

Knowledge Local or Diplomacy: Ilsurian

DC 15 – Ilsurian is a trading town in central Varisia, situated on the bank of Lake Syrantula next to the mouth of Skull River.

Knowledge Local or Diplomacy: Ilsurian

DC 20 – Ilsurian is a trading town in central Varisia, situated on the bank of Lake Syrantula next to the mouth of Skull River. Many of the inhabitants of the town descended from ethnic Chelaxians, and most of them have the strong features, pale skin, and dark hair of that group. Most also harbor prejudice against the native Varisians, and believe the stereotypes that Varisians are thieves and layabouts.

Knowledge Local or Diplomacy: Ilsurian

DC 25 – Ilsurian is a trading town in central Varisia, situated on the bank of Lake Syrantula next to the mouth of Skull River. Many of the inhabitants of the town descended from ethnic Chelaxians, and most of them have the strong features, pale skin, and dark hair of that group. Most also harbor prejudice against the native Varisians, and believe the stereotypes that Varisians are thieves and layabouts.

The town was named for its founder Ilsur, a Knight of Aroden from the city of Korvosa. With the crumbling of the Chelish Empire, Ilsur wanted a militant-leaning meritocracy to replace noble rule in Korvosa, but had to eventually concede defeat roughly 80 years ago. He marched his troops to the west bank of the Skull River where it empties into Lake Syrantula, and awaited a chance to return and seize Korvosa by military force. He died waiting for the opportunity, and his army gradually transformed into a strong community of independent fishers and foresters.

Page 2 has two copies of handout information for DC 5 and DC 10 checks. They are deliberately contrary to reflect the uninformed/biased sources of information.

Knowledge Local or Diplomacy: The Umbra Carnival

DC 5 – “A traveling carnival? Beware my friend! These things are just a front for criminal activity. The games are rigged, the sideshows are farcical and the food is filthy. Sure the women are comely, but their welcome smiles and scant costumes are a distraction for the menfolk to cut your purse. My cousin got lured behind a wagon by a likely wench and got his head cracked open for his trouble. Blasted dancers! Now he’s dumb *and* broke. Trust me, keep your distance!”

Knowledge Local or Diplomacy: The Umbra Carnival

DC 10 – “Traveling carnivals are wicked fun! Even if you don’t have much coin, there’s always something to see. Harrowers, savage beasts, all manner of freaks and the dancing ladies—oh my! The smell of perfume, roasting meat and pipeweed makes me delightfully dizzy. There’s usually a good fight to watch, too. My uncle told me about this time he won 10 gold Sails wrestling Khoshut the Backbreaker, an exiled Shoanti warchief. I only wish they came more often.”

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DC 15 – The Umbra Carnival is one of the many traveling shows that circulate around Varisian towns and cities providing entertainment in exchange for a bit of coin. Some believe these troupes are a front for Sczarni crime families who fleece as many locals as they can before hitting the road ahead of an angry mob. They feature freakshows, games of skill and chance, a menagerie of exotic or dangerous creatures, acrobats, musicians and fortune-tellers. The workers are often all part of an extended family, but there are always a few collected castoffs of society.

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DC 20 – The Umbra Carnival began over ten years ago. It grew gradually into the size of a small village, with a diverse array of attractions and amusements from all over Avistan. The sincere intent of the carnival is to provide much-needed entertainment at a price communities can afford. One of the center-stage attractions is Jherizhana, a sphinx captured in Thuvia and bought by the carnival.

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DC 25 – The former adventurer Almara Delisen founded the Umbra Carnival over a decade ago. She uses her illusion magic as the centerpiece of a traveling show that passes through small towns starved for entertainment and a glimpse of life beyond their borders. With time, other performers, acts, and attractions joined her circus—lost souls and lonely hearts, eager to see the world or leave some part of it behind.