

## **Dondril Dialogue**

### **Greetings – disposition > 80**

What brings you to Dondril, sera?

Dondril harvests the bounty of our lord's Garden, sera, but it doesn't have much to offer travelers.

Saints bless you on your path through the Thirr River Valley, sera.

### **Greetings**

What do you want in our village, outlander?

Be on your way, outlander. You'll gain nothing from dawdling in Dondril.

Folk in Dondril don't have time to carry on with nosy foreigners. Keep out of our way.

### **Dondril**

Our village rests in the western foothills of the Thirr River Valley. We grow our crops -- mostly corkbulb and meadow rye -- on communal plots and keep to ourselves. We toil in the fields and drive the slaves our lord provides us for labor.

### **Local area**

The northward road will take you to a large Imperial clanstead. Go east and you'll find yourself in the arid pumice coastlands of the Sundered Scar. Taking the southern route will bring you to the township of Vhul and beyond that Roa Dyr, the estate of our lord. To the west lies Felms Ithul, a Velk herding farmstead.

### **Latest rumors**

Feral Velks have been making a mess of the fields around Dondril. Most figure they must have escaped from the Felms Ithul paddock west of here. Wild Velk are usually too skittish to come close to settlements, you see. We've driven them away a number of times, but they keep sneaking back to nibble on our crops.

A local peasant saw a pair of Orcs heading towards Hadrumnibibi. No one but cultists or conjurers would ever visit that evil place. The hetman is looking to ask our lord's guards to burn them out. In the meantime, the witch hunter Galor Sothro might scout the old shrine out himself.

### **Little advice**

Looking for a route into the east, outlander? You'd best avoid taking the direct road east of here into the Sundered Scar. I've heard travelers say that once you reach Id Vnas, there's only a rough network of footpaths leading into the mires.

A Temple infirmary to the northwest acts as a refuge for the sick and injured. Look for a Velothi tower in the wilderness close to the Bani-dad Caldera if you need healing.

### **Little secret**

All sorts of peasant farming communities like Dondril dot the east bank of the Thirr River.

Many outlanders come passing through Dondril grumbling about being swindled by the Syvvit Tong in Vhul, a village to the southwest. No one pays much attention to them. Foreigners talk too much.

### **Roa Dyr**

That's our lord's estate. Indoril Draler Ilvi holds sway over these parts. He is our benevolent lord and adjudicator of Tribunal law. We pay a tithe to him for the right to grow crops on his land.

### **Services**

You can sometimes find local craftsmer bartering wares in the village center. If you can't get ahold of what you want there, take the road south to Vhul. Its local tong has plenty of goods on hand. Of course, an outlander like you would probably be better off heading north to the Imperial clanstead.

### **Someone particular**

There aren't a whole lot of notable people in Dondril. Hetman Nalis Varo represents us peasants to our lords of House Indoril. She doesn't take kindly to outlanders barging into her house unannounced, so don't expect a friendly welcome like she gives the Indoril guards. Besides her, there's the village witch hunter, Tidros Galor and the village smith, Fothras Voryn.

### **Specific place**

You looking for a place in Dondril or the local area? Here in the village, the hetman lives in the lower floor of the watchtower, which overlooks the marketplace. Not much else of note around here but farmer shacks and fields. What else did you expect to find in a tiny village?

## **Nalis Varo**

### **Greeting**

An outlander in my home? What's this village coming to?

With humblest blessings, I welcome you to Dondril, Serjo %PCName, %Rank of the House Indoril.

### **Background**

I am Nalis Varo, hetman of Dondril. I represent its needs to Lord Indoril Draler Ilvi and offer lodgings to his guards as they tirelessly patrol the valley.

### **Dondril**

As an itinerant priest of the Temple, I roamed from village to village, preaching the Tribune's sermons. Yet I never saw many outlanders until I settled here. They wander in, peddlers, sellswords, abolitionists and the like. Nothing but nuisances.

## **Tidros Galor**

### **Greeting**

Hmmm, I guess you don't look like a bloodsucking vampire or deranged cultist to me. Still, you outlanders are peculiar folk, and I'm not the kind of mer who stomachs eccentric behavior in his own home. With cultists moving into Hadrumnibibi, I have enough to worry about.

It is an honor to welcome a %PCRank of the House Indoril to my home, Serjo. Have you come here to look into the cultists moving into Hadrumnibibi?

### **Background**

Who, me? The name's %Name. I'm a witch hunter, or at least I used to be. Right now I'm pretty much retired from those labors.

### **Dondril**

I've lived here ever since I got too old to hunt witches, vampires and all their ilk. I'm not good for much, though I guess the local mer feel safer with someone like me around.

### **Fothras Voryn**

### **Greeting**

Another outlander from Old Ebonheart, I take it? I can fix up your gear if you need a smith's services.

How might a humble village smith like me assist you, Serjo?

### **Background**

I'm the village smith. I repair farming equipment and sell my wares to passing travelers.

### **Dondril**

Well the village isn't much to look at, if you catch my meaning, outlander, but it's been good to me all these years. Some mer might not like all the foreigners we get on the road, but I don't mind them much. They give me more occasions to apply my trade, at least.