

ESCORSEN'S HERMITAGE 1



Escorsen's hermitage is deep in the Leonese Marshes on the eastern side of the Island of Melderyn. The setting is simple and isolated, typical of the dwelling of a hermit. Few people can say they have encountered Escorsen or stumbled onto his hermitage; those who do have described him as a slightly eccentric Ilviran priest.

The hermitage is small, consisting of Escorsen's hut, a storage shed, a vegetable garden, and a small pen holding a few goats. Everything sits on two islands in a small lake. The area around the lake is flat and marshy, with mixed woodland trees growing on the slightly higher and drier places. When not in his hut, Escorsen may be found tending to his goats, pattering around in his shed, or wandering around in the woods and marshes.

Those who have met Escorsen say he is wary of strangers, typical of a hermit. In conversation, it is clear that Escorsen is highly intelligent and reasonably well informed about public events in Cherafir; he reports periodically visiting the city. He calls himself Escorsen of Tenir after the forest hundred he has adopted as his home. He is generally charming and helpful to his visitors.

But Escorsen is not all that he seems. Although he appears as an Ilviran priest, in actuality Escorsen serves a darker master: Morgath, the Lord of Chaos. No one is aware of this or his purpose; those few who were not convinced by Escorsen and suspected he was other than he let on are no longer among the living.

CREDITS

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