

ARCHAIC REALM MODULE 1.0

THE MINES OF SHELOWAY

Population (about 600)
Humans (~450)
Halflings (~90)
Manals (~25)
Gramals (~20)
Dwarfs (15)

Overview

Shelloway is a primarily agricultural town that is about 40 miles south of the city of Servin.

Most of its inhabitants are human, but there is a significant minority of halflings, manals and gramals. The dwarfs living here were brought in to help with mining operations to the east.

The town is controlled by Lord Shelloway, a 3rd generation baron. Shelloway is fairly popular because he has shared a (small) amount of the windfall wealth that has been gained by the discovery of a rich copper deposit nearby.

Economy

Most of the economy is from farming and herding. The land is fairly flat and fertile. Crop and pasture lands extend for over a mile and Shelloway has maintained a sizeable orchard of apples and plums.

A rich deposit of copper was discovered about 3 miles east of town and a group of dwarves were brought in to help set up and run a mining operation. The dwarfs brought with them their own manal laborers to begin a pit mine.

Lord Shelloway has profited greatly from the copper and has shared a bit of the wealth to all in his town. The net result was an immediate boost in popularity and trade.

Shops and tradesmen were attracted to the town and now most needs are covered by internal production. The town boasts 4 large inns that cater to travelers and traders.

A market fair is held once a month with the one following harvest being by far the largest.

Main exports are copper ingots, flour, livestock, alcoholic beverages and dried fruits.

Notable Products

Shelloway has a very good brewery that produces Shelloway Ale (amber), hard cider and plum wine.

Political Alignment

Shelloway has immediate allegiance to Lord Dalt of Servin. Servin provides protection in return for taxes. Shelloway has been a loyal vassal and enjoys preferred status with Servin and Dalt.

The War

The war against the invaders from the western lands have called Lord Shelloway and most of his forces away to fight. He left a small contingent to protect the town and to keep order.

Current Military Strength

A few select members of the town, mostly business owners, have been appointed as ad hoc leaders of the local militia. The militia is mostly farmers and largely untrained and ill-equipped. However, they will fight to protect their homes and families if need be.

Shelloway failed to leave orders on protecting the mine, as he believed that to be the responsibility of the dwarf mining company.

The Mining Company

Shelloway contracted the *Dorgas Mining Concern* through **Guild of Miners and Smelters** to handle mining operations.

Dorgas, the mine leader, responsibly contracted the actual digging to **Holy Order of Excavators and Ditch Diggers** who sent the *Gungason and Sons (and 1 Daughter) Earthmoving Company*.

According to guild rules, they are not responsible for protection of the mine (that is usually contracted by the **Alliance of Stalwart Protectors (mining and canals division)**).

Alternately, a ruler in good standing may use his own guard force as long as he pays the 15% stipend to the guild, collected monthly. This is significantly cheaper and thus, favored method. A consequence of this is that the guild maintains a small membership but still collects the stipend, making it one of the most profitable guilds in the land.

A Discovery at the Mine

About 2 months ago, a reinforced, oaken door was discovered in the mine pit, near the surface of the north wall. The company dug out the door and broke it open. Behind the door was found a small cave system, the walls somewhat finished by tools.

When exploring the cave system, the company found the goblins. Oddly, the goblins were frozen in place. From their poses, it appeared they were frozen while charging some (then unseen) enemy.

Further investigation showed food still apparently fresh on the table, and even a heatless, motionless fire in the hearth. A destroyed chest was found inside, already cleaned out.

After a short while, the company left the caves after a few dwarfs reported that they were feeling "heavy".

The dwarfs collapsed the stone above the doorway, sealing the goblins inside.

Unbeknownst to them, they destroyed the rune that was powering the spell keeping the goblin lair frozen in time.

Problems at the Mine

Soon afterwards, the company noticed the caved-in entrance had been partially opened up.

Goblins attacked the company. The battle was short, but fierce. Most of the goblins (from what they counted during the cave exploration) were killed, but several of the company also were killed or wounded.

Sending for Help

The company decided they did not want to take on the goblins again, but rather called upon the **Alliance of Stalwart Protectors (mining and canals division)** for help.

The guild, as usual, was short-handed, and the threat level seemed low, so they hired a group of newcomers (The Characters).

The mission was to travel from Servin to Teray, a city several days away on foot to post leaflets and see if they could drum up any business. Since the mission did not actually specify any risk, the pay would only be food, lodging and a small wage.

The Characters are also given 'permission' to take on any jobs they may find along the way, which they would receive standard pay.

After a couple days of boring, but easy travel, they come across the town of Shelloway.