

EREB ALTOR

THE MASTER OF MURKINESS

At midwinter, the goblins of Dor's Dam gather for a huge party to celebrate the longest night of the year and the rule of darkness over Altor. They light a large bonfire and dance in wild joy. This celebration is called Murkmass, or Ur-bolk in Yggoth. The goblins are wild and dangerous on this night, and the people in the village bolt both windows and doors, and block the chimneys.

THE OLD WRIGHT – BASHBAT UUL

An old and fat goblin carrying a cane, a brass magnifying glass in one eye, and an elegant caftan of Krunian silk. He is a cunning and cautious man, eccentric and headstrong, but with a god-given insight into mechanics and woodworking. Although many see him as a political powerbroker in the village, he is primarily interested in his craft and eccentric interests.

MOV: 8 **DB:** – **HP:** 8 **WP:** 18

SKILLS: Crafting 18, Evade 12, Awareness 13, Bartering 16, Myths & Legends 17

ABILITIES: Master Carpenter, Nightfolk

EQUIPMENT: Dagger with beautifully carved handle (FV 12, damage T8), tools, and a couple of small mechanical toys.

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A SUPPLEMENT FOR
DRAGONBANE

MURKMASS

Throughout the year, the goblins of Dor's Dam collect sticks, logs and rubbish for the longest night of the year. The wood is piled on Black hill, a bare rock behind the dam. When Murkmass night comes around, everyone competes to throw as much as possible on the fire. The bonfire gets bigger and bigger every year. Once the goblins begin their dance around the fire, they throw aside any inhibitions and turn into howling savages and violent menaces to society.



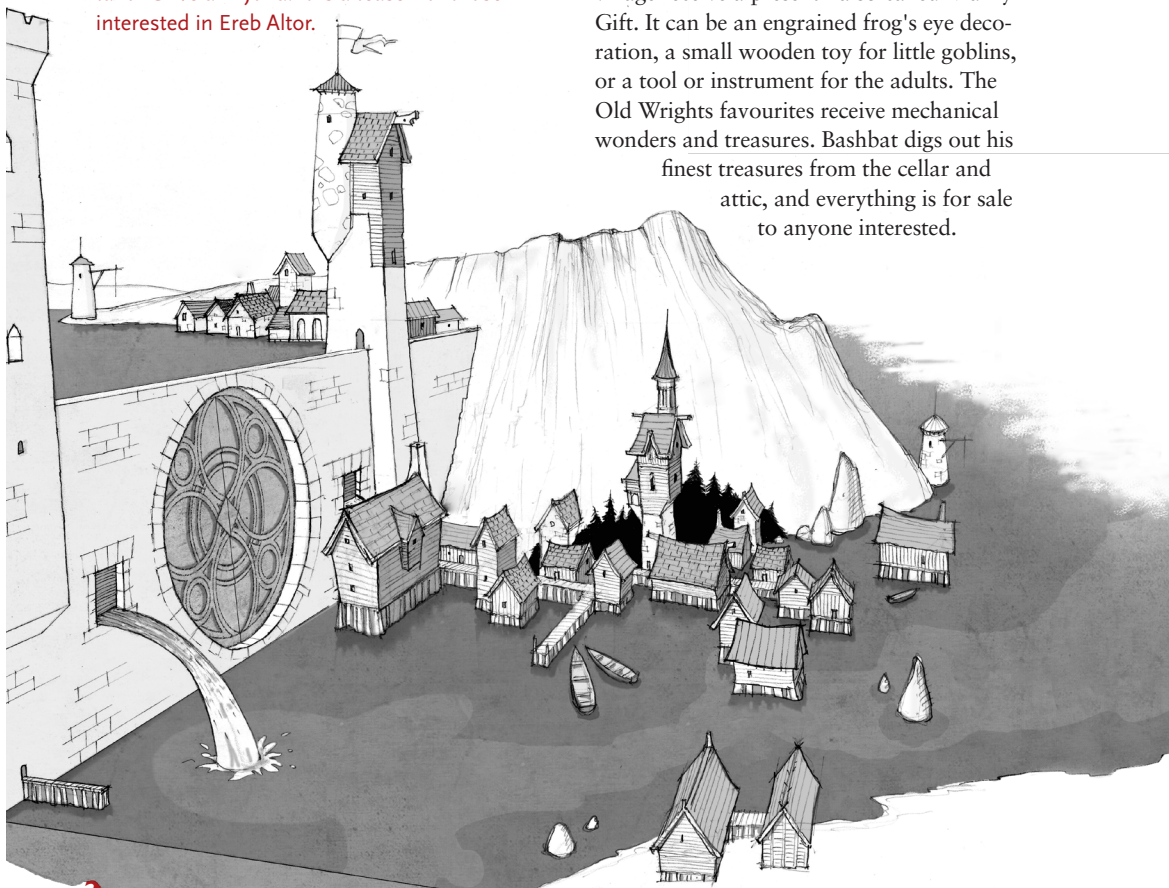
THE ADVENTURE SITE

This is a teaser for the setting *Ereb Altor*, the original *Dragonbane* setting released under third party license by Helmgast AB. Dor's Dam is a small settlement along the river Halkyon south of the old imperial capital of Grivela in Joria. It is a teaser for those interested in *Ereb Altor*.

Carpentry tower

On the morning after the celebration, tired and hungover goblins gather at Carpentry tower, which is decorated with frog's root and poison yew in honor of the holiday. They bang on pots and pans, and won't leave until they are allowed into the warmth for fermented perc liver and root whiskey.

The Old Wright has developed the spectacle into a tradition. It gives him an opportunity to show off his influence and strengthen his position as a lynchpin among the goblins of Dor's Dam. All his finest mastercraft miracles are brought out, and the shop is filled with waving mechanical dolls with grinning painted faces, music boxes jingle, small flying brass objects buzz in the air, knee fiddles play and exquisite little sculptures blow trumpets. All goblins in the village receive a present - a so-called Murky Gift. It can be an engrained frog's eye decoration, a small wooden toy for little goblins, or a tool or instrument for the adults. The Old Wrights favourites receive mechanical wonders and treasures. Bashbat digs out his finest treasures from the cellar and attic, and everything is for sale to anyone interested.



ADVENTURE HOOK

The Lost Gifts

Disaster! Several of the Old Wrights finest gifts have disappeared and Murkmass is already in full swing! Roll T6 random gifts from the table below. Can the characters find them in time? Angry goblins begin to lay siege to Carpentry tower in the morning if they haven't received their gifts. The Old Wright asks the characters for help. He can offer 30 silver, gratitude, and a randomly selected gift. But who is really responsible:

- » The Old Wright's surly old uncle, Gramp-bosh, who worships the sun god Utu and detests Murkmass. Could he have hidden the gifts to ruin the celebration? He lives in a lonely hut on a mountaintop outside Dor's Dam.
- » The poorest and most miserable of the Goblins, led by the frog hunter Grua, have long grumbled that they always get the plainest gifts. Have they taken the law into their own hands? They celebrate their own Murkmass under the docks of the harbor, where they fight, drink and wreak havoc.
- » One of the mechanical dolls has awakened to life and escaped with his fellow toys. They head down the river Halkyon on a stolen river barge.

At night, it is dangerous to move through Dor's Dam. Small groups of 2T6 drunk and vicious goblins move through the settlement. They see anyone who is not a goblin as a legitimate target. They are armed with axes.

Son of Darkness

Rumors abound about an unnatural creature taking shape on the crest of Black Hill. It is hidden from view by scaffolding and canvas, but seems to resemble a gigantic humanoid. Is this an effigy that the nightkin have erected to their gods of darkness? Or a wooden titan ready to lay siege to the city. The characters are hired to explore.

Getting to Black Hill is more difficult than you might think - only a few paths lead up to the crest, and they are all guarded zealously by the Old Wrights henchmen. However, these quickly flee if there is a fight, but not without sounding the alarm in small bark bugles. If the PCs get to the crest, they will see a huge wooden statue, with a head, arms and legs, filled with sticks, straw and wood. Its limbs seem to be controlled by wires and wooden gears.

If the PCs ask around among the goblins, it is soon revealed that the nightkin are as ignorant as the humans. The goblins know that it is the Old Wrights secret, and that everything will be revealed at Murkmass.

If the PCs press the Old Wright and his closest associates, he insists that it is only a harmless gift for the goblins of Dor's Dam, and for that matter their own business.

If the PCs attack goblins, or sabotage the giant figure, there will be repercussions. Although the Old Wright belongs to the oppressed nightkin, he is an established part of Dor's dam, and has rights he can insist on.

In the Old Wright's writing chamber, and at the top of the tower, you can find the blueprint for the giant. It describes the "Son of Darkness", a huge doll giant made of sticks and wicker, that is activated mechanically by burning the flammable chippings inside. As it burns up, it plays the notes of the ancient goblin march on a built-in wind instrument.

What really happens at Murkmass is up to the GM. Maybe it will just be a spectacular but harmless display of the Old Wright's genius. Perhaps the "Son of Darkness" is in fact a monster puppet made of wood and wires that is brought to life by the heat of the fire. Perhaps the doll is actually a sacrificial pyre to Yg, the cruel goblin god of darkness who demands human sacrifice - and why not the PCs?

THE OLD WRIGHTS PRESENTS

T66	PRESENT	COST
11	A mechanical bat made of wood and leather that can flap its wings and fly a few dozen meters if you pull up a feather	79 silver
12	A maple flute with a grotesque orc face on it that provides a boon to Performance when played.	160 silver
13	A copper oak clockwork that keeps time to the twelfth of an hour.	260 silver
14	A lacquered cherry wood music box with two dancing figures - a woman and a pike holding hands and fins.	180 silver
15	A wooden sword in hardened copper oak, hard as metal. See short sword in Dragonbane: Rulebook.	160 silver
16	Goblin mask. A mask made of hill cedar in the shape of a goblin face. Can be used for disguise.	50 silver
21	Brass magnifying glass. Boon on rolls for Spot hidden that require you to examine details.	350 silver
22	Darkness binoculars. A troll eye lies sloshing in some yellowish liquid inside the lens of a large tube binoculars. Through the binoculars you can see in the dark at a distance of between ten and fifty meters, as clearly as if it were daytime. The effect does not work within 10 meters, and the eye will turn to stone if it is hit by sunlight	800 silver
23	Brimstone clock. A wind-up mechanism shaped like a dragon made of polished aspen. Ignites a flame when an hour has struck.	80 silver
24	Alarm doll. A small musician doll made of silver pine and copper. Winds up and begins to loudly clatter with its instruments when the time is up.	70 silver
25	Singing doll. A large toy doll beautifully painted as a girl with uncomfortably staring eyes. Can be wound up and sing a verse from "The Maelstrom and the Drowned sailor"	160 silver
26	Wooden manservant. A full-size wooden doll in dark winteralder. Can be wound up with a heavy crank, and can then be activated to take a few staggering steps, bow stiffly and pour tea that spills over the edges.	400 silver
31	Mechanical bird made of shining brass and bone. Can be wound up and then lays small eggs in thin copper. Then eats them and is ready to lay new ones.	160 silver
32	Walking stick made of golden birch. If you detach the handle, the stick can be loaded with a small arrow that shoots silently up to twenty meters away. It does no damage, but can be poisoned.	80 silver
33	Box with maple compartment. The compartment holds a letter, a ring or other small item, and is only discovered by making a dragon's blow with Spot hidden. Extremely beautiful.	50 silver

34	Oak box with gas container. The container blows its contents into the face of anyone who opens the box without a key.	140 silver
35	Marionette puppet with scissors and sewing needle. Polished blackberry wood. With dexterity, you can bring it to such life that you can release the strings and let it dance a final dramatic dance of death without being controlled.	70 silver
36	Lanterna magica. A beautiful lantern made of oxwood, rigged with mirrors and stained glass windows of terrifying monsters that it can project onto a wall. With a crank, the monsters can be set in motion, which can be used to scare SLPs. In such cases, it gives advantage on strikes against Persuade or Bluffing depending on the situation.	50 silver
41	GOOD QUALITY KNEE FIDDLE. WAXED WALNUT. BOON TO PERSUADE IF THE KNEE FIDDLE IS USED WHILE YOU ARE SPEAKING.	250 silver
42	Wooden hand made out of rowan and what appear to be real nails. A key on the back of the hand can be turned up and then the hand writes out text dictated to it.	165 silver
43	Beautifully carved false teeth in hardened ash.	20 silver
44	Shurg. Exquisitely crafted club of a type used for equestrian sports in eastern Ereb Altor. Boon to brawl when using it.	50 silver
45	Beautiful wooden helmet with horsehair plume. Stats as an open helmet, but without bane to Spot hidden.	350 silver
46	Sparkling arrows. Bow arrows that emit a loud beep when fired, and are accompanied by a tail of crackling sparks. The next shot fired ignores the effects of darkness.	40 silver
51	Chest with an ornamented lock in four different types of wood. To unlock, roll a Dragon against Sleight of hand.	4 silver/ piece
52	Tobacco pipe made of a, shaped like a grinning demon skull.	18 silver
53	Large reed harp, tastefully crafted in maple and rosewood. The back has a hidden hatch (disadvantage on hits vs. finding hidden items) that can hold small weapons or objects.	190 silver
54	Soup ladle, made from the heartwood of the poisonous spider pine. Food served with the ladle is considered a deadly poison with a poison strength of 10.	120 silver
55	Cabinet backpack with many small drawers and maple compartments. Keeps glass and other delicate small items safe during transport. Sits comfortably on the back.	30 silver
56	Birdhouse. Slightly crooked and prickly. Made by the Old Wright's grandson.	1 silver

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| 61 | Excellent carpentry tools that provide a boon to rolls for Crafting when working with wood. | 120 silver |
| 62 | Boardgame in 48 different varnished and waxed woods. The game pieces can all be turned up with small cranks, which brings the game experience to life by making the pieces move their arms and limbs. Anyone playing on the board for the first time must roll for WIL to avoid become Dazed by excitement. | 310 silver |
| 63 | Elegant butter knife. For those who want that little extra at the breakfast table. | 5 silver |
| 64 | Xylophone made of Nargurian rosewood. A large and heavy piece, but extremely skillfully constructed. Gives an advantage in Performance. The xylophone requires two hands, must be put down before play, and it is impossible to move while playing. | 290 silver |
| 65 | Elegant crossbow made of hardened balsa wood. Game values as for a light crossbow but only requires STR 3.. | 900 silver |
| 66 | Cabinet of curiosities full of legendary ingredients. Each compartment is illustrated with a scene from a classic chronicle or myth, with an associated ingredient. With a successful hit against Myths & Legends the character finds a specific ingredient they are looking for that is worth under 45 silver. | 420 silver |

