## RANDOM EVENTS IN INNER TOWN

### T6 Event

- |   |  |
|---|--|
| 1 | The Governor makes a speech on the square      |
| 2 | Trouble in the queue to the Temple             |
| 3 | Someone gets thrown out of the dwarven embassy |
| 4 | Ulmor the Troll-slayer is drunk                |
| 5 | A counterfeiter at the bank                    |
| 6 | Oendhen publicly berates Hyilohr               |



archpriestess of the temple. As with all Thrakon temples only Bastionites are allowed to pray in the temple and drop their offerings in the well. The Bastionites do not allow anyone else to worship their deity since they want to keep his favor for themselves. Other peoples are allowed to worship their gods but only to a very moderate degree so as not to give other deities too much power.

Inside the air is thick with the smoke and smells of incense. The six major mosaic glass windows in each of the six alcoves represent the six virtues of Thrakon.

The archpriestess Oendhen runs a tight ship and makes sure that several priests of the temple are always available for the many people who come here daily to pray and feel the power of Thrakon. She herself is often found by the entrance welcoming people and giving guidance. She is a very proud and dignified woman in her early forties who is unusually tall, with a scar on her temple which she is very secretive about how she got it. She is immensely proud of the sacrificial well that she recently inaugurated, showing hers and the people of Foamsvales devotion and dedication to Thrakon. Her main focus is guiding the Bastionites in Foamsvale in their religious duties. She does this with great enthusiasm and fervor. Use the stats from Windheim Companion: Priestess/Priest (Boss).

*May the power of Thrakon be with you*

OENDHEN

## The Dwarven Embassy

The dwarven embassy of Thym Zûr along the south side of the Old Wall is a fortress in and of itself. Due to the close relationship and rich trade between the two realms the embassy is always filled with dwarves on different errands in the town, and the most important and official ones always stay here if any of the seven guest rooms are vacant. If they are not, wealthy dwarves always stay at "The Steaming Kettle". The embassy is also a place where important dwarves can hold private meetings.

The embassy is run by Makh, a distant aunt of the current regent of Thym Zûr, she is old but wise and a cunning negotiator. The main purpose of the embassy is of course to keep a good relation with the Bastionites, but in recent years Makh has focused a lot of attention on trying to sway the governor on the matter of the Myhl. She is working hard to try and get the ferner tax down to its initial number and is also directing those under her to go out on the town and change the view on the Myhl to the better among the general population of Foamsvale.

An honor guard of four fighters in chainmail and great helms, both with golden ornaments, is always posted at the gates wielding two-handed axes. Their beards are oiled and braided, their tabards display the heraldic fire and hammer

of their realm. Visitors are received in a clerk's office just inside the gate where a young and bored female dwarf called Khamahuriz asks their business and notes everything down in a ledger.

The embassy always has a well stocked armory of master-crafted weapons and armours as well as a treasury filled to the brim with dwarven valuable gems, gold and silver. The embassy is also always very well stocked with food. The dwarves are slow to forget the troubled years before the Bastionites came and are always ready in the very unlikely event that the town would be under attack.

There is of course a sacred forge here as well where dwarves can come and create in honor of Kheldizn, their deity. Most craftsfolk that are living here in Foamsvale use their own smithy, but apart from them all dwarves visit the forge on at least a weekly basis. Since the creation of things, both beautiful and practical, being the main way for dwarves to connect with and get the favor of Kheldizn, the forge is always full of busy hands at work.

Ambassador Makh is over 200 years old. She was in her twenties when the Bastionites arrived, and when her people built the first wall of Foamsvale. Since then she has always felt drawn towards these newcomers, and have spent many years among them. She has held her office for 92 years and seen many governors come and go. She is desperate to convince the Goldhenstaarhs to lower the taxes for the Myhl. If not the current ruler, then maybe the next one?

*Dwarves will make it happen!*

MAKH

## The Bank

The bank is a modest building where people can exchange coins for banknotes which they can then exchange back into coins in any other bank in the empire. The empire has a well-organized system for minting coins which stretches all over the world and therefore a gold coin has the exact same weight on Windheim as it does on the mainland. The manager is an incredibly un-charismatic halfling woman called Opog who speaks very slowly with a very dry voice. She's a stickler for rules and regulations. Use the stats from the Core Rulebook: Scholar)

Down in the cellar there is a vault, locked and sealed with a custom made dwarven lock mechanism. There has only ever been one attempt at breaking into it, a few years ago a band of halflings from the mainland came here to try their luck. But the lock was far beyond their capability, they failed miserably and were caught, all except their leader Uni. The others are now serving time in the prison situated in the barracks. The lock requires a dragon roll for **SLEIGHT OF HAND** (made with a bane except for Thym Zûr dwarves) to open.







## The Steaming Kettle

The main inn of Foamsvale is “The Steaming Kettle”, a large four-storied brick building in a soft yellow color with stables and outhouses in the back. Its inn keepers Aara and Habys took over the establishment a little over twenty years ago. Habys is a retired adventurer who met Aara, a sea elf, on his journeys and now they are married and run the inn together with their five children. The inn’s speciality is a seafood stew served with a Dwarven amber ale.

The inn has entertainment every night, often by a group of musicians playing various instruments and singing songs, but sometimes also from a halfling comedic bard called Osto the Joybringer. He tells all the classic tales but with a comedic twist to them. He always makes the common room roar with laughter as he provides bewildering sound effects and talks with different voices and act out scenes.

Aara left the waters for a life on land, to be with her great love Habys. She is fiery and jovial and is often the one whose voice is most loudly heard in the inn. She has half of her head shaven in the fashion of her tribe. Aara has worked hard to make this inn the best on Windheim, and she’ll be damned before she’ll let someone ruin it. Use the stats from the Windheim Companion: Sea Elf Mariner).

*Habys! Are ye gonna stand there babbling all day, or are you going to do some work for once?!*

AARA

The only one who is sometimes louder than Aara in The Steaming Kettle is her husband Habys. A giant of a man with a thick beard that he only combs when he wants to ask a favor of his wife. Even though his adventuring days are over, he does like reminiscing over them. And he often seems to find an audience for his stories. Whether they are exaggerated or not – who can tell...? It is very important for Habys that people of all kin feel welcome at the Kettle. Use the stats from the Core Rulebook: Bandit Chief (Boss).

*Ahh, the Glimmering lake, yes I know it. It was there that I boarded a mallard vessel that had snuck past the patrol ships and cut down the captain and kidnapped his nephew for ransom!*

HABYS

Many of the town’s prominent inhabitants frequent the inn and are often found sharing in the merriment. Phaendrin, a younger son of the Governor, is here almost every night, singing along and buying drinks for visitors from the mainland asking them all kinds of questions about their homelands. Ulmor, a retired fighter of the Arena, likes to

come here and beat people in arm-wrestling challenges to get free drinks. Master Hemtan of the mages guild likes to spend his evenings here, making small magic tricks to impress people and also get free drinks. Another regular visitor is Inis, an apprentice of Hendir the Barakhon priest from the sanctum across the river. She is restless and finds the constant meditations and soul searching boring, she wants more action and joy in her life! There is also always a number of very wealthy dwarves here visiting from Thym Zûr, living in some of the best rooms of the inn.

## Other Buildings in the Inner Town

The few other buildings of the inner town are all the property of the Governor that are awarded to people who have gained great favor. One is inhabited by Ulmor Troll-Slayer, a retired legendary fighter of the Arena who once decapitated a captured wood-troll in single combat with one fell swoop of his two-handed sword. The retired champion is a tall and hard man. His long gray beard braided in a fork going down to his waist. He hasn’t shaved since he lost his last fight. He likes to get drunk in the Steaming Kettle where he has people buy him drinks when he beats them in arm-wrestling. The only thing that agitates him is people pestering about him making a comeback to take down the current champion. His fighting days are over. Use the stats from the Core Rulebook: Bandit Chief (Boss)

*Is that your arm, or a twig I’m about to snap?*

ULMOR TROLL-SLAYER

A house behind the inn close to the palace is where Osera, the head clerk of the palace, lives. She runs the day-to-day business incredibly well. She is a capable and pleasant woman in her early fifties. She spends her days from morning until late night at the palace, hard at work, before retiring to her house inside the inner walls. She has been spotted sneaking out some nights which has led to rumors that she has a secret lover that she does not want anyone to know about. Surely this is only a rumor... Use the stats from the Core Rulebook: Scholar)

A few of the larger ones are used by the merchants in charge of the Crown’s ferner fur and Silfverspuuhr horse shipments to the mainland. The three houses just below the temple is where the archpriestess Oendhen and her acolytes live.

*No, I am terribly sorry, but the governor does not have time for you today. Perhaps I can be of service?*

OSERA



## RIVER'S HEART

The party sees a shadow with an inner glowing light in the dimly lit halls of the inn when returning to the room. The shadow disappears behind an old dwarven tapestry. Behind it, a hidden door opens to a dark staircase leading to one of the catacombs under Foamsvale built by the dwarves of Thym Zûr.

In the catacombs, the characters find a heavy door, bolted from the outside. Inside, there is a dark chamber. As their eyes adjust to the light they again see the shadow, leaning over the skeleton of a lady dwarf. She sits as if sleeping in a chair and around her neck is a silver necklace with a green and blue heart-shaped jewel. In her hands she holds a crumbled letter with the sigil of the dwarven house of Ghihinzilmir. The light flickers as the ghost whispers: "Take my heart to Bûrzinzir, my love, so he may know I did not leave him".

The party can choose to take the necklace and sell it, or to grant the dead dwarven lady her last wish and find her love. If they investigate the Ghihinzilmir house, they will learn that Bûrzinzir is the son of the lord of that house, and that his true love Ragnizham left him 20 years earlier. Actually, she was locked away in a dungeon by the father to stop their relationship, as she belonged to the house of Khalmikzir, a rival house. If the player characters reveal the secret, they will cause a rift between father and son, and may be in danger themselves. If the player characters sell the gem, the ghost will haunt them and attack them.

## THE SLOPES

The Slopes is where the poorest of the inhabitants live. It is also here that the more smelly kinds of professions such as the tanners, the fullers, the fishmongers and the butchers, do their business. The reek lies thick over this part of town and except for the Arena there is little reason for anyone living outside to come here.

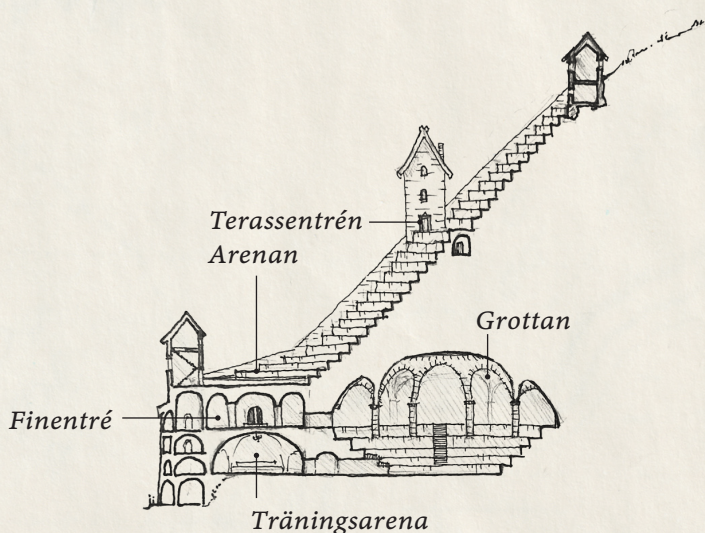
The shacks of the Slopes have been promised a renovation from the governor for a long time but the construction of new better houses is yet to begin. Here, the poorer families live crowded together and many are relying on the soup kitchens that the governor has set up in one of the houses just below the wall. Many of the people living here take temporary employment in the docks during the two seasons that ships come here from the mainland in the spring and late summer when there is much work to be done.

The two small piers by the western port tower are used by the local fishers heading out into the bay of Foamsvale where there are a wide variety of fish to be caught, as well as many different kinds of shellfish. The prawns of Foamsvale are especially renowned for their size and taste. But these piers are also sometimes used by smugglers in the dark of night, taking precious cargo to secret hideouts on Bay Island, just an hour or two to the north. From there ship captains of less than high morality sometimes pick up a few boxes or sacks without asking too many questions on their way back to the mainland.

### The Arena

The arena, built into the mountainside on the slopes of the Thym Zûr mountains, is a popular place to visit. Here adventurers can test their skill in the different contests that are arranged in the pits. Everything from poetry readings, musical performances to archery contests, wrestling matches and on rare occasions even fights to the death. Most often though, the fights here end either after first blood or after one combatant is unconscious. The owner, a sly halfling woman called Pira "the entertainer", always has a healer on site to heal any life-threatening injuries. Use the stats from the Windheim Companion: Bard).

The most popular games are held on the Governor's birthday in the spring when he and Pira arrange a whole cavalcade of games that lasts for five days. In his younger days Khaelohr Goldhenstaahr used to close the games by fighting the winner of the main contest to first blood in the pit





himself. But, as he is approaching 50, in the last five years one of his children has taken on that role, often Hyilohr who is the eldest daughter and the one most interested in swordplay of Kaelohr's children. She is as tall as her father and has trained extensively for years as she thinks being the strongest and most competent fighter is what will make her father choose her as his successor. If he does not choose her she will try to become the next Champion of the Arena. Use the stats from the Core Rulebook: Bandit Chief (Boss)

The current Champion of the Arena is a captured pirate mallard called Khwakza who has never been defeated in 49 fights. Now she is only one more victory away from winning her freedom and the governor is starting to become nervous about setting her free. She is kept in a house close to the Arena by a group of veterans from the town guards and is never let out of sight. She has learned much in her two years in Foamsvale and has grown accustomed to a life on land. If she ever gets her freedom, she is not sure that she will return to her kin. She might either stay in Foamsvale and make a fortune continuing to fight in the Arena, or she might go off adventuring and seeing the rest of inland Windheim. Use the stats from the Core Rulebook: Knight Champion (Boss) and improve it slightly.

*"Ah! Lovely! Another weakling for me to play with, will I never face a real challenge?"*

KHWAKZA



## THE DIVINE MUSICAL SHEETS OF NYRA

Once in a while, bards of Windheim feel a spark of inspiration, as if the divine muse herself whispers into their ears. Among the tales of Windheim's lore, one figure stands out prominently — Nyra, the bard who felt the celestial caress of the muse, infusing her musical compositions with divine magic. Though Nyra has long since died, a framed fragment of her musical sheet graces the walls of Foamsvale Arena. It is told that this artifact was torn into four pieces, each portion entrusted to Nyra's friends.

Out of nowhere, the unknown bard Tyro now suddenly sings songs of great beauty. Concealed in a necklace, he carries another segment of Nyra's sheet. Could the tale hold truth? Whispers persist that both the Magicians guild and the sea elves possess pieces of this elusive puzzle.

## NYRA'S SHEET (ARTIFACT)

A fragment grants a boon to a bard when using the **PERFORMANCE** skill. Combining the four pieces grants the bearer the ability to charm anyone with their song by spending 3 WP. The victim rolls **WIL** with a bane to resist, or be charmed for one hour, following the bard around as their biggest fan

## RANDOM EVENTS IN THE SLOPES

### T6 Event

- 1 A tournament in the Arena
- 2 A poetry contest in the Arena
- 3 A singer gets thrown out of the Arena
- 4 Smugglers are rowing out into the bay
- 5 Another adventuring party is going into the sewer entrance
- 6 Khwakza tries to escape



# THE HARBOUR DISTRICT

Foamsvale is where ships from the mainland anchor to load and unload their cargo. As the winds and currents only allow Bastionian ships to come to Windheim twice a year, the harbor is half empty most of the year. The ships coming here only stay for about two weeks before they have to set sail once again. The rest of the year the only vessels coming here are the ships patrolling Windheim's northern and western coast that come here, plus the odd sea elven ship or two.

## The Harbours

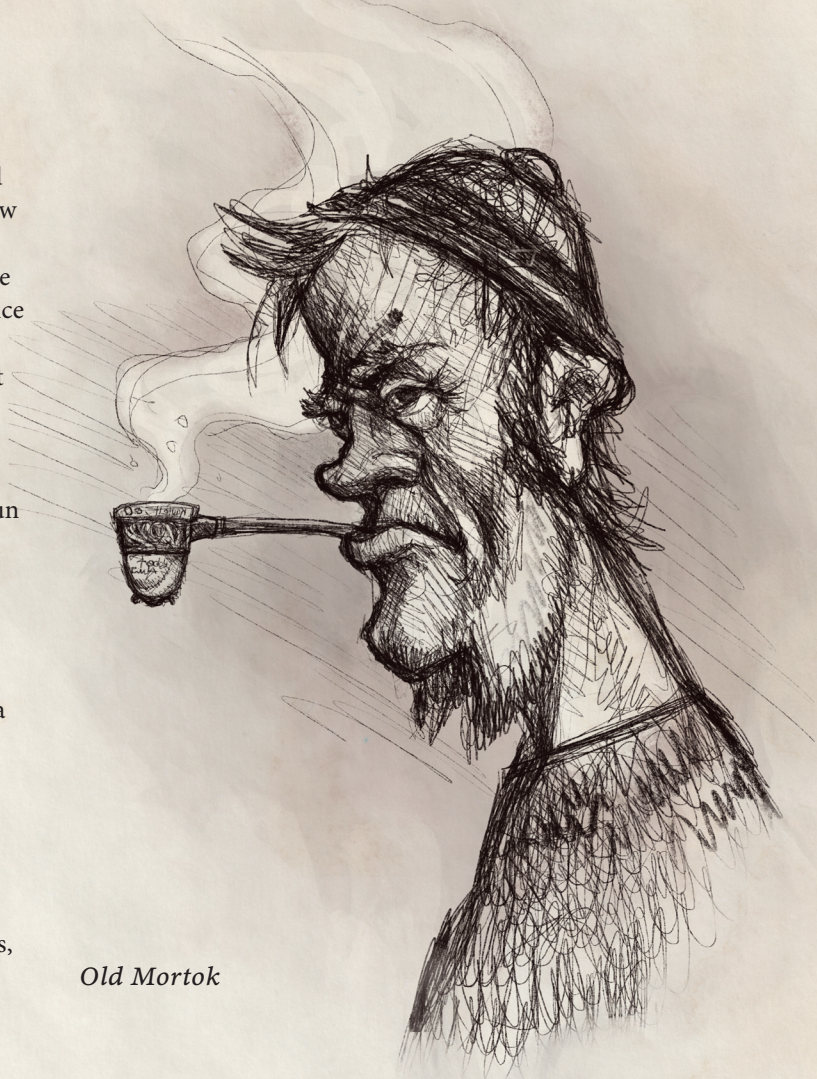
The harbor of Foamsvale is big. The central, main dock is run by the Crown as the official export of ferner furs and horses from Silfverspuuhr make up most of the trade going out of the island. There is a high building here where the clerks in charge of administering the Myhl taxes work. That building was only a one storey building in gray brick but a second floor in red brick was added a few years back, and recently a third wooden one on top.

The other high building is for the imperial export of Silfverspuuhr horses. Three storeys high in red brick, it also has a small courtyard where the horses can be thoroughly examined. The big warehouses here are mostly used by the governor for the import of goods from the mainland. The eastern piers in New Town are used by the private merchants, there are many warehouses along that dock, both big and small.

By the outlet of the river there grows a great oak, whose branches stretch out into the water, having magically been formed into landings. That is the port of the Sea Elves and there is often a ship or two docked there. The elves bring many strange items from across the many seas they sail.

The harbor master's office is the westernmost building by the docks in New Town. Here master Ymar keeps records of everything going in and out of Windheim and few things escape his watchful eye. He is a serious man in his late forties who is often scratching his beard pondering over a problem. Use the stats from the Core Rulebook: Scholar.

Old Mortok, a grumpy old man always with a pipe in his mouth, often sits in his favorite spot on the eastern pier feeding the birds of the harbor. Sometimes he has a half-broken fishing rod in his hands but seems more interested in hearing rumors and gossip from the passersby than actually catching any fish. Thus he knows almost everything about everyone, few secrets escape his eager ears. Use the stats from the Core Rulebook: Hunter.



*Old Mortok*



## The Sitting Duck

The most popular tavern in the harbor district is “The Sitting Duck”, run by mother Gyrna. A sturdy woman in her fifties, she always carries on her a cudgel which she often threatens to bash people’s head in with, and sometimes does. This is one of the rougher taverns in town and were it not for mother Gyrna, fights would probably break out more often than not. Use the stats from the Core Rulebook: Bandit Chief (Boss).

The guests here often break out in roaring songs, singing shanties about life at sea. Some of the sea elves who are curious about Bastionites and their life on land often come here and are treated with deep respect and seldom need to pay for their own drinks.

Darwyr the bold, former sea captain and self-proclaimed master of the seas, has had a stroke of bad luck. Having docked in Foamsvale he lost his ship, his job and most of his belongings in a dire game of cards here at the “Duck”. He is even in deep debt to Gyrna and is currently working off said debt as barman by evening and dishwasher by night. To his great surprise he rather enjoys it here and has decided to accept his new fate as a landlubber and is already plotting on how he can outmaneuver Gyrna and take over “The Sitting Duck”. Use the stats from the Windheim Companion: Mariner.



*Darwyr the Bold*

## A RAINY NIGHT IN FOAMSVALE

Sheltering from the rain the party is eating dinner on the Sitting Duck tavern. A man sits down near them, twisting an old map on the table. He then moves closer to the group and asks if they please can help them, if they do they will be greatly rewarded! He has to get across the bay, but secretly. He was on his way to the docks when he heard saber-rattling and hid.

When the sound had passed he saw a green mallard feather on the ground, untouched by the rain. It must have fallen from one of the armed individuals.

Are the mallards from a small boat, a ship or is there a whole clan here? And how did a group of pirate mallards get into town? Will the group use cunning to find out how many mallards there are and can they take them on themselves?

The truth of it is that an old pirate captain has hidden a treasure on Bay Island and it is that treasure the man seeks. The mallards that the man had heard do not know where on the island the treasure is so they need the map, that is why they dared to sneak into Foamsvale in search of the map, and the man who stole it from them.

## RANDOM EVENTS IN THE HARBOUR

### T6 Event

- |   |   |
|---|---|
| 1 | A ship sails in unannounced                         |
| 2 | A pirate mallard vessel has been sighted in the bay |
| 3 | Two merchants are arguing about a deal              |
| 4 | Sea elves are playing in the water                  |
| 5 | A ship is cut loose and runs adrift                 |
| 6 | The harbor master is murdered                       |



# NEW TOWN

The district on the east bank of the river is called New Town. It is an addition made a few decades ago as the town had outgrown the space inside the walls. Back then the tree and port of the elves were the only things on the eastern side of the river Ekhiyuhm. Most houses here are residential buildings and are primarily built in the decrease that runs from the gate and northwards to the piers, between the wall and the ridge where the elven oak, a marketplace and a few temples are.

## Thrakon and Barakhon

In true Bastionian fashion, the smaller Thrakon temple here is simply called the New Temple. Outside the temple there is the traditional sacrificial well to Thrakon, but since the massive new well was inaugurated last year almost no one uses this one. The priest in charge is Loto, a trusted apprentice to archpriestess Oendhen. A man in his early thirties with long blond hair with serious eyes and a warm smile. Use the stats from the Windheim Companion: Priestess/Priest.

*Welcome to the temple, how may I be of service?*

LOTO

The purpose of the Thrakon temple here was to serve the people of New Town since the Barakhon sanctum here drew more and more people. The thought was that this would make worshippers abandon Barakhon but this failed. After Loto took over, he has instead worked together with Hendir, the Sun Master in Foamsvale, to try and bridge the division.

Seeing as Barakhon is just another manifestation of Thrakon, it is allowed for Bastionites to worship him and not sacrifice their tithe. Some, Oendhen being one of these, consider this little less than heresy and are very skeptical of the cult. But since the official Bastionite view on Barakhon is to allow the worship of him through meditation, there is no way of disallowing it.

As for the sanctum to Barakhon here in Foamsvale, it was founded after Ulir, a champion of Barakhon was mortally wounded on this spot but was healed by a passing child whose eyes turned yellow as the sun. These kinds of miracles are often seen as a sign that someone is imbued with the power of Barakhon and acts according to his will. In the spot where Ulir was healed a ringed house was soon built to house travelers coming here to meditate where the divine power had shown the benevolence of their god. The Sun Master, Hendir, together with his only apprentice Tyrea, leads the worshippers in meditation and teaches the ways of the Light to whomever is willing to listen. Hendir is a halfling in his fifties with a well oiled mustache which he often twirls. He is always

very calm and composed, very few things can shake him up or throw him off guard. He does not always have an answer for every question, but when he does not he always has an interesting counter question. Use the stats from the Windheim Companion: Priestess/Priest).

Tyrea is the only thing giving him headaches from time to time. In his view she has such potential but is far too impatient for a Barakhon acolyte, and she spends far too much time in the inns of the town listening to tales of adventure. She is an energetic young woman around twenty with short dark hair and a ready smile for anyone who seems friendly towards her. She is in fact the only child of the Lord of Bayspuuhr who is a devout follower of Barakhon and who first sent her to the Silver Sun Sanctum, but she was dismissed from there due to her lack of willingness to adhere to the strict rules of silence there. This is her last chance to achieve the rank of Lightbearer (the lowest among Barakhon priests), which will also allow her to inherit her father's assignation. She would rather go out into the world adventuring, but she is her parents' onöy child, and if she is not ready to take on the role as Lady of Bayspuuhr, the family might lose it all.

*The ways of Barakhon is to sit in silence and listen, and feel*

HENDIR

*Oh! You're adventurers?! For real?!!*

TYREA

## The Free League Merchants Guild

The highest building in New Town is the four-storied house of the merchant guild known as the Free League. Run by master Tomas, a very intelligent and skilled negotiator, the guild has a finger in most of the trades going in and out of the town. They have grown immensely powerful of late but have never lost touch with where they came from.

## The Elven Oak

By the mouth of the river Ekhiyuhm, on the eastern bank, there grows a massive oak that has stood here since even before the Myhl came to Windheim. Some say it was planted here by the sea elves as a remembrance of their distant kin, the wood elves, who now are gone. Its long limbs now stretch out over the water, forming natural piers that the elven ships can dock by.

The elves of Elfheim mostly stay on their ships when anchoring here by their tree, but some go into town to trade or to interact with the Bastionites, asking for news and rumors. They sell their catch from waters far away to the





*Captain  
Hearna*

east, where Bastionian ships cannot sail. Strange fish that taste very different from those known here in town, or on the mainland. They also sell sea shells and pearls that they've gathered on their journeys, as well as rope that endures water and salt better than any rope made by humans, halflings or dwarves. Sometimes, on rare occasions, they bring spoils of war taken from a captured pirate vessel. Those items are often very expensive as trophies taken from the feared mallards are popular among the wealthy merchants of Foamsvale.

Oftentimes, elves are found swimming up the river in playful delight. This to the great joy of the children of Foamslave who often stand on the docks watching them and cheering them on. Sometimes the elves like to race upstream, having the children guess who will win.

The elves here are led by captain Hearna who has grown enamored with the Bastionites and their town. She came here a few decades ago when she was washed ashore a little to the east after her ship was taken by pirate mallards and has chosen to stay. She has no formal title but being the elf that has lived here the longest, she knows the town better than any other of her kind. Therefore other elves coming here often defer to her, unless they are high ranking captains. She is rather small for a sea elf, almost as short as a dwarf but makes up for it with her sharp wits and impressive personality. Use the stats from the Windheim Companion: Sea Elf Mariner).

*No I am quite content living here on solid ground,  
though I do miss the excitement sometimes*

**HEARNA**

## The New Market

There is also a marketplace on this side of the river, more focused on rarities and adventure equipment than the marketplaces down in the Field where meats, grain and drinks are more common. Around twenty tables of sturdy wood with tent cloth in different colours over them to provide shade or shelter from rain are put up in neat rows. The Free League have a stand here, manned by Ana the ever cheerful. The sea elves often have a stand selling trinkets oddities from the seas. Two dwarves also have a stand each, Khyrohar and Anzhakhe. They are bitter rivals and always try to talk down the items that the other one has for sale. They barely scrape by since they are constantly trying to undercut the price of each other. Use the stats from the Windheim Companion: merchant).

*Hah! Selling broken toys again are ya Anzhakhe?*

**KHYROHAR**

*Still selling stolen and smuggled goods are ya Khyrohar?*

**ANZHAKHE**

## RANDOM EVENTS IN NEW TOWN

### T6 Event

- |   |                                      |
|---|--------------------------------------|
| 1 | Khyrohar sabotages Anzhakhe's stand  |
| 2 | The Barakhon sanctum is set on fire  |
| 3 | Oendhen visits the Thrakon temple    |
| 4 | The river stops foaming              |
| 5 | Burglary in the Free League building |
| 6 | Local wedding                        |



# THE FIELDS

The rest of the town on the west side of the river, called “The Fields” by the inhabitants, is where the majority of the inhabitants of Foamsvale live. Most buildings are residential houses, some owned by a family who rents out a room or two, some are bigger structures owned by a landlord renting out rooms or a whole floor. Some are used as stores by the local artisans who live in the attic or in back rooms. Apart from this there are a few places of interest here.

## The Observatory

On the southern slopes there is a tower-like structure that its owner professor Koras calls “The Observatory”. Though what he observes is clouded in mystery, as is what a professor is or what it means. If asked he will only say that he observes the moon and the stars and the sky. And that perhaps one day he will get a glimpse of the Gods themselves, and then giggle to himself. He is a bald elderly man with a bent back and a monocle and he sounds completely mad but he is actually on to something and as the Horn of the Dawn is blown towards the end of the campaign, he will be the first to see the sky open and the barrier between Gods and mortals will dissipate.

If a party manages to convince him to be let inside they will find a giant telescope aimed at the sky. Koras uses it to map the sky and try to see through the clouds that separates the denizens on the surface of Eshfera and the gods living inside the core of the sphere. He will admit that he is indeed yet to see a god through the telescope, but he swears it is only a matter of weeks now. Use the stats from the core rulebook: Scholar

## The Princess’ Tower

The high tower right in the middle of The Fields is called “The Princess’ Tower”. This is because of an Empress’ daughter who came to Foamsvale from the mainland a hundred years ago and had it built for her. At the time she never told anyone here who she was, only that she had come over some money and was going into exile here. She lived out her life without anyone knowing who she was, but just a few years after she died of old age her love came seeking her, having now finally gotten permission to marry her. Finding her dead, he bought the tower and locked it up with magic from the inside. Then he went to the top of the tower, laid down beside her ashes and drew his last breath. Before entering, he had told everyone who she was and the tower has been known by that name ever since.

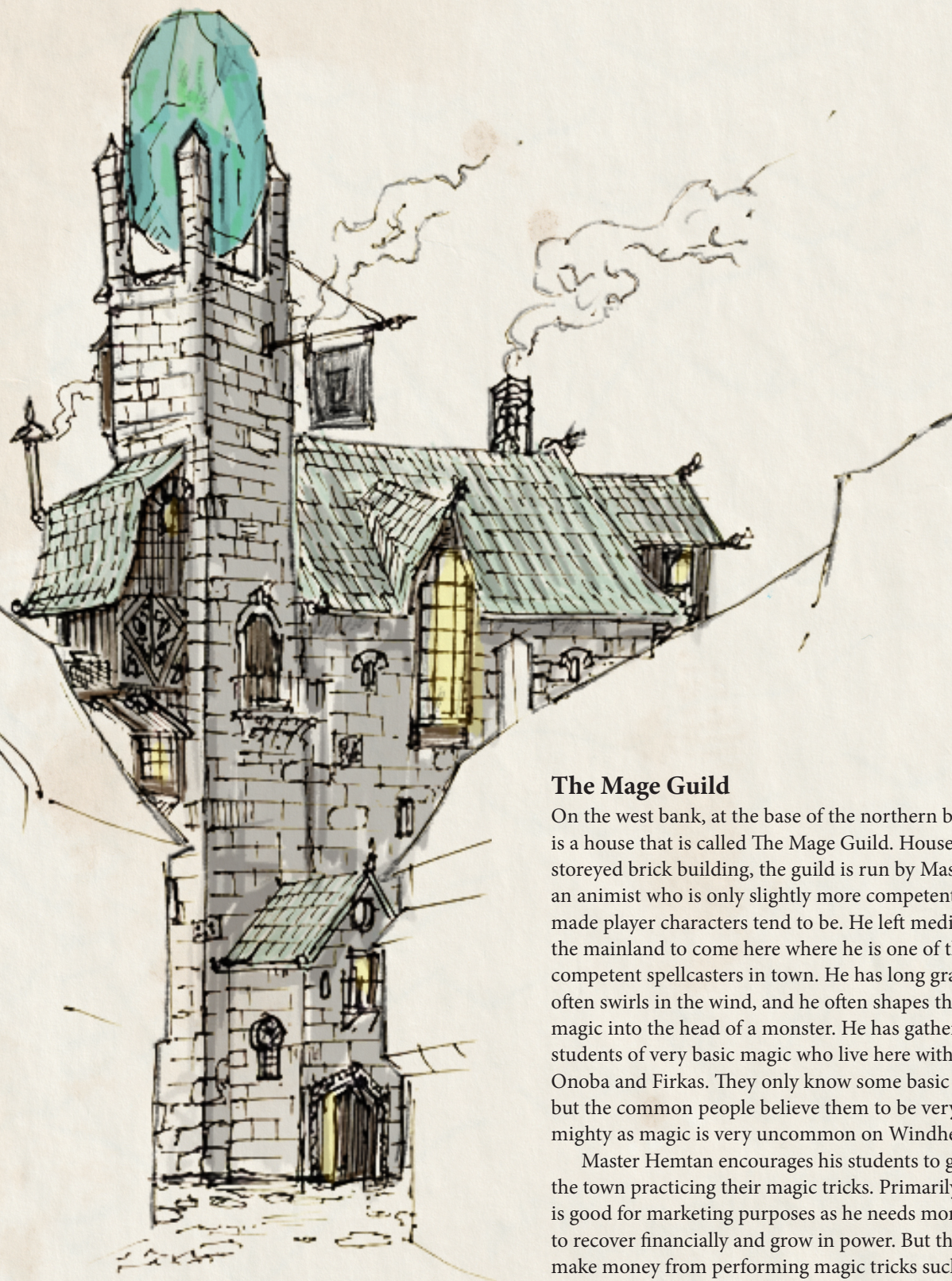
There are treasures to be found here if adventurers do not shy away from graverobbing, and if they manage to get inside. If they do, they will find that a magical darkness is cast all over the tower, making it very difficult to find the many traps that the mage had set to protect his and his love’s eternal rest.

*Master Hemtam*





## The Mage Guild



### The Mage Guild

On the west bank, at the base of the northern bridge, there is a house that is called The Mage Guild. Housed in the two-storeyed brick building, the guild is run by Master Hemtan, an animist who is only slightly more competent than newly made player characters tend to be. He left mediocracy on the mainland to come here where he is one of the more competent spellcasters in town. He has long gray hair which often swirls in the wind, and he often shapes the ends with magic into the head of a monster. He has gathered a few students of very basic magic who live here with him, Yler, Onoba and Firkas. They only know some basic magic tricks, but the common people believe them to be very powerful and mighty as magic is very uncommon on Windheim.

Master Hemtan encourages his students to go around the town practicing their magic tricks. Primarily because it is good for marketing purposes as he needs more students to recover financially and grow in power. But they also make money from performing magic tricks such as **CLEAN**,



**HAIRSTYLE** and **REPAIR CLOTHES** which they bring back to the guild's coffers. So the three youngsters are often seen all over Foamsvale performing these three services, as well as casting **BIRDSONG**, **FLORAL TRAIL**, **LIGHT** and **OPEN/CLOSE** to impress people they pass.

The building has recently gotten an addition, a tower with a massive crystal prism at the top making it look a bit more impressive. Though Master Hemtan only bought the piece to add splendor and mystique to the guild, thinking it was just an ordinary dwarven crystal, albeit a large and impressive one, it actually has a secret to it. In it, someone has managed to capture a shadow demon. The demon was trapped, not by magic but by a ritual and therefore **SENSE MAGIC** does not show any magic from it. The demon can only be freed if the crystal is shattered, which happens if it suffers 10 points of blunt damage from a single hit. It is said Hemtan spent every coin he had on building the tower and procuring the crystal, and that is why his apprentices are now even more eager to earn money from the townsfolk with their magic tricks.

*Yes, come come, and watch the world as you know it shatter into a world of wonders beyond your wildest imagination*

**HEMTAN**

*Yes, come' err' and see the world shatter, more than I can' you can imagine'*

**FIRKA**

## The Temple of the People

There is a rather inconspicuous Thrakon temple close to the Observatory that serves as the place of worship for the majority of the people living in The Fields. The fanatic priest Asura leading this temple does not accept the authority of Oendhen. In her mind the archpriestess is a puppet for the wealthy Bastionites, and her project of building the largest Thrakon well in the world is only for her own vanity. Many of the inhabitants of The Fields come here to hear the preachings of Asura and she has quite a hold on them. The governor is very troubled by this development and has called her up to the palace several times. But each time she has refused, saying that if the Noble Lord Baron Governor wishes to speak to her he can come down to the field and see her at the temple. Use the stats from the Windheim Companion: priestess/priest

Worshippers come here not only for Asura's sermons, but also to gain the favor of Thrakon by praying in one of the six alcoves of the temple. Outside in the small courtyard, there is

a small Thrakon well for people to sacrifice into, many who come here give more than a tithe, some even as much as a fifth. The temple has taken over the whole block of houses around the small courtyard since Asura needs a lot of people to keep everything running smoothly.

*Thrakon loves ALL Bastionites equally, and to gain his love, you must love him above all others!*

**ASURA**

## The Granaries

Two big granaries in the center of the district hold the stocks of grain that the authorities store for years when the crops yield less, and one close to the south gate holds a reserve of dried and smoked meats. The overseers make sure to keep track of every single grain that goes in or out and have meticulously well kept books on the contents of the three granaries. They are easy to recognize when they pass by on the streets of Foamsvale with their shaved heads and tattooed fingers.

## The Garrison and the Prison

The barracks lie in the southernmost corner along the wall, by the South Gate, they house most of the town guard and also have an armory, stables and prison cells. With the influx of unsavory individuals coming here from the mainland of late, the governor recently issued a decree stating that soldiers serving in the three baronies could spend their last years of service in the Foamsvale garrison. This was not at all to the liking of the barons who all lost some of their best veterans because of this. But the garrison was suddenly bolstered with over a hundred sturdy fighters who were looking forward to ending their time in the army with some leisurely patrolling of the streets, and maybe inspecting the inside of some of the inns in town.

There is a bit of friction between the original town guards and these newcomers from the countryside, it has yet to come to any blows but the tension is palpable if two groups meet on the streets outside the garrison. The old guards think that the veterans are only here to drink and hang loose, and feel that they are set with most of the difficult tasks. The two groups are easy to distinguish as the new veteran recruits have pale gray tabards instead of the blue ones usually worn by the town guards. Both display the golden star of house Goldhenstaarh though. From their tabards the two factions are now called "bluecloaks" and "graycloakes". Use the stats from the core rulebook: Guard, but bump the veterans up a bit in damage bonus and weapon skills.



## The Shadow Inn

Run by innkeeper Goli, a man in his forties with long dark hair kept in a thick braid, the “Shadow Inn” is a popular place. He runs it together with his two younger brothers who both are slightly smaller copies of him. Despite its dark name (which it has from most of the day being shaded by the town’s huge granaries) it is a very clean and nice inn. A Myhl singer, Adheas, is often here plucking on a harp and singing lewd songs, both in his own tongue and in Bastionian, to everyone’s great delight.

The inn is small, the main building consisting of only one common room, with a small stable in a back building and two sleeping dormitories in another. But the red ale served here is one of the best in town, the brothers brew it themselves in the cellar. And the food is decent enough, the speciality being a rabbit stew.

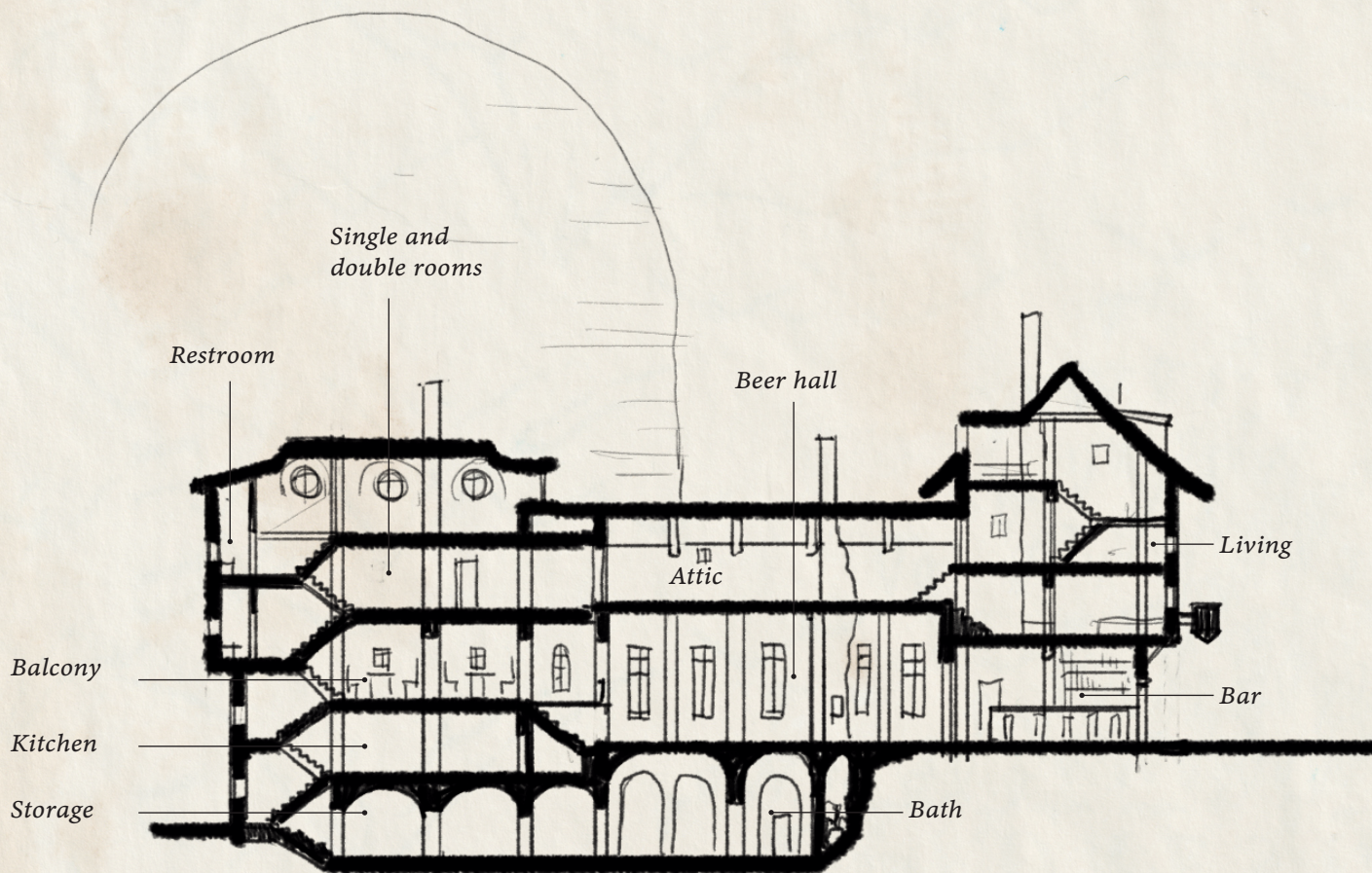
*Best damn ale on the island, I swears it!*

GOLI

## RANDOM EVENTS IN THE FIELDS

### T6 Event

- |   |   |
|---|---|
| 1 | Someone is climbing the Princess’ tower     |
| 2 | Fire in the granary                         |
| 3 | Asura’s followers get violent               |
| 4 | Scuffle between a bluecloak and a greycloak |
| 5 | A public flogging outside the garrison      |
| 6 | Carnival outside the Shadow Inn             |





# THE CATACOMBS

When the town was first founded and the sewers constructed, the first Governor of Windheim Undin Goldenstaahr secretly asked the dwarves to also build underground tombs for her and her descendants. These are the hidden catacombs of Foamsvale to which there are only five entrances. One is, of course, from the palace. Behind the bed in the private chambers of the Governor there is a hidden door leading into a broad staircase descending down into the main hall of the crypts.

Another is from the Dwarven embassy, the Thym Zûr builders thought it might come in handy someday. The entrance to this one is hidden under the big chair at the head of the main dining room table reserved for the ambassador.

A third is through the sewers, close to the outlet into Foamsvale bay. Just 80 meters in through the barred opening, robbers have cracked open the stone wall to the right and found a way into the graves.

A fourth is from behind a tapestry in the Steaming Kettle where a spiral staircase hidden behind a bookcase leads down into a small chamber (see the adventure seed River's Heart). The chamber was originally built a hundred years ago by the Governor at the time who had an affair with the proprietor of the inn and was their secret place to meet.

The fifth and last one was recently made by smugglers who needed a safe place to stash their wares. When they were digging a crude tunnel from their house in the Slopes they accidentally came upon a yet unused chamber of the crypts.

A detailed map of the Catacombs will come in Horn of the Dawn part 2, but for now it might be good to know that they lie underneath most of the Inner Town. In the center there is a large chamber where the ashes of the rulers of Foamsvale are kept, and then three corridors go out in three different directions, like spokes of a wheel. Here the ashes of the other Goldenstaahrs who were not barons are kept in urns placed in small alcoves in the wall.

## THE MISSING HEIRLOOM


The party meets Gazûnhazar, a sad young Thym Zûr dwarf in the town of Foamsvale. He used to own an ancient heirloom of his clan (half of a small orb, decorated in dwarven runes and made from an unknown metal) and was looking for the other half to impress the family of his love interest back home.

The other half is rumoured to have been found but recently lost again in an old catacomb down under the city and there are only a few clues leading to some old dwarven sites here. Since the young dwarf is no adventurer, he tries to hire the party to bring back the missing part. The dangers of the catacomb is not the only risk though. Some other adventurers he tried to hire yesterday stole his half and are now seeking the other one for themselves. If the party could retrieve both parts, they would get some powerful allies from the dwarf's new family and the promised reward on top of that (gold or a dwarven smithed weapon/armour).

*Aedeas, The Bard*







*Dear adventurers*

*We are immensely grateful for your support during our Kickstarter campaign. We are now finished with a draft of the chapter on Foamsvale, the biggest town on Windheim and would like to share it with you as a sort of alpha version of the Windheim Companion.*

*Why are we sharing this chapter with you? Well, first and foremost we know that many of you are excited to start adventuring on Windheim, and since the campaign the Horn of the Dawn starts in Foamsvale it might be nice to start with some city adventures while you wait.*

*Why not try out one of the four adventure seeds written by some of our guest writers that takes place in the town? A game master can also easily create scenes with the near innumerable NPCs (some created by our backers at Baron level) that are described in brief. We believe and hope that adventuring in the city of Foamsvale will give you many good rpg memories.*

*Since Eshfera/Windheim is such a rich world with much history and many new cultures more info on all this will of course come in the Windheim Companion, but are missing here in this text. We are certain though that enough information is given on the worship of Thrakon, the dwarves of Thym Zûr's relationship with the Bastionites etc to get going.*

*We are also releasing the alfa to give you a glimpse of what's to come, in what manner we are planning to organize the Windheim Companion, and we are more than happy to hear from you about what you think of it.*

*The text is looked over thoroughly, and has been proofread by a professional, but we might have missed an error or two here and there. If so please send us a message on Kickstarter or email us at [nordicskalds@gmail.com](mailto:nordicskalds@gmail.com).*

*Our time frame at the moment is to be finished with the beta version of both the Windheim Companion and Horn of the Dawn part 1 in December and as soon as these are finished we will send these to you as well.*

*Happy gaming*

*Nordic Skalds*