

OUTPOST  
REPORT:  
ELMHEARTH



# **Wanderers Report: Outpost Elmhearth**

A survey of the outpost and its key components.

by Garric Lashoul



# Elmhearth

Statistics: Crime 1; Danger 4; Economy 2; Law 3; Knowledge 6; Magic 6  
(Highest Stat is 10, lowest 1)

**Size:** Hamlet

**Level:** 1

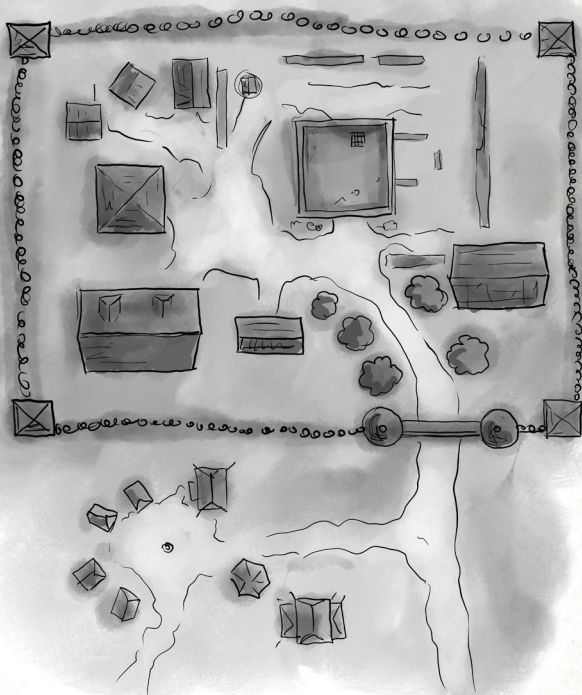
**Government:** Democratic Co-op / Refugee Camp

**Economic System:** Co-op Capitalist

**Population:** 30 (Diversity: 90% Teran, 4% Dworv, 4% Faun)

**Leader:** Helfen (Wanderer)

Current Date: 5709



# Settlement History

Elmhearth was one of the many towers Uthgard erected in the last age to protect against the many strange creatures and demons that emerged from the Swordspyne Mountains. It was abandoned for hundreds of years and fell into great disrepair. On one of Helfen's last expeditions, he found the place and decided that he wanted to "retire" to this remote location. Even in "retirement," he was still very active with the Wanderers, with Elmhearth becoming a safe house for the guild.

## Recent History

After the city of Kowal fell to martial law by the Red Guard in 5704, many people fled the city. The Wanderers became wanted criminals, so they and many others headed to Elmhearth. There, a small sanctuary was established, a camp for those displaced by the Red Guard's tyranny.

After the fall of the Red Guard and the return of Uthgard in 5707, refugees have continued to come to Elmhearth, though the supplies and shelter are sparse. Most of those who come are those who would be unwelcome in Uthgard; heretic mages, dissidents, and ronin warriors.

Helfen and Martyn have decided on two things. The Wanderers need a stronghold out of reach of the city and a road to the west. They have assigned Garric to supervise expeditions to find both in the untamed Swordspyne Mountains to the west.

# Prominent People of Elmhearth

## Wanderers

### Leadership

#### Helfen

Helfen is a large joyful man who enjoys an ale and a joke more than running the settlement, but he is known for being fair and wanting the best for the villagers.



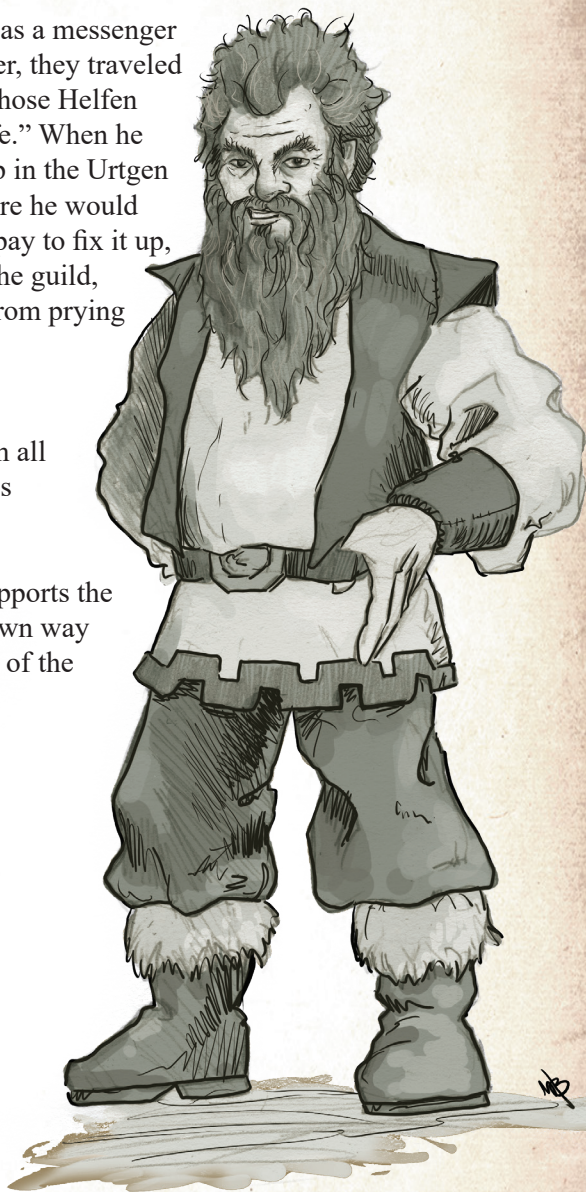
## History

Helfen was sixteen when the Return Wars came to Kowal. The ghuls had started attacking caravans out of the city, as well as some of the settlements closer to old forests. He joined up with the Kowal Regulars and fought for 3 years. He gained a healthy disgust to many of the strange creatures who lurked in the shadows, but he held the ghuls in the most disgust. Their bloodlust and love of violence, as well as the torment they brought to Kowalians left Helfen loathing the despicable things.

After the War, he met Martyn as a messenger for the Wanderers, and together, they traveled far and wide on adventures. Those Helfen always pined for the “quiet life.” When he found the old tower ruins deep in the Urtgen Woods, he knew this was where he would settle. The Wanderers helped pay to fix it up, and it became an outpost for the guild, outside of the city and away from prying eyes.

## What He Wants

While he wanted to retire from all this political business, Kowal’s reintegration into the Uthgard kingdom has brought up old prejudices, and he strongly supports the right of citizens to find their own way away from the strict oversight of the new government.



## Martyn

Martyn is rarely in the village, as he is often off on some task for the betterment of the city and its people. He is a medium-sized man with a crooked and contagious smile and a joyful brown eye, having lost the other in “a fight with a dangerous but beautiful demon.”

### History

Martyn doesn't talk much about his past. He just says his parents couldn't contain a child as wild as him, and the only thing that could was the open road. He has been a part of the Wanderers since he was 14, and while a few old wounds have slowed him down, his heart is still strong, and his love for Kowal and the guild is stronger than ever (though the same can't be said of the Duke and the larger kingdom we are now a part of).



### What He Wants

While he has many goals for the city, the one he has imparted to us is to build a road west to the kingdom of Norhan. A concealed road that refugees can safely take to a more stable and welcoming kingdom. He also has a desire to find a secure location in the mountains to become a far remote stronghold for the Wanderers.

## Garric Loshuul (foreman)

I was born in Kowal, a child of two parents who did not want or need another child. I will not delve deeper into this misery other than saying that I was glad it pushed me away from a small minded family into the family of the Wanderers. My parents were happy enough to have one less mouth to feed, and Martyn was happy to have a young apprentice he could train. I spent time on the road enough to learn the ways of it, but I was always more attracted to the management and running of guild affairs in the city. Now, I want to help complete this road for the guild and create a way for those who wish to be free of the Kingdom to find a better life in the West.





## Other Members

### Iaross

Iaross is a Uthgardian woman who joined the Wanderers just four years ago. She had been a mage in the Ministry who was shipped off to fight in the recent Giant Wars. She was crippled by a boulder which crushed her legs and her spine. She was able to heal herself enough to stave off death, but her spine did not heal correctly, leaving her unable to walk.

She lives with Gylas, her library taking up about as much as his alchemy tables in the Cauldron shop. She is always excited to help those who are out adventuring, lending her extensive knowledge and tomes to those who seek her help.

### Ferric Watoss (Trader)

Ferric was the Quartermaster for the Wanderers Guild in Kowal, and fell into that role here in the village. As we grew, the need for a general store meant the Wanderer's storehouse became The Storehouse, our general store. Ferric is fair, and pays market value for items, but he does enjoy a good profit and has been known to write up loans with those who may not have the coin to pay outright for goods.



### Roga

Roga is also an ex-adventurer and is the current owner of the Firelight Tavern. She is a short, stout woman with greying red hair cut short. Her animal companion is a small monkey-like creature called a kiri. She is known for her corn and potato stew and tries to keep the menu as affordable as possible.



# Supplies and Tradesmen

## Gylas (Alchemist)

Gylas is not part of the Wanderers, but he is fiercely loyal to them. He is a Losvari elf, who found himself back in the lands of Atheles at the young age of eight. He was captured by the Red Guard and was long interrogated and imprisoned. When he was found to have no useful information, he was sent to the iron mines. There he showed an aptitude for chemistry, helping formulate and build black rock explosives that allowed the mines to dig deeper than ever. When the Red Guard was destroyed in 5706, he escaped and found his way to the Elmhearth. Helfen welcomed him to the community.

His alchemical creations helped the village mine stone more quickly, and he built the Cauldron. It serves as both a shop for any villagers in need, but also as the source for any alchemical needs the Wanderers need.



## Feena and Foel (Smiths)

Feena came to Elmhearth six months ago. She had feared being conscripted into the Uthgard army for the current war with Tiren. She has set up a small forge in a large canvas tent. She hopes to build a shop here in Elmhearth. Her son, Foel, is gifted in smithing, and can craft any mastercraft weapon or armor if the materials are provided.





# The Road Crew

## Dirt Digger

The Dirt Digger is the wagon that has been cobbled together to build the road through the Swordspynes. It is the office, home, and tool shed for the Road Crew, those who have taken the hard task of building the road through the lands charted by the exploration crews.



## Stubbs

Stubbs is a “rescued” kuddu, a large creature often used as a beast of burden. Stubbs is large even for his species, but he has a gentle demeanor with the road crew. He got his name because his tusks and horns were ground down to make him less dangerous in the eyes of his old masters, the Mining Guild of Uthgard. Dash and crew do not seem to have a single story on how they “rescued” the gentle giant, but one thing is for sure, the crew loves Stubbs, and he loves them back.

## Dash

A teran male of large stature and slow pace, Dash is the head of the Road Crew. He was trained by engineers in Kowal, but he left the engineer corps when Uthgard took over the city. He is not fast with anything, in fact, he believes that the old adage, “measure twice, cut once” seems a little too hasty. But when he builds something, it is built to last centuries.

### **Shovel**

Shovel is an odd fellow. He has a checkered past that he tends to avoid talking about. He is a loyal part of the crew, and puts in extra at any tasks he is assigned.



### **Lagah**

Lagah is a dwarven priestess. She is the group's medic, but is also good at surveying. She and Dash are often inseparable.



### **Tink**

An elfling who returned from the In-between without her tribe, Tink is a great scout and lookout for the crew. She is generally quiet, until she gets a few drinks in her, and then her bawdy elfling songs make even Shovel blush.

### **Karlow**

A large, burly Teran man, Karlow is the newest of the crew. He is fun and often breaks into loud bouts of laughter, often mistaking others bland statements as jokes. When it comes to the rough jobs the road crew has, Karlow never backs down from a challenge.





## Notable Locations

### In Elmhearth

#### 1. The Tower

The tower is the hamlet's headquarters for the Wanderer's Guild, as well as the town hall, though Helfen doesn't find this to his liking. He has a big heart and wants to help all those in need, but there is a small part of him that misses the old quiet of the place.

It was in complete ruins when he arrived and has slowly built into quite a secure keep.

#### 2. The Firelight Tavern

Back when this was just a small wilderness outpost for the Wanderers, there was a large firepit with some platforms for tents. When other adventurers visited, this is where they gathered for the night, to share food and drink. As Elmhearth has grown, that old camp was built into the Firelight Tavern. Roga, a female dworv who used to travel with Helfen and Martyn, built the tavern.

### **3. The Cauldron**

An alchemical store that is Gylas' home and shop, he provides the healing salves, poultices, and medicine for the settlement. His prices are a little steep, but that is because ingredients are scarce. Iaross has also taken up residence with Gylas, and she sells some minor magical items to pay for her lodging.

### **4. Mother and Son Steelworks**

The name that Feena has given her small tent-based smithy. She hopes to build a permanent shop soon in the village.

### **5. The Storehouse**

Once just a storehouse for the outpost, this has turned into a full general store. Ferric keeps it tidy and as well-stocked as he can. Lately, it has started to fill with various odds and ends as explorers have brought back strange things from the wilds in the Sworspynes.

## **Nearby**

### **Urtgen Forest**

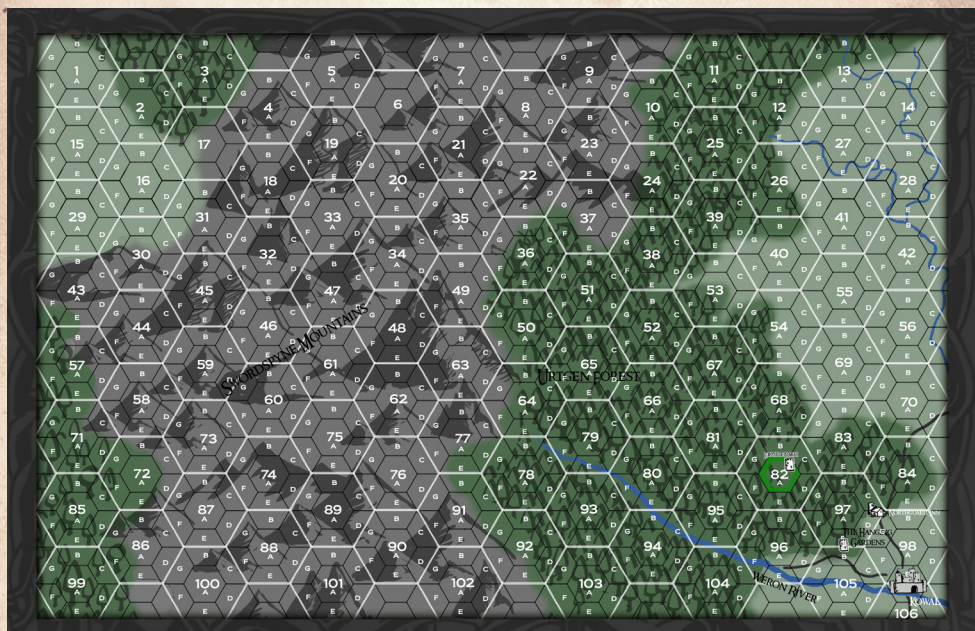
The Urtgen Forest is a massive old-growth forest that stretches from the borders of Kowal to the peaks of the Swordspyne Mountains. In the lower altitudes, it is dominated by gray oak trees, while the higher elevations are covered in an assortment of tall evergreens. It has a long history, with many ruins of old elven and eldar settlements.

### **Swordspyne Mountains**

The Swordspyne Mountains tower in the West, and their high peaks and craggy rock cliffs make it very difficult to traverse the terrain. It is said the mountains were created by the gods when they left Uteria, a blast of enormous power making a crater that filled to become the Ostiana Ocean. The land rippled, creating a giant wave. The wave slowed as it traveled through the land, finally stopping and becoming the Swordspyne Mountains.

These towering mountains divide the lands of Atheles in half, their snowy peaks and deep valleys holding mysteries and lost ruins.







# ADVENTURERS WANTED



THE WANDERERS GUILD NEEDS EXPLORERS,  
ADVENTURERS, CARTOGRAPHERS, AND SURVEYORS  
TO EXPLORE THE SWORDSPYNE MOUNTAINS TO BUILD  
A ROAD WEST.

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