



TIWIDU

VILLAGE ON THE VERGE



BY WILLIAM TUCKER



Foreword

When I was shown a draft manuscript of this work, I considered how best to contribute a foreword on the subject of village life. My own early upbringing was rural, but we lived not far from a suburb that was itself once rural. We had an affinity for the place, which after all was home to many of our friends and relatives. It had a history, hinted at by particular stretches of the road where one could discern traces of demolished houses, walls and doorways repaired and bricked up to form a new boundary to the tarmacadamed road.

I was shown a photograph I hadn't seen before of a short row of houses, their profiles unmistakably those of traditional stone built cottages whose roofs may or may not have been thatched originally. To the right of the snapshot was an approaching car, its large, round headlamps and curved body telling of its manufacture in the 1930s or 1940s. In the background are the tall trees that line the widened road today. The landscape has changed to suit the changing fortunes of the people living and working there. Industry in the form of mills came and went over centuries of activity. There were farms and farming until relatively recently. And in the houses that replaced the houses of the photographs there were people we knew in our childhood whose own claims to fame may have been insignificant but nonetheless were part of the gathered history of the place... our place.

In a relatively small country like Ireland, it isn't too difficult to appear on television at least once in your life. Given the country's artistic heritage and its people's temperament, lots of film makers are produced here and visit here. Every town and village seems to have a noteworthy character to interview, or at least something picturesque to photograph.

A distant neighbour —we'll call her "Julia," because that was her name — was famous for her collection of garden ornaments. In particular, she liked gnomes. She had lots of them, as her small front garden was steeply sloped up to the house and made a perfect display area. It was quite a collection: many plaster figures in various poses, pointy hats, fishing rods, the lot. Not alone was Julia's collection a local wonder, it attracted film makers, and she appeared in at least one television interview in the 1980s in front of her house, proudly speaking about the gnomes that were kept brightly coloured and maintained year round in pristine condition.

We kids would sometimes visit Perry's shop in Ballyboden and on the way back to our own little roost divert to stand outside Julia's gate and peer in slack-jawed wonder at the gnomes. (This is no easy trick with a mouthful of toffee). Then it was either walk or take the 47 bus up the road to Edmondstown, or Rockbrook, and our precious fields and hedgerows.

The gnomes represented but one point in a long history. But whether Julia knew it or not, they or their ancestors were woven into the very story of Ballyboden and of the city of Dublin.

From around 841, Dublin was under the control of the Norse until the Normans defeated them and took over administration of the city in 1171. Pre-Christian Norse, from Scandinavia, had their own gnome myths and might have approved of Julia's ornaments. Their gnomes were magical creatures living in the earth.

In 1199 the one-day gnomish lands was under the rule of a Norman lord, Milo le Bret, whose presence in nearby Rathfarnham was partly intended to keep the Irish tribes from raiding Dublin. In consequence of the

continued invasions by Normans, O'Tooles and O'Byrnes were displaced into the Wicklow Mountains. The Irish had tales of the sidhe and of fairy folk that lived in certain ancient hill-forts, or were associated with particular trees, streams or lakes.

By 1229, there was a Mayor of Dublin. A Lord Mayor presided at meetings of the City Assembly from 1665. (It became Dublin Corporation in 1840). The Mayoral title is preserved to the present day. Coincidentally, (and possibly significantly), the first ceramic garden gnomes are thought to have been produced in Dresden, Germany, from about 1841. Six years later the march westwards of the gnomes began with their first introduction to Britain. I'm uncertain when the fashion first came to Ireland, but it would be a bit more than a century before gnomes arrived in numbers in Ballyboden.

Julia's home was built in the very early 1950s by Dublin Corporation, who regulated public housing and other services about the city and on some outlying lands. I don't know when she acquired her first gnome, but one can imagine the pride Julia and her family must have felt in their new terraced house. Perhaps the garden was a little hilly to the front, so maybe a gnome or two would brighten it up?

We, of course, knew nothing of this ancient gnomish history in our childhood days of the 1970s, but we knew that our neighbours were colourful, strange, amusing characters and that some stood out more than others. Julia's gnomes were unusual for our time and place, but they were taken for granted by us kids as one landmark among many. (A man further up the

mountain had constructed a porch made of brown Guinness bottles.)

The gnomes that watched the borders of Julia's front garden are now just a pleasant memory. Julia passed away in 1997, aged 82 years. Her house still stands among the others on Ballyboden Road.

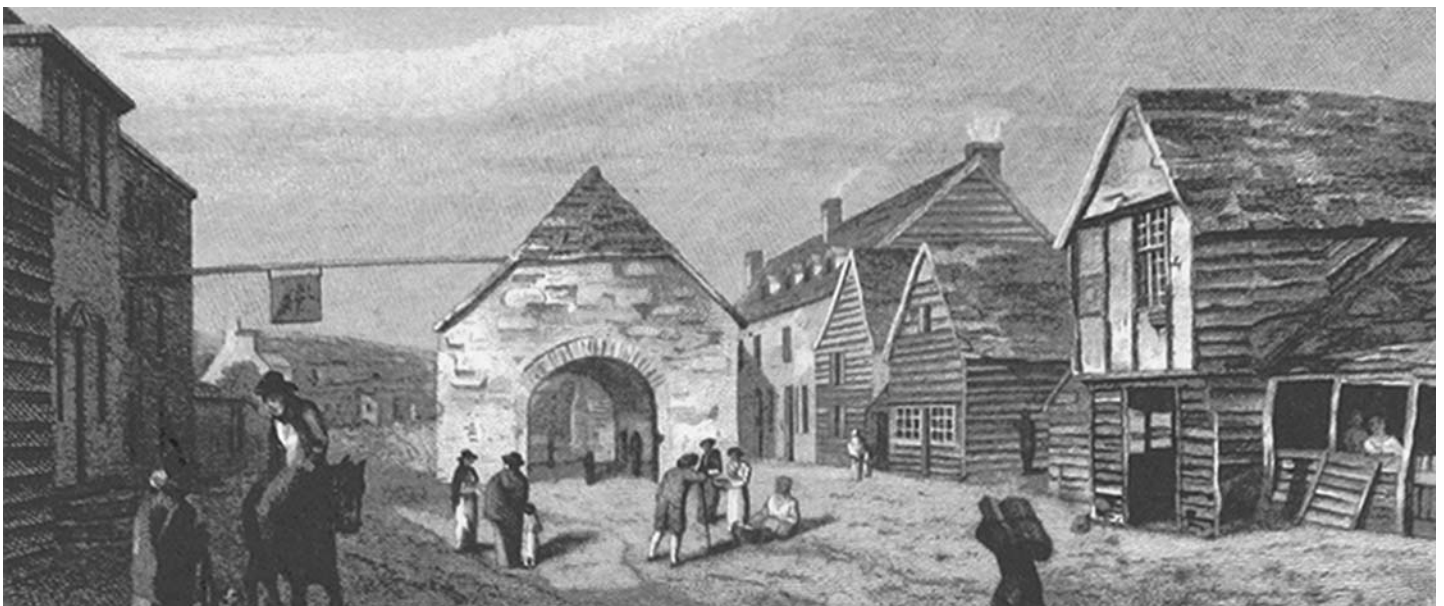
The strength of village life is in the unity that comes about by the shared experience of people. The foibles and personality of individuals add the colour that enriches the everyday and mundane. The everyday, in time, becomes history for another generation to study and to learn.

Willie Walsh
Dublin, Ireland
September, 2013.

Dedication

This work is dedicated to longtime friend Troy Endicot, the best GameMaster I know

Illustration on p. 24 by Erin Hayes.



Introduction

Aga Senara finished her set. The evening crowd at ‘The Shaky Salamander Shack’ clapped but with not as much enthusiasm as usual. Despite the lack of alacrity, the clink of coins in her tip mug grew as she slowly traversed the room. One face lingered though. Remiko, the son of the stonemason Horigon, made a point of dropping a mere trade coin into the vessel when he held a Denarus between two knuckles. Aga inwardly sighed. She did not know what point he was trying make. Aga had many male admirers in Tiwidu – Earl Esemar among them – and had to deal with a lot of unwanted advances from these would-be suitors. She was meant to travel all of the Sovereign lands. A troubadour such as she needed experiences far and wide for her ballads. The future as a wife to someone in this wayward village had no appeal to Aga.

Brushing some of her red locks out from her eyes, Aga stepped up to the bar where the tavern owner, Fozwarz Razeska, had a pint of ale waiting on her. She slowly poured the contents of her coin mug into her belt pouch before tying the bag up. Aga could not help but notice that not one glint of silver was in tonight’s take. The open road would just have to wait another day.

The regular banter between the bar patrons faded to a hush when the front door opened. Half-a-dozen workhands of Kynthla, the Fhokki merchant, shuffled into the tavern, the dust of the day’s labor heavy on their clothes and brow. Some hirelings belonging to the trader Toloba Bemelo were already here. The hostility was palpable as both groups eyed one another. Moving as one, Razeska’s bouncers got out of their chairs and began to reach for their clubs. The front man to Kynthla’s crew raised his hands to mitigate the tension and then led his comrades to a table well away from Bemelo’s bunch. Only when the new

arrivals sat down did the Shack’s throng resume talking.

Aga let out a slow sigh of relief. The trade war between the two merchant groups was intensifying to the point that villagers not involved with the rivalry were getting hurt. Slavery was also becoming more prevalent in Tiwidu, thanks to Kynthla having the ear of the Earl. The village no longer looked like the place Aga grew up in. In fact, it felt like she was in the shadow of a stranger.

The balladeer gazed at the main door again, wondering who would come in next...

Tiwidu – Village on the Verge

Tiwidu (population 838) is a community surrounded by cattle farms. Over 45% of Tiwidu’s inhabitants live and work on these farms while the rest of the populace stay in the town proper. Tiwidu is comprised mostly of humans of Kalamaran descent, with some of the other races, such as hobgoblin and halfling, representing the other 15% of the populace. The presiding GM should decide whether or not (some, if not all) starting PCs originate from Tiwidu. Note that should a PC be a child of one of the village merchants, this does not mean he or she gets a discount on the goods sold at ma and pa’s shop. Life is tough in HackMaster. Deal.

A six-foot wall of near-rotting timber surrounds the village with a swinging gate located at both the north and south ends. Normally, two patrols of three soldiers each walk around the perimeter of the wall counterclockwise in eight-hour shifts, but because of the mountain lion situation (see ‘Rumor #3’ of pg. 83) lowering the number of available able bodies, the shifts are now twelve hours long. Each soldier is outfitted in leather armor and is armed with a spear, a short bow and a quiver holding twelve arrows. One member of

Tiwidu Adventure Opportunities

Here follows a brief list of the side quests readily available within Tiwidu (sans the experience points for slaying monsters/NPCs if applicable). Other plot-threads are hinted at within the village’s location entrees for the GM to call upon if need be.

Ridding the exterior of Her’Lu’s shop (Area 11) of lichen: 15 EP

Clearing the beetle-infested house (Area 28) of vermin: 15-50 EP

Returning White Foot’s Bell to Penny (Area 40) 25 EP

Cleaning the exterior of Maparel’s home (Area 44): 15 EP

Solving the Aga Senaras-Rekimo Darelas fiasco (Area 60): 30-105 EP

Painting the Town Hall (Area 55) for the elusive Earl Esemar (Area 65e): 15-125 EP

Rectifying the power struggle with Tiwidu’s hidden brothel (Area 66a): 100 EP

Solving the mystery of the ailing livestock (Area 91): 10-30 EP

Dealing with some arachnids and an undying threat (Area 97): 30-100 EP





each team has a whistle that will sound the alarm. In case of emergencies, all off-duty guards and auxiliary militia (eleven members) can be roused and ready for defense in ten minutes. It should be noted curfew is an hour after sundown, and the gates are reopened at sunrise. Only a local is likely to get the guards to acquiesce to allow entry during nighttime hours, and only if Persuasion is employed (Advanced Difficulty). The timber that makes up the wall is quite damp from the frequent rainstorms of the region, so setting the wood on fire would require a successful Fire-Building check of Difficult Difficulty. GMs should note that such a fire will attract the attention of the guards...

Only the Earl's small manor, the Church to the Lord of the Blue Sky, Fonodi's Smithy, the cheese-maker's shop, and the Sheriff's Office are made of stone construction. The rest of the village's buildings are either solely made from wood or are wattle and daub affairs. Wide canopies and billowy curtains are popular within the village, the former providing shade from the hot sun and the latter allowing the cooler, western winds access to the buildings' interiors. Every private residence follows the local custom of hanging a wooden set of wind chimes on the southern side of their houses, so a strong breeze leads to a gently swelling chorus of disparate notes tumbling over one another. Most of the village's businesses are located on the north and west sides of Tiwиду. A majority of the labor force of these businesses lives in the southeast corner of Tiwиду next to Esemар's Field (127). The townspeople tend to be on the stoic side. They know they are not as well-defended as their larger northern neighbor, Baleido, and that makes most residents make sure they have at least a knife or dagger on their person in case something threatening comes over the wall.

Water is a readily available commodity within Tiwиду. There are three separate artesian wells located within the village as well as one within Earl Esemар's estate. Two rivers lie near the small town: the E'Heru River runs parallel to the village's lone road and originates from the small rise of hills to the south, while the E'Retu River flows out of L'Finidu Valley to the east. Both of these rivers join up just north of Tiwиду to form the E'Kuroлу River before finally running into the great E'Korog River. The fishing is good, but rumours of tribes of lizardmen seen migrating out of L'Finidu Valley keeps most fisherfolk from pressing too far east for the larger catfish and

trout. Poisonous snakes and giant toads are the more present and real local threat.

Roughly a dozen cattle farms surround Tiwиду, but a majority of the homesteads lie to the north where the grazing fields are more plentiful. As in Baleido, livestock is the village's main source of income and, therefore, is protected by strong fences and stern looks. Once their military or mining contracts reach an end, some of the local Kor hobgoblins find work as ranch-hands at these farms and have been found to be far more effective than scarecrows.

Most buildings are one or two stories (unless otherwise noted) and are furnished, even if such furnishings are not specifically listed. Maps have been provided for the beetle-infested house (28), 'The Shaky Salamander Inn' (37), Kynthla's Warehouse (54c), and Ilaba Kapar's house (97). Other areas have been given enough detail for you to generate floor plans as needed.

Do note that all treasure/goods recovered from adventuring will usually only garner 25% listed value if sold to a merchant in Tiwиду (unless otherwise listed) and then only if they are of proper quality. All goods in Tiwиду cost 125% the HMPH's listed price, and all craftspeople in the village have an Expert skill rating in their respective fields, unless mentioned otherwise. Base Availability of all gear/sundries in Tiwиду is Medium. Any Tiwиду merchants who do not have the skills Resist Persuasion and Salesmanship listed are at 40 and 45 respectively. Any lock encountered in Tiwиду is of Good quality, unless stated otherwise.

Some of the village's NPCs have quests to give. These quests will give novice and expert players opportunities to work together as a team while interacting with the local populace. Some adventure seeds can also be found in the village, ready to germinate during and after the events covered in 'Shadow Over Tiwиду.' Take heart, GM. The PCs will have enough to do in 'Tiwиду – Village on the Verge' for many, many sessions...

GameMaster's Note: To add background and a sense of place, currency may be referred to in its local denominations. In Kalamar and its surrounding regions, a copper piece is known as a Sesater (pl. Sesateri), the silver coin is a Denarus (pl. Denari), and the gold piece is called an Arus (pl. Ari).

A Brief History

At one time, Tiwidu was just one of several way stations between Balelido and Gogido. The proprietor of the station, Relenar Pofano, soon realized the rivers were plentiful with fish and the land ideal for grazing. Relenar soon had enough revenue to purchase the land outright, setting up a cattle farm and an inn to keep monies coming in. Relenar was a brilliant entrepreneur but had a damning gambling habit. He learned that the noble Esemars of the far off-city of Wugido were selling titles to anyone with enough coin. Relenar traveled to Wugido to purchase such a title. The Esemars were quite interested in the Lands of Tarisato. Through the use of spies, the Esemars learned of Relenar's weakness. The family offered Relenar a chance of a higher title through a game of cards than the one he was seeking to purchase. Unable to resist the offer, Relenar agreed. After some good hands, Relenar's luck began to turn. His desperate quest for power compelled him to increase the stakes until he placed the land deed of all of Tiwidu into the pot. Relenar lost the last hand and all he owned. He came to Wugido with aspirations of nobility and left a pauper. The Esemars installed a mayor (with some serfs) into the fledgling settlement in 433 I.R. Just then, the noble family was involved with a trading dispute with a

merchant's guild that lasted years. It wasn't until 466 I.R. that the Esemars sent one of their own blood to oversee Tiwidu. Velu Esemar, short in stature but large in ambition, took the reins of the hamlet and steered it right.

Improvements to Tiwidu happened over time as the village grew. A militia was organized as bandits began to move along the surrounding roads. A manor of stone for Earl Velu was erected in 472 I.R. with the help of some of the dwarves of the Ka'Asa Mountains, so none of the villagers batted an eye when two crypts built by the stout folk appeared almost overnight in Tiwidu's cemetery (see- History of the Hill' in 'Shadow Over Tiwidu') in 485 I.R. A palisade was set up around the village by 488 I.R., which helped vouchsafe Tiwidu's survival eleven years later when a pack of aarnz hounds attacked the surrounding farms. For extra defense, another wall was installed around the Earl's Estate by 503 I.R., but mostly to keep the growing population of villagers away from the manor. The extra protection proved essential as another pack of aarnz hounds invaded the region in 521 I.R. Poses of militia and angry cattlemen were formed, and the ape wolves were hunted down and slaughtered.

The years were peaceful for Tiwidu until Emperor Kabori launched an attack on the dwarven kingdom of Karasta. Loyalty to the Kalamaran Empire boiled to



the surface as nearly all the human inhabitants chased out or enslaved the few dwarven residents. By the time of the 'Battle of Kadir Ridge' (548 I.R.) the only dwarves living in the village were in chains, serving under the whip of their human masters.


Vasipar Esemar came to power in Tiwidu by 550 I.R. He began to sell some of his family's vast artwork to fund Tiwidu's further expansion in hopes to turn the village into a center of trade that would rival nearby Balelido. Mindful of Baron Rewano's network of spies, Vasipar hired more personal guards and replaced the estate wall by 552 I.R. Vasipar's quest for economic amplification hit a snag when a sizable tribe of orcs began to harass Tiwidu's outlying cattle farms in 559 I.R. Again, the villagers rallied and crushed the invaders, but only after the loss of many neighbors and friends. The trade expansion resumed full-tilt by 561 I.R. with Vasipar spending Denari as fast as he could make them. The streets are filled with new faces as the merchant guilds are taking interest in Balelido's little competitor. Other more nefarious individuals have also looked upon the village, making it the centerpiece of their dark designs.

Near the end of last year, a mountain lion stalked and killed the village's prized cattle. Once the number of kills reached the double digits, Vasipar ordered Sheriff Dataras to organize a party of Tiwidu's elite to hunt down the menace. Dataras conscripted many of the village's essential individuals for the hunt, leaving Tiwidu nearly defenseless during a time of critical growth. Many power-mongers have noticed.

The year is 563 I.R.

Key to The Village of Tiwidu

1. Town Barracks

 This wide, single-story wattle and daub structure is immaculate. On the closed door is the etched design of a giant horseshoe behind two crossed swords.

Characters born in this village will recognize the design as the Esemar family crest. PCs not from the area need to pass an Ancient History check (Kalamar – the last 300 years) of Average Difficulty.

This building is the barracks to the village guards. Usually, up to six guards are here at any one time, but three of the militia are currently with Sheriff Dataras hunting a mountain lion that has wandered into the


region. As such, only 1d3 off-duty sentries will be in the building, likely sleeping (60% chance). Those guards who are awake will either be tending to their gear, gossiping among themselves, or peeking through a crack in the door in the direction of the north gate. To local PCs, the guards will be cordial, or maybe even jovial. If the PCs are from out of town, the guards will be all business, directing the newcomers to The Shaky Salamander's Shack and other destinations if asked politely enough. All guards are armed with spears and short bows (with 12 arrows each). The men are outfitted with leather armor. Each man will have a small belt pouch with 1d4p sp, 2d4p cp, and 2d4p tc inside.

Men-at-arms (30 EP each): N Kalamaran human men-at-arms; HP 32 each; Init +4; RoF 12 (short bow); Spd 12 (Jab 8) spear; Rch 10'; Att +1; Dmg 2d6p (arrows) or 2d6p+1 (spear); Def -2; DR 3 (studded leather); ToP 13/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 30, Language (Kalamaran 68), Listening 15, Observation 20, Resist Persuasion 15

A dozen cots with malformed mattresses and threadbare blankets are held inside the barracks. Set in one corner are 2d4p extra spears and a long crate holding 2d12p+20 arrows. Local PCs may be allowed to come in to chew the fat with the guards, but any foreign characters will be barred from entering the premises.


2. Mofali's Shoes

 This wattle and daub building has been recently white-washed, but cobwebs seem to be in abundance just under the roof. A wooden sign nailed on the left side of the door has the words 'Mofali's Shoes' etched on it.

Mofali, a tall, middle-aged woman of Kalamaran descent, has been Tiwidu's cobbler for over the last twenty years. She is a no-nonsense salesperson and will not tolerate loiterers. She is thin, gray-haired, and prone to rolling her green eyes when discussing money, even when the deal is in her favor. Her three grown children, one son and two daughters, help their mother with the family business. All live in a small set of rooms in the back of the shop. Her husband died just before the shop was established, and the mere mention of the dead man's name (Fosar) will cause Mofali to close the establishment early and drown her sorrows at 'The Shaky Salamander Shack.'

Mofali will purchase up to ten pairs of human-made shoes and boots for 25% of the listed value in the Player's Handbook. Low quality shoes and boots will not be considered for purchase.'


3. Clothier's Shop

 This large wattle and daub shop has a multitude of colorful ribbons tied around the posts of the front porch. Some tunics and trousers hang off clotheslines that run under the length of the porch roof.

Lakin Kililar, a red-haired, husky man in his late forties, once worked for the noble Bamel family near the village of Hanidu. Thirteen years ago, a fire that engulfed the Bamel Manor left the noble family in financial ruin. Many of the Bamel staff had to be let go. Suddenly without employment, Lakin took his life's savings and opened a shop here in Tiwidu. It was a bit of a culture shock for him to start designing clothes for farmers and laborers instead of the wellborn, but he finally adjusted to the more coarse materials and the uncouth backtalk. Lakin is noticing that orders for his finer wares are increasing due to the merchants Toloba Bemelo and Kynthla. Because of this enhanced exposure, Lakin hopes that someone of noble birth will recognize his talents. Lakin has no idea that one member of the noble family he used to work for resides in town (see 66). All clothing, no matter whom Lakin makes it for, has the tailor's initials sewn on it. Lakin lives with his wife and two adolescent children in a set of rooms at the back of the shop.

Larkin will purchase up to ten units of human-made clothing for 25% of the listed value in the Player's Handbook. Low quality clothes will not be considered for purchase.


4. Nola's - Dyer

 This wattle and daub shop appears like most others, but the short stone path leading to it immediately draws your attention; polished stones of every color make up the walkway. Closer inspection shows you that the stones were clearly dyed. On the door of the shop painted in big blue letters is the word 'Nola's.'

The dyed stones are just worthless rocks that Nola, the village dyer, colored her pathway with so that everyone in Tiwidu could easily find her place. More


than a few residents have remarked that she should just have colored her shop, but because of the nearly blinding work she does all day, Nola is quite happy to leave the outer walls of her residence off-white. Most of her customers are the owners of other businesses, but she looks forward to serving new faces. She loves conversation and has been known to talk the ears off patrons at 'The Shaky Salamander's Shack' (37). Nola is a robust, wide woman in her mid-fifties. Her long brown hair usually has a bit of unnatural color to it due to the occasional splash or mishap of the day. She has a simple bedchamber in the back of the shop and eats her meals at 'The Old Tree' (34).

5. Pigel - Furniture Maker

 This wattle and daub shop has quite an expansive porch holding a variety of stools, chairs, and empty crates. The name 'Pigel' has been etched on a woodcut nailed on the door.

Pigel is the village's furniture maker and one of Bagan B'Pari's (from 8) closest friends. Pigel has been operating in Tiwidu for over four decades, and virtually every household within the village's wall has at least one piece of furniture crafted by him, including Earl Esemar (65). Pigel also supplies most of the crates for the village and will buy some from the party (usually for 2d6 tc) to keep with the high demand. Pigel is a thin, bald man of average height. His close-set gray eyes have seen much in his sixty-seven years, so nothing short of a passing dragon will impress him. He keeps a simple cot in the back of his shop and only socializes with Bagan and the other greybeards of the village.


6. Fakino's Quilts

 This wattle and daub shop has a porch much like its neighbors', but you cannot see the porch's interior due to the thick bedspreads hanging from the roof. The quilt covering the entrance contains the words 'Fakino's Quilts' formed from red patches.

Fakino, a reddish-blond-haired young man in his early twenties, is a recent addition to Tiwidu. Fakino is the son of a prominent merchant in the city of Tasoka'ulido but grew tired of living in the shadow of his father. A friend of Kynthla, Fakino moved to Tiwidu and set up shop. The young man realizes that


he will not sell much of his wares to the denizens of this humid region, but he has been applying his salesmanship abilities on the visiting merchants with varying degrees of success at Kynthla's Auction Area (54). He lives with his pregnant wife in a small set of rooms at the back of the shop.

7. Ari's Rugs

 This large wattle and daub building is bare aside from the simple woodcut hanging on the door. Etched on the woodcut are the words 'Ari's Rugs.'

Ari, a plain Kalamaran woman of twenty-five, is also a recent transplant to Tiwidu. She came here after pleading with Toloba Bemelo to help set up a shop in the village. Bemelo, owing a big favor to Ari's father, bought the property for the younger woman, but, so far, Ari has not shown a profit yet. Ari is also from the city of Tasoka'ulido. Her real motivation for coming to Tiwidu is that she has an unhealthy fascination with her neighbor, Fakino (7), whom she was also neighbors with back in Tasoka'ulido. Ari does not care that the man is married. She is planning for Fakino's wife to have an 'accident' down the road. The deranged woman feels once the wife is out of the way, Fakino will be hers. Ari, despite being named after Kalamaran gold coins, is so plain that she should be treated as having the 'Talent – Forgettable Face' when interacted with. Ari lives in a single room at the back of the shop and only socializes with others when she has to.

8. Bagan B'Pari - Leatherworker


 This large building is made up almost entirely of timber, and the choking smell of lime coming from it is enough to make your eyes water. A woodcut with the name 'B'Pari' adorns the front door. To the south side of the building, you see a cowhide being stretched out on a wooden frame by a thin man with white hair.

B'Pari has been Tiwidu's leatherworker for forty-four years and is quite ready for retirement. He just bought a fishing pole and plans on being a terror on all the fish in the surrounding rivers once his granddaughter, Defa, shows up from Balelido to take over his shop. B'Pari intends to stay in Tiwidu to be on hand in case Defa needs his help with the shop. He is a kind yet shrewd businessman who is always up for telling a joke. B'Pari is 5'10" with rounded shoulders and bright brown eyes.

His seventy-three years are beginning to slow him down, but he has no regrets about his life. PCs can purchase both regular and studded leather armor at this location. His retirement will be quite memorable due to some uninvited guests. See the section 'Bagen's Farewell Party' in 'Shadow Over Tiwidu' for details.

Bagan will purchase up to ten units of human-made leather goods for 25% of their listed value in the Player's Handbook. Low quality leather goods will not be considered for purchase.


9. Naloren's Furs

 This wattle and daub shop has a clothesline running along the posts of the front porch. Various articles of furred clothing ranging from slippers to hats hang on the line. On a woodcut nailed to the front door are the words 'Naloren's Furs.'

Naloren is another shop owner who relies on the auction area (54) for selling most of his wares, but will not turn down customers who knock on his door. This short, rotund man of middle years has a great working relationship with Bagen B'Pari (8) across the street with sharing/harvesting animal hides and is a bit nervous about Defa taking over. Naloren lives with his wife and three young children in a set of rooms in the back of his shop.

Naloren will purchase up to 15 animal pelts for 25% of their value. Low quality pelts will not be considered for purchase.

10. Lisarar's Ropes and Nets


 This wattle and daub building has nets of various sizes hanging off its sides. Over the door of the structure, spelled in cut pieces of coil, are the words 'Lisarar's Ropes and Nets.'

Lisarar, a red-haired man in his late twenties, is one of the more prosperous merchants in Tiwidu; he sells rope to the local farms and nets to the village's fisherfolk. He has been having a blast pitting Kynthla (49) and Toloba (91) against each other for the exclusive right in selling his wares, but he realizes that he will have to make a decision soon because some of Kynthla's hirelings have been walking past his shop, grimacing in his direction while cracking their knuckles. His marriage has been as inversely successful as his business. Lisarar's wife, Gela, has been sleeping

in the rope hammock in the corner of the shop for the last three months while he has been napping in a bedroll under the counter.

Lisarar will purchase up to ten lengths of human-made ropes for 25% of the listed value in the Player's Handbook. Low quality ropes will not be considered for purchase.

11. Her'Lu - Embroider

 This low, wooden building is afflicted with large patches of green lichen. Nailed to the front is a circular piece of fabric illustrating a blazing sun setting behind a mountain range.

Whenever a villager wants to add a little flair to an article of clothing, he or she usually ends up here. Her'Lu was originally a trapper's wife, but her hobby became the couple's bread and butter when a boar left the husband with only one leg. The walls of the interior of the shop are still dominated with the pelts of his kills throughout the years, but examples of her craft cover the many tables as well. She is a pleasantly

plump, brown-haired woman in her late forties with green eyes and a narrow, raised nose. Her husband Genu is a thin, bald man in his fifties, who sits in the corner of the shop, usually remaining so motionless that a successful Observation check of Difficult Difficulty is needed to spot him.

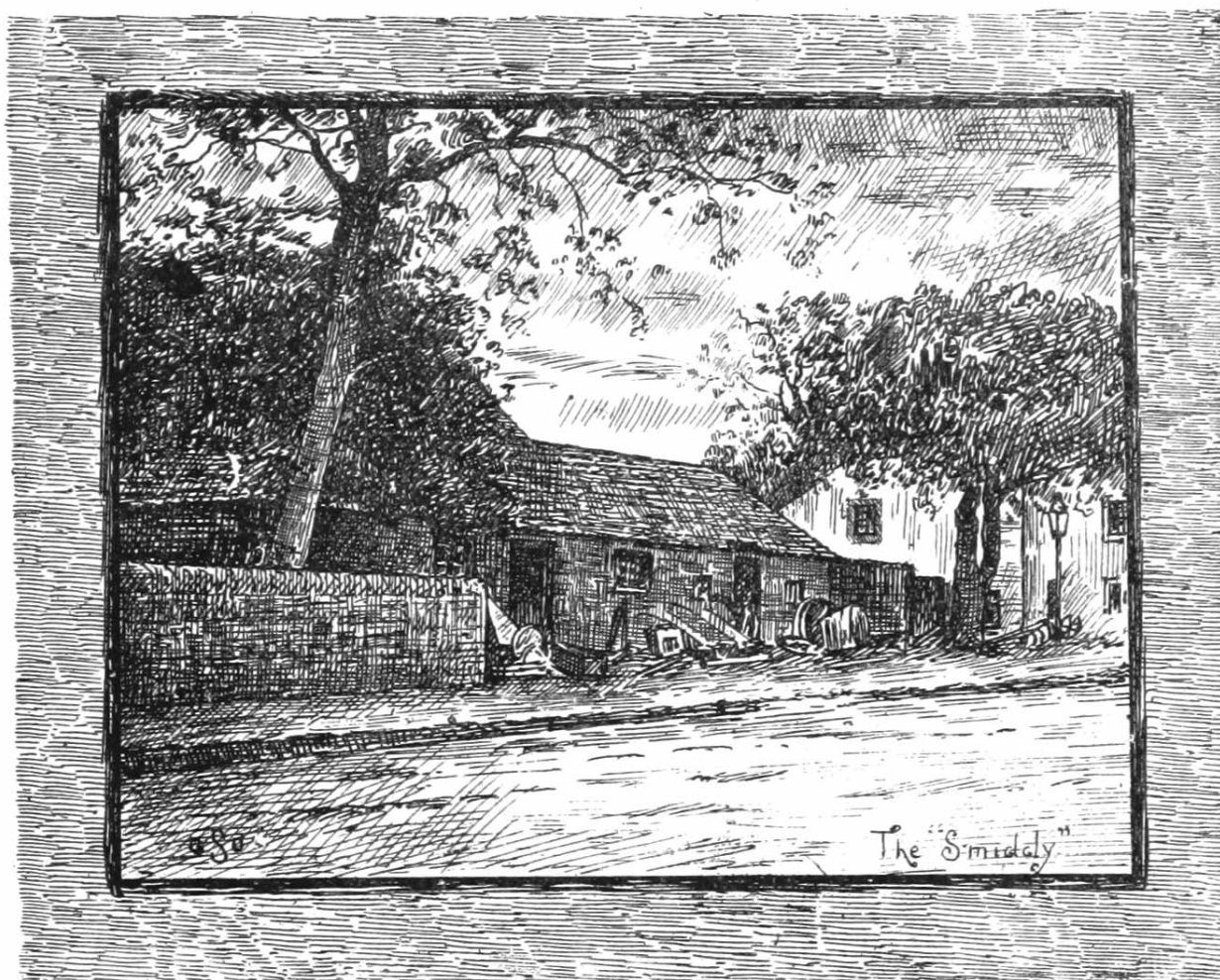
Encounter: Her'Lu the Embroider

Potential Yield: Four woolen blankets and 2d6p cp

Potential Story Award:


☐ Ridding the exterior of Her'Lu's shop of lichen (15 EP)

If any of the visiting PCs mention the lichen outside, Her'Lu will sigh and say that the green patches just seem to have grown overnight, two weeks ago, and have been an eyesore ever since. She does not have the time to clean the lichen off the shop, and her husband is no longer able to do it. In truth, the lichen grew naturally, and Her'Lu (with her Observation score of 8) just noticed it. She will mention to the PCs if they clean/scrub the lichen off her shop, she will give them four woolen blankets and a few Sesateri for their troubles. The job will take 8 man-hours to complete. PCs participating in the cleaning will have Her'Lu as



their supervisor (whether they like it or not). PCs with the Laborer proficiency will be able to split the man-hours among themselves. PCs without the Laborer proficiency will earn glowering looks from Her'Lu.


12. Danthal - Roofer

 This wooden building stands out from its neighbors because on the roof you see a combination of thatch, tile, and timber. Further inspection of the cosmopolitan roof reveals a variety of tiles and woods used in its construction. Oddly enough, the single door to the building has no identifying marks on it.

This is the home and shop of Danthal, Tiwidu's primary roofer. A young, female Kors hobgoblin, broad in shoulder and stern in visage, Danthal believes the best way to advertise is to show what she is capable of. She and her three younger brothers have acquired a


good reputation in the village since setting up shop five years ago. Their current project is the Ma'Paro the Huntsman's house (85). Danthal and her brothers live in modest quarters in the back of the shop.

13. Linar - Glazier

 This wattle and daub shop sports two glass windows that flank the door. Closer inspection of the windows reveals a small collection of glazed pots and plates resting on the extended sill beyond the glass.

Linar, a young Kalamaran man of average height and large ears, had just moved into Tiwidu and has had no time to put his name of the front door. Most everything he owns is still in crates, and he just unpacked the wares he made back in his home city of Rogido. He moved here to be closer to his sister, Buri (the potter at 15), and to sell his wares through Toloba Bemelo's contacts. Linar loves his ale and is eager to see what 'The Shake Salamander's Shack' (37) has to offer. He set up his cot in a back corner of the shop but eventually hopes business is good enough so he can purchase a private residence.


14. Venolo - Basketweaver

 This wattle and daub shop has a large basket nailed on the wall left of the door. Poking out of the basket are some slightly wilted roses. On the basket painted in red letters is the single word 'Venolo.'

Venolo has been weaving baskets of all sizes for Tiwidu for nearly eight years. He is excited about the trade war going on between Kynthla and Bemelo but is a little disappointed that neither merchant has approached him to sell his wares. He is also slightly worried about Gimaru Hasimel (101a) being a member of Sheriff Dataras' hunting party; Venolo has had a crush on the charismatic Hand of Fate since first attending her temple upon his arrival to the village. He is a tall, lanky man with blondish-red hair and freckles. He has taken up swimming since turning forty a month ago. Venolo sleeps in the backroom of the shop.




15. Buri the Potter

 This wattle and daub shop has four clay pots of various sizes on the left side of the door and six more on the right. Each pot has a single letter on it painted in blue. The pots on the left side of the door spell out the word 'Buri.' The vessels on the right side of the door spell out 'Potter.'

Buri is the sister of Linar (13) and is quite happy that her sibling is living within walking distance once again. She knows his heart is set on selling his wares through Toloba Bemelo (91), but Buri hopes Linar can see that Kynthla (49) is the more profitable option. Buri detests dwarves with a passion because she lost an uncle at the Battle of Kadir Ridge (even though he was part of the invading force). If any dwarves come into her shop, she will say her business is closed for the day. Buri is a tall, brown-haired woman in her early thirties. She also has large ears like her brother, Linar. Buri lives in a small set of rooms in the back of her shop.

16. Wylnaehala Tadrалаen Bowyer/Fletcher

 This wooden building employs a bit of curve to its design, distinguishing it from its neighbors. A well-rendered woodcut next to the front door shows a humanoid form drawing an arrow back on a longbow.

Wylnaehala Tadrалаen detests using any of the human languages. More to the point, she hates using any language other than her own. Most of her customers find her a poor communicator, but because of the craftsmanship she puts into her wares, her patrons overlook her short, snarling outbursts during transactions. If she observes another elf talking almost exclusively in another language, Wylnaehala will berate the elf on forgetting his/her roots. Despite her disdain for other languages, Wylnaehala enjoys living among her lessers and feels she is bettering them with just her presence. She has been Tiwidu's bowyer/fletcher for over twenty years and plans on staying in the village long after Earl Esemар has turned to dust. At any time she may have 1d3p+1 elven assistants helping out in the shop.

Wylnaehala stands at 4'10" and is thin, even by elven standards. Her hair is as black as sable, and her skin more tan than most of her kind because she likes to

work outside her shop more so than in. Her emerald-green eyes have enchanted more than one resident of Tiwidu, but her demeanor towards non-elves usually shuts down such advances. Wylnaehala was, at one time, part of a borderland patrol in the Kalasali Woods and can vividly recall when a tribe of goblins took out half of her warband.

She may kick in 1d3p arrows/great arrows in a purchase order if she hears that the party has been out killing goblinoids though. If half of that same party is made up of elves, she could be convinced to join its ranks, provided she receives two full shares of the treasure gained. Wylnaehala will adventure once with the party for up to 2d3p days before returning to her shop. Provided that the experience was profitable (30+ sp gained), she could be convinced to join the party again every 1d4p+3 weeks as long as she stays within a ten-mile radius of Tiwidu.

Wylnaehala Tadrалаen will purchase up to ten units of human-made bows for 25% of the listed value in the Player's Handbook. Elven made bows will fetch 50% of their value. Low quality bows will not be considered for purchase.

Wylnaehala Tadrалаen (242 EP): CG high elf lvl 5 fighter; HP 27; Init -1 (-1 die); RoF 11 (short bow); Spd 9 (jab 7) longsword; Rch 3.5'; Att +5 (longsword) or +6 (short bow); Dmg 2d8p -1 (longsword) or 2d6p (short bow); Def +6 (no armor); ToP 11/ 3; Jog 10 feet/second; Tenacity: Brave


Proficiencies: Medium Weapon Skill (Longsword), Medium Weapon Skill (Short Bow), Light Armor, Medium Armor, Heavy Armor, Shield, Hiking/Roadmarching, Laborer, Phalanx Fighting

Talents: Charm Resistance, Crackshot (Short Bow), Less Sleep

Skills: Administration 26, Appraisal (Armor and Weaponry) 38, Arcane Lore 22, Carpentry/Woodworking 71, Craft (Bowyer/Fletcher) 81, Hiding 23, Language (Low Elven 91- literate, High Elven 92- literate, Kalamaran 43), Listening 33, Observation 36, Resist Persuasion 12, Salesmanship 32, Sneaking 26


Quirks/Flaws: Merciless, Quick-Tempered, Racist, Sterile

16a. Archer Butt

 This field appears to have converted as a butt for archers. Three circular, turf-covered targets lie at the end of the field, not far away from the protective fence that surrounds Tiwidu.


Tadralaen brings her customers here if they insist on trying out her wares. The elf also lets the village militia come out here for target practice. Earl Esemar has expressed concern with persons practicing archery within Tiwidu. Tadralaen, when inclined to talk to the snobbish human, has stated that she never misses the target... and that the village militia has no chance of hitting anything.

17. Harelon - Carpenter

 This two-story wooden structure is stoutly built and has enough shutters ringing its exterior so that a breeze could cool the interior on a hot day. On a sign next to the front door reads 'Harelon - Carpenter.'

Harelon has only been in Tiwidu for two years, but he has built over two-dozen structures within the village during that time. Harelon's current project consists of installing the timber frame to Nalik Ebitar's future home (75). Harelon usually works in conjunction with Danthal and her brothers (12) but is not fond of the hobgoblin crew. Harelon sees furniture-maker Pigel (5) as direct competition, even though Pigel has never built a house for anyone other than himself. Harelon also just noticed that Kilaki the coffin-maker (105) is employing her skills for profit as well by building a shop for Toloba Bemelo (91). This development has left the carpenter in a foul mood. Harelon is a tall, brawny Kalamaran in his late twenties with brownish-red hair and hazel eyes. He, his wife Deru, and their three children live in the apartment above the shop.


18. Harelon's Warehouse

 This wooden structure is well built and stands two stories high. It could pass for a fancy barn if it was on the other side of Tiwidu's surrounding wall. The double doors to the building have a set of chains wrapped around the handles and is secured with a large iron lock.

This building is Harelon's warehouse. The carpenter


uses it to store lumber, tools, and the like. He also lets Danthal and her crew (12) store their gear here for a small fee, of course. Nerigel (66) approached Harelon about storing 'some goods' here when the carpenter first erected the building. Nerigel was not forthcoming about what he wanted stored, so Harelon politely refused. Since that moment, Harelon has avoided contact with Nerigel and all his associates, thinking Nerigel is somehow up to no good. The lock on the double doors is of Excellent Quality.

19. Maridel - Bricker

 This wattle and daub shop is long and narrow. The frame surrounding the front door is made of gray bricks. The corners of the building and the window jambs are also comprised of the material. Inscribed on the bricks on the top of the frame are the words 'Maridel - Bricker.'

Maridel is a recent addition to the village, having been brought to Tiwidu by Toloba Bemelo (91), who promised that she could move Maridel's product with the business she was bringing to the village. Maridel has some doubts to this, but Earl Esemar has already commissioned the bricker to refit the noble's manor (65e). Maridel has himself, his wife, his two sisters, and her three brothers working in the shop, trying to make the business a success. Maridel usually sends one of his relatives or in-laws to install the bricks while he keeps an eye on things here. Maridel is a blond-haired man in his mid-thirties with a thick beard any dwarf would envy.


20. The Mauve Weave

 This wattle and daub shop is well kept, and the shutters have been painted a pale purple. On a woodcut hanging next to the door are the words 'The Mauve Weave.'

Punas and Degovi Henater have been providing cloth for clothing and blankets for Tiwidu for nearly two decades. Degovi is the spinner, turning wool into thread, and Punas is the weaver, turning thread into cloth. Business has been good for them, but they are a little concerned with the warring merchants (Toloba Belemo and Kynthla). The couple knows the value of competition, but they have been noticing members of the rival factions have been eyeballing each other with disdain and outright anger. Punas and Degovi are


considering moving to Vawidu where they each have family. The couple is in their mid-forties. With their brown-hair and blue eyes, they have often been mistaken for siblings. Due to the shop being so small, the duo has used some cloth dividers to sequester part of the building's interior for some privacy.

21. Lani P'Narik's House

 This wooden house appears to have seen a few years with its sunned, cracked exterior. The roof of the structure extends out enough to provide a decent amount of shade, as the dozen cats lying around the house will attest to.

Lani P'Narik is one of Tiwidu's best kept secrets. She is a cartographer who prefers the country as opposed to the refuse-filled streets of Balelido, even though most of her clients originate from that city. She spends weeks at a time within the confines of her house drawing maps for merchants and nobles, only venturing out when her food stores are low or when she has to run a delivery to Balelido. Lani has a fondness for cats and will never turn away a stray. Whenever she comes back from a business trip Lani can be found at 'The Shaky Salamander Shack' drinking a bottle of blackberry wine. Her curly red hair and green eyes have given many male residents of Tiwidu pause (Looks 14), but she is quite content living alone for now. Lani is fascinated with adventurous spirits. If the PCs' group Fame reaches 50, she will offer the party a look at her maps. There is a 40% chance that she will have a map of a particular settlement or region within a one hundred mile radius of Tiwidu. She will sell her maps at d3+2 Denari each. Lani has a brother, Pamarin (72), who takes care of her cats while she is away.

22. Vigil - Bookbinder


 This wattle and daub shop has been recently white-washed. No sign identifies what exactly this shop sells, but a book cover is nailed to the front door.

Vigil, a stoop-shoulder, balding man of forty-five, is also a recent addition to Tiwidu, having just moved in two days ago. He is firmly in the pocket of Kynthla (49) and can't wait to establish a customer base with all the visitors that frequent the Fhokki's auction area (54). Vigil is a former priest of B'Neli (The Coddler) who learned his craft during his years with the sect.

Vigil's wife and five children will be arriving from Nithido in two weeks. Vigil, however, plans on partying during his family's absence. The bookbinder also plans on trying to get to know his striking neighbor (21).


Vigil will purchase up to ten, human-made items from the Scribe Materials list for 25% of the listed value in the Player's Handbook. Low quality items will not be considered for purchase.

23. Esemar Grove

 This copse is filled with vegetation ranging from trees to bushes to clusters of flowers. You can spot wind chimes hanging from the higher branches of the trees nearby.

Since the beginning of his reign, Earl Esemar wanted some sections of Tiwidu set aside for plant life. A majority of the villagers tend to see this grove as a bit of an eyesore, but the recent addition of wind chimes - with their soft, random melodies produced from night-borne breezes - has lessened the grumbling. There is a small clearing in the center of the grove in which rises a largish square pillar of brick and stone which tapers to point at its tip. On nights of particularly foul weather, Suvikar (52) is out here praising his god, the Creator of Strife. The violent storms which Suvikar chooses to praise his deity during have helped keep residents from learning the secret of his faith... so far.

24. Pelasimo's Parchments


 This wattle and daub shop smells of lye. Your eyes water up from the odor as you walk up to the building. Nailed to the door is an animal skin of some kind. Written on the animal skin are the words 'Pelasimo's Parchments.'

Pelasimo has been Tiwidu's parchment maker for six years, almost working exclusively for Earl Esemar during that time. Pelasimo has been a good friend of Toloba Bemelo (91) even before she arrived in town but has reached a deal with her competitor, Kynthla (49), to ensure that more sheep (the main hide used in parchment making) are brought into the community to be sold to the local farmers. Pelasimo is particularly happy with Vigil (22) moving in next door, even though the new arrival has not spoken to him yet. Pelasimo hopes the future influx of sheep to Tiwidu's

farms will help drive his operation costs down. The parchment maker is also a lifelong friend of Bagan B'Pari (8). Due to the smell of the shop, Pelasimo and his family reside in one of the guesthouses (38) of 'The Shaky Salamander Shack' (37). Pelasimo is a white-haired, soft-faced man in his late sixties who eats more eggs than anyone else in Tiwidu.


Pelasimo will purchase up to ten units of vellum for 25% of the listed value in the Player's Handbook. Low quality vellum will not be considered for purchase.

25. Nedirel's Candles

 This long and narrow wattle and daub shop has the half-melted remains of candles on its windowsills. The woodcut hanging on the front door is covered with wax and has the words 'Nedirel's Candles' etched in the tallow.

Nedirel, a squat, brown-haired man in his early forties, has been Tiwidu's candle-maker since his mid-teens. Half of the time, Nedirel has the shop closed because he is busy visiting the nearby farms that keep straw skeps (beehives) for him. Nedirel uses the higher quality wax from the hives for his more affluent customers (namely Earl Esemar). Nedirel is also Tiwidu's honey merchant, selling it at three Denari a pound. He lives in a set of small rooms at the back of the shop and work area with his elderly mother who keeps an eye on things while he is on a wax excursion.

26. Garilu the Herbalist


 This wattle and daub shop, while smaller than most of its neighbors, makes up for the discrepancy by having an extensive porch. The porch is filled with a rich variety of potted plants. A wooden sign hanging of the front of the porch reads 'Garilu the Herbalist.'

Garilu has been serving as Tiwidu's herbalist for the better part of a decade now but still cringes when the villagers mention her mother's name -- Heru -- Garilu's predecessor. Heru, while quite personable with customers, was an iron-faced, strict disciplinarian with her children. A sudden stroke killed Heru years ago, but Garilu still has nightmares. Some may think the keeping of herbs on the front porch would be detrimental to business, but Garilu's neighbor Vesar (27) always keeps one of his dwarven apprentices on the

lookout for would-be thieves, even at night. Garilu is a plain, red-haired woman in her early thirties.

Garilu will purchase up to twenty units of herbs for 80% of the listed value in the Player's Handbook. Low quality or polluted herbs will not be considered for purchase.

27. Fonodi's Smithy

 This well-cut stone building has a wide entrance where you can see some short, hulking dwarves working before a fiery forge. The ringing of hammers striking the anvil is almost surpassed by the snoring you hear from deeper within the structure. On a sheet of hammered metal hanging off the left side of the entrance are the black-painted words 'Fonodi's Smithy.'

Vesar Fonodi, born and raised in Tiwidu, has been the village's smith for twenty-three years. Vesar can forge weapons and armor, so there is a Medium Base Availability on such items at his shop. The smith has a very dim view on slavery and tends to purchase dwarves from the auction area (54) with the intention of working the demihumans for no more than a year or two before sending them on a wagon to his brother in Bakowido. Vesar's sibling then promptly releases the dwarves so they can enjoy the rest of their lives free. The smith currently has four dwarves working for his shop. Vesar has a soft spot for Garilu (26) and will see no harm come to her or her establishment. The smith also has a wicked sense of humor (see #20 of the 'Rumor Table' pg 85).

Vesar is a great beast of man with a wild, brown-reddish mane shot with grey. Vesar stands at 6'4" and is so hairy he looks like he is just two shades away from having a pelt. Vesar keeps a sharp battle axe on his belt at all times and a medium shield within easy reach. Now in middle age, Vesar is not interested in adventures nor will he lend one of his dwarves for such follies. The master smith finds the ringing of hammers of the shop's anvil helpful in fighting off his bouts of insomnia, hence why he always has two dwarves working the forge at all hours.

Vesar Fonodi (242 EP): NG Kalamaran male fighter lvl 5 fighter; HP 40; Init +5; Spd 11 (battle axe); Rch 3'; Att +3 (battle axe); Dmg 4d4p +5 (battle axe); Def -2 (+4 with medium shield); DR 1 (DR for medium shield 6); ToP 16/ 7; Jog 10 feet/second; Tenacity: Brave

Proficiencies: Hiking/Roadmarching, Laborer, Phalanx Fighting

Skills: Administration 29, Appraisal (Armor and Weaponry) 43, Blacksmithing/Metalworking 77, Intimidation 37, Language (Dwarven 36, Kalamaran 79 -literate), Listening 27, Observation 25, Resist Persuasion 11, Salesmanship 43

Quirks/Flaws: Nosy, Ornery, Hairy

4 Dwarven Helpers (84 EP each): N dwarves; HP 35 each; Init +3; Spd 7 (warhammer); Rch .5'; Att +4; Dmg 2d6p+1 (warhammer); Def +3 (no armor); DR 0; ToP 14/ 7; Jog 5 feet/second; Tenacity: Brave

Relevant Skills: Language (Dwarven 70 - literate, Kalamaran 28), Listening 15, Observation 18, Resist Persuasion 12


Magic Resistance: +4

Poison Resistance: +4

Note that if combat breaks out at 28, and Vesar and/or his dwarves somehow hear it, they will ignore the disturbance short of a house fire. The smith and his crew have heard rustling from the residence before and have become accustomed to it. Vesar is more concerned with his neighbor, Garilu (26), and her well-being.

Fonodi will purchase up to ten pieces of armor or weapons of human-make for 25% of the listed value in the Player's Handbook. Dwarven or Elven-made items can fetch 80% of their value while low quality items will not be considered for purchase.

28. Beetle-Infested House

 This wattle and daub house appears to be unoccupied. The straw thatching on the roof is graying, the porch flooring is cracked, and the shutters are covered with cobwebs. A shiny lock on the front door contrasts sharply to the old building.

This building used to be the home to the local burnisher, Horog, who passed away one year ago. Earl Esemar recently passed along the property to Kynthla so she could move in her own burnisher. The Fhokki merchant has had no time to properly inspect the building, but she did place a new (Good) lock on the door. Less subtle PCs who intend to force the portal open will have to overcome the door's value of 12. The lock is worth 4 sp.



[See 'Beetle-Infested House' Map.]

Encounter: Five giant beetles (55 EP)

Potential Yield:

Room – One wool cloak (human-sized), leather boots (human-sized), and three torches.


Chest -Two wool trousers, three wool tunics, one rope belt, one miner's lantern, one pint of lamp oil, and one small leather belt pouch containing 1d4p sp, 2d4p cp, and 2d6p tc.

Potential Story Award:

☐ Gaining access to the building (15 EP)

☐ Opening the chest (15 EP)

The door opens inward. When the PCs gain access to the building and are looking in, read or paraphrase the following:

 The interior of the house seems to be comprised of just one room, but the shadows make it hard to tell. There are two chairs and a table in the room's center. A cot lies in the far left corner of the chamber while a small, wooden chest hugs the far right corner. Four sable, shelled creatures the size of dogs wander about the room.

A small nest of giant beetles have made Horog's house their own. Four of the beetles are in the chamber proper, but the fifth beetle (the GM may call this one Yoko Ono... or Pete Best) is actually attached to the front door. This insect is hiding under a cloak hanging off a hook on the top of the door. PCs opening the door who pass an Observation check of Average Difficulty will notice a peculiar shift in weight. A PC who looks at the interior side of the door will spot the beetle on a successful Observation check of Easy Difficulty.

PCs electing to barge into the house, swinging the door into the wall as they gain entry, will inflict 1d6p points of damage on the portal-clinging beetle. A PC who decides to keep pushing on the door to crush the bug will cause the beetle to take 1d6p points of damage for every 10 seconds of applied pressure. If the clinging insect has remained unobserved as the party charges into the house, it will attack the intruders from behind after 3d3p seconds. The beetles will attack all intruders and will fight until slain.

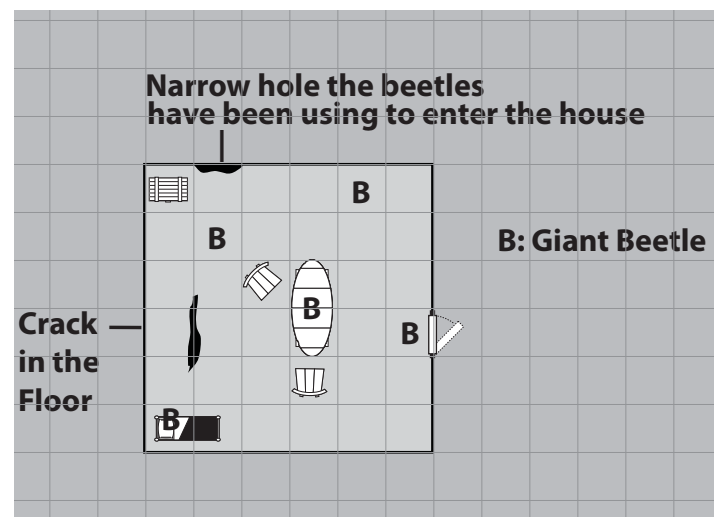
PCs who inspect the cot will find a pair of leather boots at the foot of the mattress. A small bundle of torches lies under the cot. A crack in to the wooden

flooring near the west wall is where the beetles have been gaining access to the house. PCs who take the time to inspect the exterior can find the exit point of the small tunnel on a successful Observation check of Easy Difficulty. Note that halflings are too big to crawl through this tunnel. The wooden chest in the northwest corner of the house is locked (Good quality), and the key was lost long ago.


This is the property of Kynthla (49), and she likes to have her hirelings walk by to keep an eye on things. 2d4+2 working hands from 46 make a walk a point to walk past the house a few times each day. PCs who linger in or around the house (10+ minutes) have a 5% chance of running into such a patrol. Every 20 minutes after that, the chance increases another 5%. Just use the stats of the working hands from 46 if the encounter proves hostile. The workers will lead any captured PCs to the Sheriff's Office (64) where the remaining constables will have the PCs flogged for trespassing and fined for stealing (20 sp per offender).

Kynthla will also have four of her guards (48) trail the guilty PCs within the limits of Tiwidu after the initial punishment. Kynthla will be sure to whisper into the ear of Earl Esemar about the PCs as well if more hostilities arise. The Earl, in turn, will order his own guards (65c) to escort and banish the PCs from Tiwidu. If any of the working hands are killed during the encounter, the PCs will have murder charges (punishable by death) against them, provided there are witnesses to the deed. Note that the hired hands do not have a key to the property. The patrol will merely check the lock to see if it is secure before moving on.

5 Beetles, Giant (11 EP each): HP 15 each; Init 0; Spd 10; Rch short; Att +1; Dmg 2d4p; Def -1; DR 3; ToP n/a; Jog 5 feet/second; Tenacity: Cowardly; Size Small



29. P'Melo's Meats

 Nearing this large wooden building makes your mouth water as a variety of spicy, meaty aromas hit your nose. Hanging off the roof of the front porch is an enlarged wooden replica of a ham hock. On one side of the ham hock in green letters are the words 'P'Melo's Meats.'


P'Melo, a swarthy, squat Kalamaran man in his sixties, has been Tiwidu's primary butcher for thirty-six years. He, his wife, and their four adult children work the shop, taking the customers' orders with a smile and a joke. P'Melo is happy with Tiwidu's growth and can't wait to see if visiting merchants bring in some of the more rare livestock to the village so he can offer new varieties to his neighbors. P'Melo considers the village's other butcher, Nal'Kar (102), more of a wayward child than actual competition. He is a supporter of Toloba Bemelo (91) and detests dealing with Kynthla (49) whenever she shows up with a grocery order. P'Melo doesn't let anyone aside from his family know that he eats mainly fish these days. He and his family live in the house just north of the shop.

Encounter: P'Melo

Potential Yield: 4+d4 weeks of trail rations and 4d6p cp
Potential Story Award:

☐ Ridding the butcher of the next door pests (40 EP)

For the last few weeks, the beetles from 28 have been coming out at night and hanging around the butcher's backyard where P'Melo takes livestock to kill. P'Melo spotted the insect activity three weeks ago but refused to speak out about it because he feared he would lose business. (The beetles are attracted to the dung and offal in the area.) The GM could decide that P'Melo is a family friend of one of the PCs or just likes the look of an out-of-town character. Whatever the case, the butcher will beckon the PCs to one side and say the following:

 "You fine folks look like you could use a few meals and some Sesateri. The Sheriff and his men are currently out hunting that mountain lion, so I turn to you for help. Some beetles the size of dogs prowl around my backyard at night. I know where they lair, and I would like you to slay them before I find them in my shop."

Once the PCs agree to undertake P'Melo's quest, he


will tell them where the insects are coming from (28). Inquiring PCs (overcoming P'Melo's Resist Persuasion score of 10) can find out from the butcher that the house belongs to the Fhokki merchant Kynthla. If P'Melo is asked why he did not bring the matter up with Kynthla, he will state that because he is a supporter of her rival, Toloba Bemelo, Kynthla will likely let the situation fester. P'Melo will ask the party to leave the shop if the PCs even suggest bringing the matter up to Kynthla. Once the party agrees to the task, P'Melo will mention that Kynthla's workers occasionally patrol the lane near the beetle-infested house. PCs could convince P'Melo to be on the lookout for such a patrol (which, again, will require the negotiating PC to overcome the butcher's Resist Persuasion score). The inclusion of P'Melo as lookout for the PCs will cause the butcher to reduce the intended reward by half because of the purported risk it will bring upon himself. In the event that a patrol of Kynthla's hired hands does come around while the PCs are inside 28, and the meat grocer is serving at the party's lookout, P'Melo will call to the workers over and offer some free samples of ham and other foodstuffs. Once the PCs eliminate the beetles, P'Melo will thank them profusely, giving them a knowing wink every time they visit his shop. The trail rations that P'Melo offers the party consist of mostly beef jerky and hard tack.

P'Melo: N Kalamaran human merchant; HP 23; Init +2; Spd 7 (jab 5); Rch 1' (dagger); Att +2; Dmg 2d4p (dagger); Def +1 (no armor); DR 0 (no armor); ToP 10/5; Jog 10 feet/second; Tenacity: Nervous

Skills: Administration 32, Animal Husbandry 51 (cattle), Botany 41, Craft (Butchery) 76, Distraction 29, Language (Kalamaran 74- literate), Listening 14, Observation 10, Resist Persuasion 10, Salesmanship 33


Quirks/Flaws: Clean Freak, Nosy, Myopic

30. P'Melo's House

 This wattle and daub house is broader than most. An extensive garden of colorful flowers lies on the south side of the house.

P'Melo and his family live here. In order to combat the smell coming from the shop, the butcher started a flower garden. P'melo found out that he has a knack for it. Earl Esemar is rumored to have lowered P'Melo's taxes in exchange for flower seeds (False).

31. Hoof-Driven Wares

 This large, two-story wooden building is well kept despite its weathered appearance. Over the front door is a collection of warped horseshoes nailed into the wood. The horseshoes form the words 'Hoof-Driven Wares.'

Malcolet Cringuld - a short, chubby Brandobian man just south of thirty - has been the owner of Tiwidu's general store for three years. Most every one of the village's residents gets along with the amicable immigrant with his cheerful smile and kind, brown eyes. The villagers especially like the tall tales he tells about the bizarre creatures he encountered on his journey to Tiwidu. None of them know that he is a priest of Velmn (or 'E'Patali' in Kalamaran) and that Cringuld hopes to bring all of his neighbors down on their knees in the name of the Overlord.

PCs who start in Tiwidu will likely have made their initial purchases of gear at this shop. Cringuld makes a point of getting to know his customer base. Once Cringuld sees that the PCs are of the adventuring sort, he will try to singly engage them in conversation to get a feel of each PC's disposition. Cringuld hopes to gather more allies for the eventual takeover of Tiwidu. He will not play his hand anytime soon, for he wants to wait for his brothers (also priests of the Overlord) to arrive. Once Cringuld finds it in his best interest to give a potential PC partner some healing, Cringuld will do so, but only in private. Cringuld has managed to sweet-talk Earl Esemar into giving his family members positions in the nobleman's personal guard. GMs should bring Cringuld to bear after the events of Shalelock Hill. Whether he allies with the party or is their new enemy depends on the actions of the PCs.

Malcolet Cringuld is 5'5" and pleasantly overweight. His brown eyes and thick black hair, coupled with his mesmerizing smile, has caused a few heart flutters with the female population of the village. If trouble goes down in his shop, he will grab a club and medium shield from under the counter. His scourge is also there, but he will not bring that out if he can help it. Cringuld does have access to a suit of scalemail, but he keeps it hidden in a private chest. He lives in the apartment above the shop.

Malcolet will purchase human-made items for 25% of the listed value in the Player's Handbook. Low

quality items will not be considered for purchase.

Malcolet Cringuld (242 EP): LE Brandobian human Bringer of the New Order lvl 5; HP 33; Init +3 without scalemail or +5 with scalemail; Spd 8 (scourge) or 10 (club) without armor/ 10 (scourge) or 12 (club) with scalemail; Rch 1.5' (scourge) or 2.5' (club); Att +2 (scourge) or +1 (club); Dmg 2d4p+1 (scourge) or d6p+d4p (club); Def +2 with scourge (+8 with medium shield) or +1 with club (+7 with medium shield) without scalemail/ -4 with scourge (+2 with medium shield) or -5 with club (+1 with medium shield) with scalemail; DR 0 without scalemail or 5 with scalemail (DR for medium shield 6); ToP 12/5; Jog 10 feet/second without scalemail or 5 feet/second with scalemail; Tenacity: Steady

Powers: Command Undead, +2 bonus to saves vs. charm effects

Skills: Administration 30, Appraisal (sundries) 38, Current Affairs 31, Divine Lore 45, First Aid 29, Glean Information 28, Intimidation 27, Language (Brandobian 80 - literate, Kalamaran 47 - literate), Listening 27 (12 in Scale Mail), Mathematics 41, Observation 29, Religion (The Overload) 65, Recruiting 29, Resist Persuasion 28, Salesmanship 35, Skilled Liar 34

Spells:

First Level - *Moderate Emotion: Cause Fear*

Second Level - *Innocuousness, Cure Trifling Wound*


Third Level - *Know Position*

Fourth Level - *Charm, Inflict Pain*

Fifth Level - *Panic, Stirring Speech*


Quirks/Flaws: Compulsive Liar, Scratcher, Hard of Hearing

32. Pumel's Barrels

 This wattle and daub shop is plain except for the short stacks of barrels that flank the front door. On a woodcut hanging on the door are the words 'Pumel's Barrels.'


Pumel, a thin Kalamaran man in his late forties, rolls out his wares for display every dawn and rolls them back inside at sunset. He likes to stay just on the other side of the door just in case some pedestrian decides to pilfer one of the barrels. If that happens, he and two of his three adult sons will give chase while the remaining son will remain with the shop. Pumel's wife passed away two years ago, and the widower is just beginning to smile again. The cooper and his sons live in a series of rooms in the back of the shop.

33. The Tiwidu Library

 This two-story wooden building appears to be newly built; you see a stack of some wooden planks and bits of dismantled scaffolding set to the side. A large woodcut depicting an open book hangs off the extended roof. Under the book are the inscribed words 'The Tiwidu Library.'

The Tiwidu Library is a recent addition to the village. Earl Esemar wants to nurture the population center into a full-fledged town. A few of Tiwidu's residents are quite happy with a library being built, but most (mainly the illiterate) look at the structure as a waste of space. One Nalik Ebitar – a scholarly, thin-shouldered man in his sixties hailing out of Oloseta – was, at one time, quite happy with the Earl's decision to have a place of learning in the backwoods village. Ebitar now is quite upset that the library was made out of wood and not stone as the Earl had originally promised. Ebitar, currently living on the second floor of the building, has secluded himself from the craftsman and laborers out of anguish. Ebitar knows it will be beyond his lifespan before the shelves will be filled with tomes, but he is more upset that a single unattended flame could wipe out such tomes because of the shortsightedness of the Earl. The librarian expects the first shipment of books from Balelido to arrive in three weeks and can't wait to delve within their pages. Ebitar has a house being built at 75. Ebitar can be found at 'The Shaky Salamander's Shack' nearly every night, brooding over a tankard of mead.

34. The Old Tree


 A small, narrow path, flanked by stone benches, lead up to an immense oak tree. At seventy feet in height, the lush oak dwarfs all the buildings in town. The diameter of the tree easily exceeds ten feet. The shifting shadows that fall upon you from the monolith feel like light, reassuring pats from an old friend. The feeling of serenity permeates the area.

Some of the Esemars of old were devout followers of Belanar (The Bear). When a small branch of the noble family settled this area, a cleric of that faith spotted this tree when it was just a sapling. He blessed the tree, and the family members decreed that the location be turned into a park of sorts. Worship of 'The Bear' never caught on in Tiwidu, but Earl Vasipar respects the family ties to the tree enough that he will not tolerate

any damage to the giant. Anyone witnessed harming/defacing the oak will be publicly flogged.

A successful Scrutiny check of Average Difficulty performed in the area will reveal a lack of acorns on the ground. Felipen Lusel (50), the master of the Tiwidu's fledgling thieves' guild, has his minions (51) periodically come out here under the cover of night and pick the area clean of acorns. Felipen then takes the acorns and sneaks them to the feed of the livestock at 90c. Livestock that ingests acorns can suffer from kidney failure and become besieged with other intestinal problems. Kynthla (49) instructed Felipen to do this vile act so that Tolaba Bemelo (91) appears to be selling an inferior product to visiting cattle merchants. A PC with the Tracking skill who passes a check of Difficult Difficulty (due to traffic and rain) can pick up the trail of acorn gatherers leading back to 50.

35. Groundskeeper's Quarters

 This wattle and daub house is free of dirt and grime. The thatching on the rooftop is new. The front door appears to have been made just yesterday, and the grass around the building looks like it just saw the blade of a scythe recently.


This is the home of Akkron Kolttan, the groundskeeper to the Old Tree (34) and the land around it. A gruff, broad-shouldered hobgoblin of middle years, Akkron takes his job very seriously. Akkron has noticed that the acorns around the tree have disappeared. He does not know what to make of the acorns' absence, but as long as the activity does not harm the tree Earl Esemar charged him with, Akkron will not worry about it too much. The hobgoblin is actually quite sociable (for his kind) when off the grounds, but Akkron will not talk to anyone while he is landscaping. Akkron lives here with his wife and two adolescent children.

Akkron Kolttan: LE Kors hobgoblin; HP 25; Init +2; Spd 10; Rch 3.5'; Att +5; Dmg 2d8p +1 (longsword); Def -2 (+4 with medium shield); DR 2 (DR for medium shield 6); ToP 10/ 6; Jog 10 feet/second; Tenacity: Brave

Relevant Skills: Agriculture 27, Botany 38, Language (Kalamaran 47, Kors 78 - literate), Listening 11, Observation 11, Resist Persuasion 11

Quirks/Flaws: Miserly, Migraines, Lisp

36. Stables of The Shaky Salamander's Shack

 This large wooden building is the stables to the nearby inn and tavern. You can hear the neighing of horses inside. You can see two halfling stableboys tending the mounts while two guards give anyone who lingers the evil eye.

Fozwarz Razeska, innkeeper and owner of 'The Shaky Salamander's Shack' (37), likes to keep ahead of any possible competition in the future, so he had this stable built just last year. The building can hold over two dozen mounts as well as two wagons. 2d4 horses can be found in here at any one time. Grain and stabling of horses here cost 5 Sesateri a day. Fozwars always has two guards here at all times as well as two of his many nephews to attend to the needs of his customer's mounts. If a fight breaks out here, the guards will engage the hostiles while the stableboys will run to warn the bouncers at 37. If the horse (or cattle) thieves are caught and taken to 64, the punishment will entail 2d3p days on the pillory after a public flogging and 1d4 fingers are removed. Each guard here has a suit of leather armor, a club, a medium shield, and 2d6p cp. Each stableboy has a dagger and 2d8p tc.

2 Halfling Stableboys (20 EP each): N halflings; HP 19 each; Init +1 (-1 die); Spd 7 (Jab 5); Rch 0'; Att +1; Dmg 2d4p-2 (dagger); Def +6; DR 0; ToP 8/ 6; Jog 5 feet/second; Tenacity: Steady; Size Small


Relevant Skills: Animal Empathy 16, Hiding 63, Language (Kalamaran 74), Listening 12, Observation 14, Resist Persuasion 11, Sneaking 63

2 Bouncers (30 EP each): N Kalamaran human men-at-arms; HP 32 each; Init +5; Spd 10; Rch 2 1/2'; Att +1; Dmg d6p+d4p+1 (club); Def -3 (padded armor); DR 2 (padded armor); ToP 13/ 7; Jog 10 feet/second; Tenacity: Steady


Relevant Skills: Intimidation 30, Language (Kalamaran 68), Listening 15, Observation 20, Resist Persuasion 15

37. The Shaky Salamander's Shack

[See 'The Shaky Salamander's Shack' Map.]

 This large, spacious, single-story building is made of wood, grayed by the weather and the passage of time. A long porch that runs the entire length of the front of the building provides shade for those who want to escape the harsh rays of the sun. Hanging off the porch is a large woodcut depicting a lizard dancing on the rim of a tankard, about to fall in. Under the etching are the words 'The Shaky Salamander's Shack.'

Upon entry of the inn and tavern for the first time, read or paraphrase the following:

 The interior of 'The Shaky Salamander's Shack' is quite contrary to the establishment's aged, graying exterior. Inside, the tables, chairs, and walls have the sheen of fresh-cut, recently varnished timber. Fozwarz Razeska, the halfling owner of the inn and tavern, is doing his customary patrol, walking the length of the bar counter, making sure all of the patrons are getting their fill of food and drink. His children and grandchildren can be seen in the tavern proper, taking orders from the customers sitting at the table. You stand for a moment and smile at the sight of three halflings carrying a platter of roasted pig to a table where some weary guardsmen are sitting. The efficiency of Tiwidu's one alehouse can never be disputed. As if to prove this point even further, another halfling comes up to your party and asks if you want to be seated.

The Shaky Salamander's Shack has been Tiwidu's drinking hole for as long as anyone can remember. Ownership of the inn and tavern has changed hands quite frequently until seventeen years ago when halfling Fozwarz Razeska showed up and bought it from Lorirel Pebara (71). Some eyes were raised when the villagers witnessed Fozwarz buy up the properties adjoining the Shack. A few citizens speculated that the halfling had had a successful career as a thief prior to his arrival to Tiwidu. Fozwarz keeps quiet about his past prior to his role at innkeeper, thriving on the speculation from his neighbors. In reality, he was the son of a very successful fishmonger in Thimido but did learn some of the ins and outs of thievery from some of his more nefarious relatives.

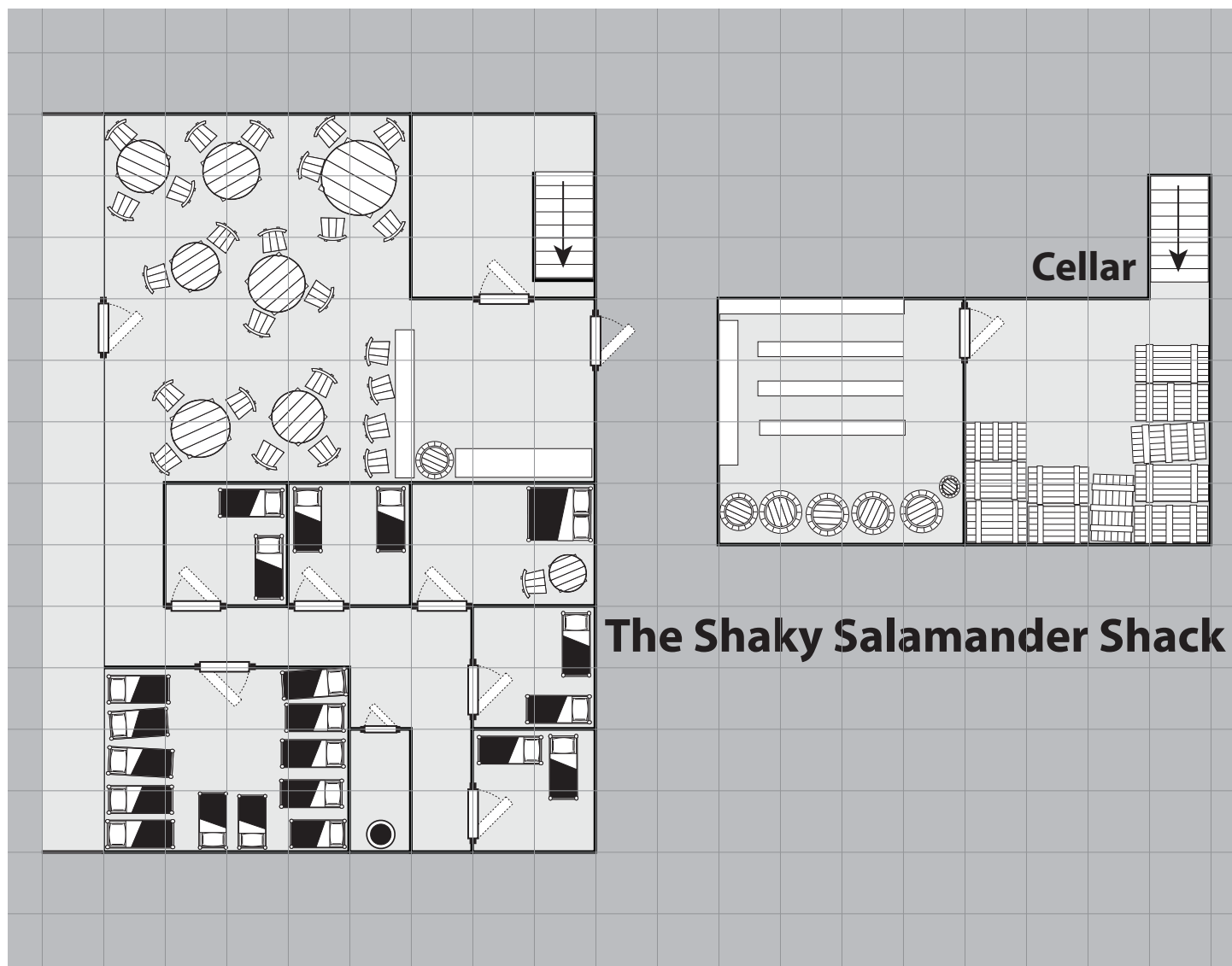
The tavern side of the establishment serves good,

common food. Breakfast consists of porridge, biscuits, sausage, and eggs. Lunch and dinner are usually comprised of stew, leeks, vegetables, chicken, ham, and steak. The presiding GM should refer to pages 196 and 199 of the HMPH for prices on the food and drink at the Shaky Salamander. Note that Orluian Brandy and Elderberry Wine are not currently available. Sheriff Dataras and the hunting party bought out the halfling's stock, making Fozwarz question how fast the good Sheriff will bag the menacing mountain lion. Fozwarz is waiting on a shipment of these strong spirits, set to arrive in 1d4p weeks.

The inn portion of the establishment has one moderately sized common room, four private rooms, and one suite (which will be occupied by Birel Rilas and Fenire Rumele during the course of the adventure, unless the PCs decide to kill them off). A night in the aforementioned rooms goes for 5 tc, 5 Sesateri, and 2 Denari respectfully. If they appear to be having some fiscal luck, PCs will be offered the inn's guesthouse at

42 for 6 Denari a night.

Fozwarz Razeska is bushy, grey-haired halfling of late-middle age. He stands at 3'2" and is slimmer than most of his kind. The tufts of fur that count as Fozwarz's eyebrows are so thick they look like they may tip him over. Patrons have speculated that Fozwarz only manages to stay upright due to the weight of the substantial fur on his feet. Fozwarz can always find a reason to celebrate the day, and nothing pleases him more than causing his customers to smile. If any trouble breaks out in his establishment, Fozwarz will send his bouncers in while he climbs the bar and utilizes his sling. The innkeeper does not wear armor, but always keeps a short sword handy. Fozwarz always has a large pouch with ten sling bullets hanging off his belt and another pouch of ten under the counter of the bar. If things look to be getting way out of hand, Fozwarz will send out one or more of his servers to summon the guard. Militia will take 4d20p seconds to respond and will be comprised of 1d3+1 guards.



Fozwarz Razeska (167 EP): LN halfling thief lvl 3; HP 24; Init -2 (-1 die); RoF 10 (sling); Spd 8 (7 jab) for short sword; Rch 1' (short sword); Att +5; Dmg d4p+d6p (sling) or 2d6p-1 (short sword); Def +8; DR 0 (no armor); ToP 8/5; Jog 5 feet/second; Tenacity: Steady; Size Small

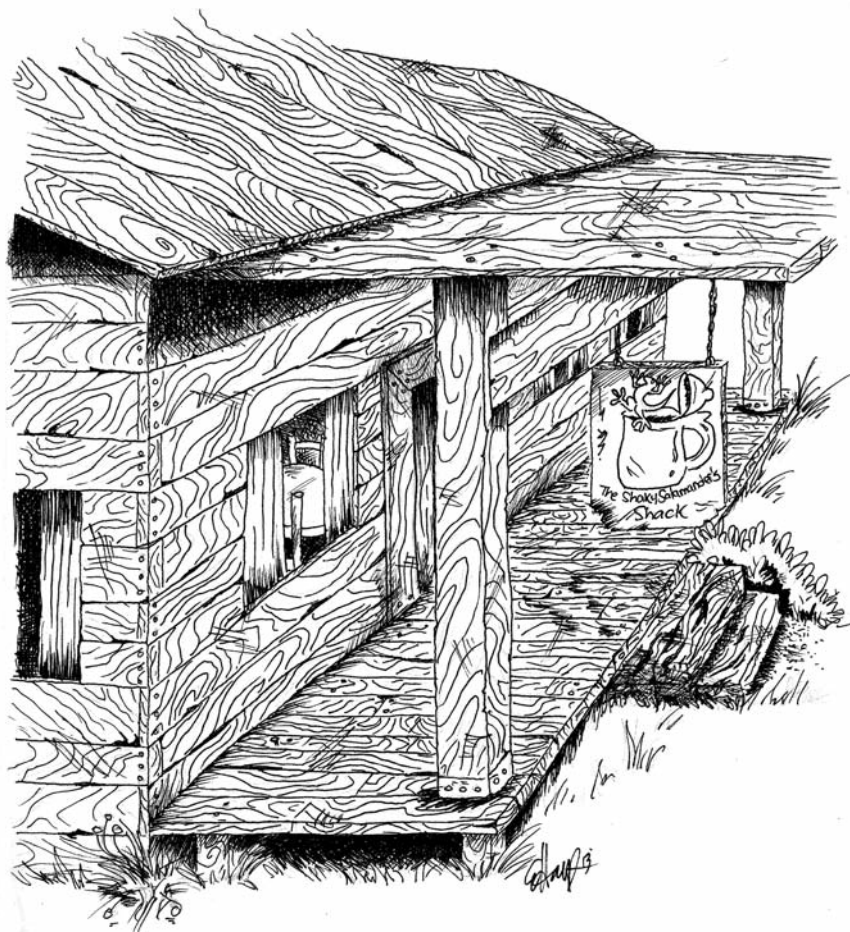
Luck Points: 23

Skills: Acting 31, Administration 33, Appraisal (Gems and Jewelry 31), Art of Seduction 32, Climbing/Rappelling 31, Diplomacy 43, Disguise 23, Disarm Trap 27, Escape Artist 26, Hiding 34, Identify Trap 26, Languages (Kors 51, Kalamaran 73 - literate), Listening 28, Lock Picking 27, Observation 23, Pick Pocket 35, Resist Persuasion 10, Salesmanship 40, Sneaking 35, Trap Design 21

Quirks/Flaws: Absent-Minded, Allergies (Mold), Colorblind

Fozwarz, a shrewd businessman, has eight bouncers in his employ. There are always four of them on duty, with two at the bar and the other two at the door. Each bouncer is outfitted with padded armor and a club. The bouncers are a motley collection of veterans from the Kalamaran army's 3rd Legion. Among them are seven

humans and one sil-karg—all brothers in arms with shared combat experience. The men have hard countenances and many have visible scars from wounds sustained in battle. If a fight breaks out in the barroom, one of the bouncers will go to Fozwarz's side and defend the innkeeper. The bouncers, if hard-pressed, will fight to the death. When not providing muscle for the establishment, the men usually go out to the surrounding farms for extra coin. It may be possible for PCs to hire one of these veterans (Resist Persuasion 20) if the party is a little shy in the fighter department. The bouncer will demand an equal cut of the profits. Fozwarz Razeska will join in any such negotiations, insisting that he should be compensated if one of his enforcers is being lured away. The tavern owner will demand one Denarus/each day his bouncer is away. Whenever the bouncer gains enough coin, he will try to upgrade his weapons/armor at Fonodi's Smithy in-between adventuring forays. The bouncer will not work with any party that has a half-orc their ranks. Note that if the bouncer is killed, Fozwarz – with the backing of the fallen man's brethren – will demand 20 sp in compensation. Oddly enough, after the demise of



the bouncer, prices at the Shack increase twofold for the PCs.

8 Bouncers (30 EP each): N Kalamaran human (and one sil-karg) men-at-arms; HP 32 each; Init +5; Spd 10; Rch 2 1/2'; Att +1; Dmg d6p+d4p+1 (club); Def -3 (padded armor); DR 2 (padded armor); ToP 13/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 30, Language (Kalamaran 68), Listening 15, Observation 20, Resist Persuasion 15

Fozwarz is a big believer in nepotism. It is one of the many reasons Fozwarz's business has stayed afloat. The innkeeper currently has a score of relatives working for him, mostly composed of his children and grandchildren. At any time, a total of 3d3+3 Razeska halflings attend to the various duties of the establishment. PCs may notice (Observation – Easy) these halflings shy away from the bouncers whenever possible. Whenever trouble breaks out in the barroom, each halfling will either (50%) seek cover or (50%) engage the hostiles. They don't have armor, but each halfling has a dagger, a sling, and five sling bullets in a small belt pouch.

20 Razeska Halflings (20 EP each): N halflings; HP 15; Init +1 (-1 die); RoF 10 (sling); Spd 7 (5 jab) for dagger; Rch 0' (dagger); Att +1 (dagger) or +3 (sling); Dmg d4p+d6p (sling) or 2d4p-2 (dagger); Def +6 (no armor); DR 0 (no armor); ToP 8/6; Jog 5 feet/second; Tenacity: Steady; Size Small

Special: Initiative die type is one better

Relevant Skills: Hiding 65, Language (Kors 25, Kalamaran 72), Listening 10, Observation 10, Resist Persuasion 10, Sneaking 65

The inn and tavern is an important place to hear rumors and possible adventure hooks. Any PC who grew up in Tiwidu is entitled to one free roll on the rumor table on page 83. Any subsequent gossip gathering (or if the PC is from out-of-town) on any one day would require a Glean Information check starting at Easy Difficulty. The deeper PCs delve into the barroom tittle-tattle, the more guarded the patrons get, as it becomes obvious to them that the PCs are nosy as all heck. In game terms, this means the Glean Information checks jump up one Difficulty level for every attempt made in a single day. GMs should also keep in mind that every check is going to cost the inquiring PC 1d4 hours and 1d10 sp (if he or she wants to avoid the additional +15 penalty to the check), a use of resources that could be quite taxing to a low level character. Hopefully, the PCs will learn that while gathering

information is a crucial element to success, they should also be aware that they should not fish for all of the information at one location on the same day

38. Inn's Guesthouse



This small wattle and daub house has a woodcut hanging above the door depicting a lizard holding a candle up in one hand. His other hand rests against his chin with one finger pressed across his lips.

This is one of the 'The Shaky Salamander Shack's two guesthouses (the other is located at 44). Pelasimo the parchment maker (24), his wife, and two children currently reside here. Pelasimo hopes to buy the house from Fozwarz in the near future, but the innkeeper will hear nothing of it.

39. Fozwarz Razeska's House



This wattle and daub house is a rather plain affair except for a large sign on the right side of the door. On the sign in red letters is the message 'Fozwarz Razeska's Residence. All Shack business happens at the Shack! Not here!'


Fozwarz Razeska resides here with his wife, three of his children with their spouses, and seven grandchildren. Fozwarz was tired of patrons coming here with their various complaints of the inn and tavern (37) and felt compelled to post the sign. Whenever the halfling patriarch does answer the door, he has a large (for him) bell in hand. Unless the PC overcomes Fozwarz's Resist Persuasion score (10), the innkeeper will ring the bell, summoning his four off-duty bouncers at 43. One facet of the house PCs will notice when the door is open that while the exterior of the domicile is human-sized, the interior of the house has been split into two halfling-sized floors. Fozwarz, his wife and two of their grandchildren live on the top floor while the rest of the family live on the bottom. Some of the taller PCs might be surprised when they find themselves eye-to-eye with the diminutive innkeeper.

40. The Shaky Salamander's Shack's Leisure Yard and Gazebo

Encounter: Penny Razeska

Potential Story Award:

☐ Returning White Foot's Bell to Penny (25 EP)


 This well-manicured yard has a gazebo at the center and a few wooden benches arranged around it. The green and white, octagonal gazebo is made from wood and has a stone foundation. Wind chimes hang from all eight sides of the outdoor structure.

All of the inn's previous owners have designated this open space as a place of relaxation for patrons and lodgers alike. There will be 1d4-1 Razeska halflings here doing some landscaping. There is also a 15% chance that one of the bouncers from 43 will be here providing some muscle for the halflings.

One of the Razeska halflings can be found here most evenings, a child named Penny. Penny is usually either slumped in a gloomy depression or softly weeping for her lost pig, White Foot. She describes the pig's appearance to every passerby and hands out crudely drawn fliers depicting the little animal. The miniature pig is black all over except for one white foot and has a cowbell around its neck so that it can be easily found. White Foot has been missing for a few weeks and everyone but Penny seems to realize that it is probably dead. They're right. White foot was taken by a kobold patrol from Shalelock Hill (see—"Shadow Over Tiwidu") after the pig wriggled out from its pen and wandered out of the city gates before they were closed. It was subsequently eaten. If PCs bring back white foot's cowbell (found on the first level of Shalelock Hill, again, see—"Shadow Over Tiwidu") to Penny then the little girl will finally find closure.


While any gamer worth his or her salt may point out the many stories about gazebos and the potential danger they pose adventuring parties, this one is quite docile, only giving visitors a wooden look.

41. Fozwarz Razeska's Extended Family Home

 This wattle and daub house is a bit taller than most. To one side, you see some building materials peaking under some canvas. Over the front door is a wooden sign with the word 'Razeska' carved into it.


Fozwarz Razeska soon realized that he needed more room for his family, so he bought this house two years ago. The influx of merchants to the village has increased Fozwarz's profits enough so he could install three floors into this household. A majority of his staff from the inn and tavern live here. The halflings inside, for the most part, do not like living in a human structure. They yearn to have some proper halfling homes beyond the village walls but realize it may be years before the outside is safe enough to fulfill their dreams. Any visitors here will be directed to talk with Fozwarz at the Shack (37). Like Fozwarz's house at 39, two floors can be seen if the door is opened.

42. Inn's Guesthouse

 This quaint wattle and daub house is white-washed and free of cobwebs. The shutters are quite sturdy, and the front door is of ironbound oak.

Fozwarz snatched this property up almost at the same time he bought the inn. The cottage is equipped with one table, four chairs, two bunk beds, and a chamber pot. For an extra silver piece, Fozwarz will throw in an extra cot (two max). Meals are not included with the cottage, but they can be delivered here for an extra two Sesateri a day.


43. Innkeeper's Guardhouse

 This wattle and daub house is much like its neighbors in appearance, but there are two hay-stuffed dummies hanging off of posts extending from the front wall. From the depressions in the head and guts of the sack-covered mannequin, you can tell they are used for brutal bludgeoning practice.

This house is used to quarter bouncers. 1d4 of the army veterans will be here at one time. Sheriff Dataras was interested in beefing up the local militia by hiring some of Fozwarz's muscle, but Earl Esemar nixed that idea because he feels the village is better represented by locals. The bouncers make a meager living but enjoy the free food the innkeeper provides them. The men hope that a rich, law-abiding merchant will hire the lot of them and take them to a more exciting locale. If one of these men is hired by the party and survives Shalelock Hill, he will use all his extra funds to purchase better armor and weapons for his fellows to help accomplish this dream. Under no circumstances will these men will help with the zombie and/or groll

uprising, unless the threat directly affects the Shack. The bouncer hired by the party though will help if still under contract.

44. Maparel the Porcher

 The upper half of this wattle and daub house looks as clean as its neighbors, but there are some splotches of brown all around the bottom of the building. The splotches are mud. A woodcut shaped like a pig hangs over the door. On it is the name 'Maparel.'

Maparel has been serving as Tiwidu's porcher (pig-keeper) for over three years and has been quite happy with the arrival of Kynthla (49). His business has grown steadily, and he sells his stock regularly at the auction area at 54. Maparel aspires to have every farm around Tiwidu funnel their hogs through him to sell to visiting merchants. Maparel is a friend of Toloba Bemelo but feels the fellow Kalamaran is too sentimental to be a success in the world of trade. Maparel is a thin man just north of forty and is a bachelor... and with the way his property smells, that status will likely not change.

Encounter: Maparel the Porcher

Potential Yield: One hog or 3d6p cp

Potential Story Award:


☐ Cleaning the exterior of Maparel's home (15 EP)

Two days ago, some of Maparel's charges escaped their pens and flooded around his home. Since the incident, Maparel has been too busy repairing the pen (44a) to clean his house. Maparel is not in the best of moods since he has some merchants coming by on the morrow to buy some of his hogs, and his house is nowhere near presentable. As long as the PCs have been nice during the encounter, the porcher will offer them some coins or a hog in exchange for cleaning the house's exterior. The cleaning job will take eight man-hours to complete, much of that time involving PCs hauling water from the well in front of the smith (29) to use on the walls of the porcher's house. Maparel can act as supervisor to the job, coming out of his home to check the PCs' work. If the PCs opt for taking the hog for food, the beast will yield 1d4+6 servings of meat.

An Average Mastery of the Cooking skill is needed to properly prepare the hog. Anyone with less skill will lose a serving per level under Average. P'Melo the


butcher (29) will work the pig for the party for 2 Sesateri, but if the PCs took care of his beetle problem, P'Melo will prepare the pig for free.

44a. Maparel's Holding Pen

 In this area is an immense wooden pen filled with swine. You notice the pen is divided into smaller sections. The pigs in the nearer sections move closer to your location, their nostrils flaring and their squeals rising. The northwest portion of the wooden fence that surrounds the swine appears to have been recently installed.

Maparel uses this pen as a way-station for the local farmers' livestock before the animals hit the auction house at 54. The pen is subdivided into eight sections. Each section currently holds 3d4p+4 hogs. There is a 10% chance that a patrol of six of Kynthla's guards from 48 will be here on the lookout for would-be thieves. These men and women are significantly tougher than the Fhokki's hired hands. The GM should go to 48 for the guards' stats if the PCs are in the area getting into mischief. Note that a PC needs to pass an Animal Empathy check of Easy Difficulty to quiet down a pig before sneaking the animal out of the pen. The GM should also note that the target pig will be surrounded by 1d4 of its kin that will squeal as a family member is plucked away unless the PC takes the time to calm those animals as well. Irate, noisy pigs have a 50% chance of bringing Kynthla's guards to this location. Maparel (Listening 25) will not show up if he hears a commotion. The porcher has seen enough of the animals this week and feels the guards will handle whatever the situation is.


45. Kibiga the Sheepshearer

 This wooden house has a worn look to it, the planks graying and cracking from years of sun. You note that the building has a large swinging door on its southeast side in addition to the front entrance. Next to the front door, nailed into the wall, is a pair of rusted shears. On one of the blades etched in the rust is the word 'Kibiga.'

Kibiga has been Tiwidu's sheepshearer for only about two years, but in that short time, she has garnered the reputation as a shrewd, efficient businesswoman. Despite this, she barely makes enough coin to make ends meet. She allied herself with Kynthla in the

village's trade war but is beginning to regret her decision because of the Fhokki's stance on slavery. Kibiga hopes to make enough revenue to move her business more near Bemelo's holdings. The sheepshearer does keep things cordial when dealing with Kynthla and hopes to keep the business ties intact when the day comes. Kibiga is an athletic, tall woman in her mid-thirties with reddish-brown hair and green eyes. She lives in the shop alone and uses the large side door to bring in the sheep to shear. Her sister, Hin'Mara (121), is sent most of the wool to get it ready for trade.

46. Kynthla's Bunkhouse

 This wattle and daub house is taller than most of its neighbors. The framework of the structure is made from fresh-cut timber. The thatch roof is new and still a bit on the green side. Yelling and laughter can be heard from inside.


This is where Kynthla (49) keeps a majority of her work force. These workers are made up of equal parts villagers and outsiders. Pay is four coppers and two meals a day. These workers do a variety of tasks ranging from feeding the livestock to handling the freight at the auction house. During daylight hours, only 1d4 of the hired hands are present trying to keep the bunkhouse tidy. At night, 3d4 of the workers are here, resting from a hard day's labor while the rest are either carousing around the village or are on patrol, keeping an eye on Kynthla's various properties. The house has ten bunkbeds, two tables, nine chairs, and three decks of very worn playing cards. The hired hands each have a dagger. Each worker has 3d4p tc.

The GM may feel inclined to have some (or all) of the party members start here. The PCs could benefit from getting a feel of the village while having a bit of a steady income. PCs of the melee variety may be offered a spot among Kynthla's guards (48). Those PCs who are light-fingered may be inducted into the fledgling thieves' guild (51). Kynthla has a very dim view on those who leave her employment. PCs who excuse themselves from Kynthla's service better have something of immense value to entice the Fhokki into hiring them again, such as the dungeon in 'Shadow Over Tiwidu.'

16 Hired Hands (25 EP each): N or CN Kalamaran human laborers; HP 25 each; Init +5; Spd 7 (5 jab) dagger; Rch 1'; Att +0; Dmg 2d4p+2 (dagger); Def -1 (work garments); DR 1 (work garments); ToP 10/ 7; Jog 10 feet/second; Tenacity: Steady


Relevant Skills: Language (Kalamaran 65), Listening 10, Observation 10, Resist Persuasion 10

47. Kynthla's Stables

 The building of the immense, wooden stables is a peculiar shade of brown with white trim. On the hayloft door, painted in a vibrant green, are the words 'Kynthla's Stables.'

Kynthla uses this building to house the horses she sells at her auction area (54). During the day, Kynthla allows the mounts to graze and feed with the other livestock in the holding pen (47a). The stables can hold up to four dozen horses comfortably as well as four wagons, but Kynthla rarely lets the structure be used for the latter. At any given time, there are 4d4 riding horses here. The hayloft is usually kept full for the animals here and in the holding pen (47a), and one ground-level storeroom is used to hold other types of grain for Kynthla's charges. During the day, 1d4 hired hands (46) and two guards (48) are about. At night, just the two guards will be here. One of these sentries will have a whistle. When an alarm is sounded, the other guards from 48 will arrive in 2d20p+20 seconds. Kynthla has enough influence on Earl Esemar that when a horse or cattle thief is caught stealing from the Fhokki, the guilty party will have 1d4 additional fingers removed, on top of the standard 1d4 fingers normally cut off for such an offence.


47a. Kynthla's Holding Pen

 An enormous field has been cordoned off with a wooden fence in this part of the village. Inside, you can see a multitude of cattle and sheep with a sprinkling of horses wandering about. The feeding and water troughs for the livestock are located near the center of the pen.

The holding pen will have 6d4p cattle, 4d4p sheep, and 1d6 horses in it at any one time. Kynthla likes keeping the feeding/watering troughs deep inside the pen so there is less chance of tampering from outside forces, something her rival Toloba Bemelo has not quite learned yet (see 90c for details). 1d4 hired hands (46) are here in the pen, tending the livestock during

the day. The patrol of six guards, mentioned in 44a, will be encountered here 50% of the time, walking the perimeter.

48. Kynthla's Guardhouse

 This old, wooden house is besieged with sun-dried, graying timbers and an abundance of cobwebs. Six small casks are stacked to the right of the front door. A broken plank has been nailed to the front door. Hastily carved onto the plank are the words 'Do Not Enter!'


Kynthla bought this house not too long ago but has not had time to convert it into a proper barracks. Cots have not been provided for the guards just yet, and the men and women have been grumbling that simple bedrolls are not enough to provide a good night's sleep. There are two tables and four benches inside, and some of the guards have been using these as makeshift beds. Other sentries have been thinking of reverting to mere hired hands just to enjoy the extra bunkbeds at 46. Kynthla has cots on order from a fellow merchant (arrival in 2d6p+4 days). In the meantime, the Fhokki has increased the guards' ale ration to two casks a night to turn the complaining into hearty burping.

Kynthla houses a dozen guards at this location, but only about four will be encountered here. Six will be patrolling the Fhokki's holdings while the other two will be found at the stables (47). Unless the PCs have a work order from Kynthla, they will not be allowed inside. Each guard is equipped with studded leather armor and a spear and will have a coin purse with 2d4p cp and 2d10 tc inside.

12 Men-at-arms (30 EP each): N or CN Kalamaran human men-at-arms; HP 28 each; Init +4; Spd 12 (8 jab) spear; Rch 10'; Att +1; Dmg 2d6p+1 (spear); Def -2 (studded leather); DR 3 (studded leather); ToP 12/7; Jog 10 feet/second; Tenacity: Steady

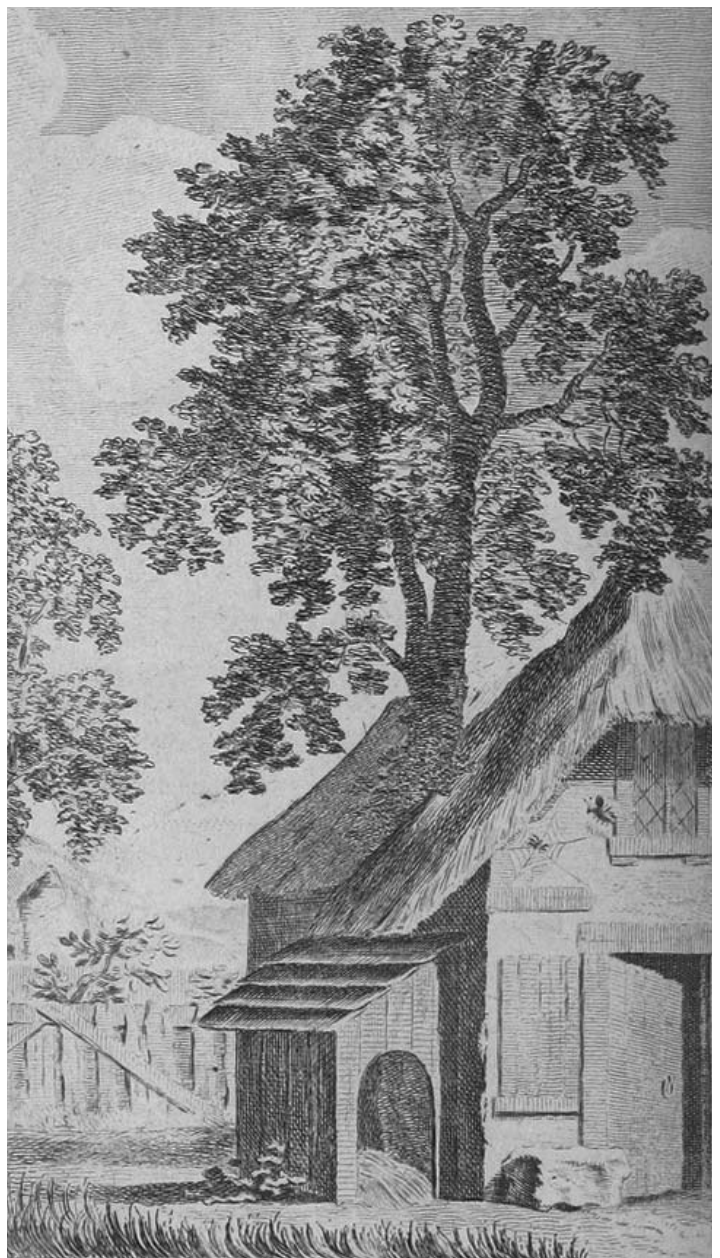
Relevant Skills: Intimidation 25, Language (Kalamaran 70), Listening 15, Observation 20, Resist Persuasion 20

49. Kynthla's House

 This large, sturdy, two-story wooden home rests at the end of a well-traveled lane. Horns, predominantly cattle, are set in a decorative manor on the front porch. A wooden sign hangs off the roof of the porch. On the sign is the name 'Kynthla.'

This property was one of Kynthla's first purchases when she decided that Tiwidu was destined to become a mecca of trade. Kynthla has improved the household considerably with new floors and a cellar (to store her favorite ale). Kynthla has barely lived here for half a year but already hopes to move into something with a bit more space (65e). The (only) door to the home is outfitted with a Superior quality lock. Any PC who is lucky (or unlucky) enough to get inside the residence will note the amount of animal furs that cover the walls and furniture. Kynthla is still in touch with her Fhokki roots.

During daylight hours, Kynthla is either here (30%) or at her auction house (70%). PCs encountering her here will conduct what business they have with the merchant on the porch. Kynthla will not allow



strangers inside her home. When she is not here, neither are her personal guards. In this case, a patrol of six soldiers-at-arms from 48 will be found walking up and down the lane 50% of every hour, checking to see if the residence has been tampered with. When Kynthla is here at night (with her personal guards), the chance of a roving patrol is mitigated to 20% every hour.

Kynthla is, arguably, the most influential individual in Tiwidu next to Earl Esemar. Originally from the city of Trarr in the Lands of Drhokker, this Fhokki woman traveled to the Kalamar Empire with her merchant parents. Once of age, Kynthla learned some weapons training from her parents' bodyguards before setting out to become a tradeswoman. Kynthla's eye for goods – particularly that of livestock – has earned her a respectable amount of coin. With the abundance of

cattle farms around the village and the growing group of merchants dissatisfied with Baron Rewano's growing tax increases in Balelido, Kynthla took her sizable fortune and began to invest in Tiwidu. After establishing strong business contacts, Kynthla opened an auction area with an adjoining warehouse (54). She has increased her revenue by including the selling of slaves (predominately dwarves). Kynthla has a disdain for her rival, the popular Toloba Bemelo (91). The Fhokki has tried to pressure the local merchants to side with her against Bemelo but has met strong resistance. Kynthla has turned to ensuring that Bemelo sells ailing cattle (see 50 and 51 for details). The Fhokki will welcome PCs with open arms if they express an interest in joining her workforce. Inductees will be shown to 46 unless they can show Kynthla that they have talents beyond the normal laborer. PCs who give the Fhokki more ideas (legal or otherwise) on bringing about her rival's downfall can gain great standing in Kynthla's eyes.

Kynthla is a blond Fhokki woman in her mid-forties. She stands at 6'2", making her easy to spot among her entourage. Kynthla never leaves the house without wearing leather armor and having a short bow in her hands. Kynthla has tried to set up dinner with Earl Esemar (65c) in hopes of seducing the nobleman, but Esemar does not consider involving himself with women unless they are under the age of thirty. The lack of romantic interest from the Earl has not dampened their business arrangements, but it has left Kynthla with a blow to the ego, something she has tried to nurse with the hiring of the personal guards (see below). Kynthla's personal wealth consists of a silver ring worth 35 sp and a coin purse filled with 5d4p sp, 4d6p cp, 3d10p tc and the only key to her house. Any additional treasure within the household is up to the GM (suggested value of 10d10p + 40 sp in various treasures/ textiles). The events of 'Shadow Over Tiwidu' may strengthen Kynthla's position in the village, providing the PCs with a future ally/antagonist.

Kynthla (200 EP): NE Fhokki fighter lvl 4; HP 32; Init +4; RoF 12 (shortbow); Spd 10 (Jab 8) longsword; Rch 3.5'; Att +3; Dmg 2d6p (arrows) or 2d8p +1 (longsword); Def -2 (leather armor); DR 2 (leather armor); ToP 13/4; Jog 10 feet/second; Tenacity: Steady

Skills: Administration 32, Appraisal (Armor and Weapons 33, Fur and Pelts 35, Gems and Jewelry 24, Livestock 36, Sundries 38), Art of Seduction 23,



Current Affairs 28, Diplomacy 23, Intimidation 31, Languages (Fhokki 75 – literate, Merchant's Tongue 40, Kalamaran 66 - literate), Listening 9, Mathematics 41, Observation 9, Resist Persuasion 18, Salesmanship 43


Quirks/Flaws: Close Talker, Touchy, Allergies (Insect Stings), Animal Antipathy (Snakes)

These two men take their job very seriously, watching their boss nearly every waking hour... and some of her sleeping hours as well. Each guard is equipped with studded leather, a short bow, a quiver with 12 arrows, and a spear. Each man will also have a coin purse with 2d4p sp, 4d4p cp and 3d10 tc inside. One factoid of note is that each man has a Looks score of 14. Kynthla believes if she is going to be guarded by men all day, they should be worth looking at.

2 Personal Guards (30 EP each): N Kalamaran human man-at-arms; HP 32 each; Init +4; RoF 12 (short bow); Spd 12 (Jab 8) spear; Rch 10'; Att +1; Dmg 2d6p (arrows) or 2d6p+1 (spear); Def -2 (studded leather); DR 3 (studded leather); ToP 13/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 30, Language (Kalamaran 73), Listening 20, Observation 25, Resist Persuasion 20

50. Head Groundskeeper

 This wattle and daub house is a bit shabby, with leaves from a nearby oak sprinkled all throughout the thatched roof. A narrow wooden shed is built along the east wall of the home. The rust-pitted blade of a sickle is nailed above the entrance. A name written in black ink has been inscribed upon the blade, but it appears time has made the letters illegible.

Felipen Lusel likes keeping a low profile, so he does not mind letting his domicile look a little rundown. Kynthla has argued that due to Lusel being her 'groundskeeper,' the condition of his house should reflect his job. Lusel maintains that he is so busy with her plots that he has no time to keep his house pristine. Lusel's nighttime duties have been successful as of late, so the Fhokki's grumbling has lightened.

Lusel was an average, run-of-the-mill thief from Kabakosikido who grew tired of the constant goblin raids on the city of his youth. Kynthla saw much potential in the lithe man when she spotted him successfully lifting a coin purse from a rival merchant at a small tavern. Kynthla offered him a position in her ranks, and Lusel, seeing the Fhokki as a ticket to more

hospitable locales, accepted. He has been her lackey for seven years now and sees no reason to quit now.

Lusel's current task is to make business so bad for Toloba Bemelo (91) that the well-liked merchant will eventually leave. Lusel has instructed his minions (51) to sour the grain of Bemelo's livestock (90c) with acorns from 'The Old Tree' (34). Lusel has also ordered his underlings to hang out at Bemelo's new auction house when it opens (100) and start pick-pocketing attending merchants. Another plan is to find some assorted vermin and deposit them into the homes/premises of Bemelo's allies to send a message. Some of Lusel's minions have already been successful in the acquisition of such nuisances (see 51 for details).

Felipen Lusel is small, thin man standing at 5'2". His brown, curly hair is now flush with gray, a condition that hit full swing when Lusel turned forty last month. He has a tendency of turning his head sideways when addressing someone, a habit that Kynthla finds annoying. Lusel has a ragged, old scar on his right cheek that runs from his ear to his nose. Lusel earned the mark when he poked his head into the window of a mark's house and got a face-full of blade from a guard in wait. Lusel's 'Forgettable Face' talent usually negates the scar because he keeps such a low profile in the village.

Felipen Lusel (242 EP): NE Kalamaran human male thief lvl 5; HP 30; Init -3 (-2 die); RoF 6 (throwing knife); Spd 7 (throwing knife if used in melee), 8 (7 jab) for shortsword; Rch 1' throwing knife is used in melee, 2' shortsword; Att +5; Dmg 1d6p (throwing knife), 1d6p-1 (throwing knife used in melee), 2d6p-1 (shortsword); Def +3 (with leather armor); DR 2 (with leather armor); ToP 11/4; Jog 10 feet/second; Tenacity: Nervous


Luck Points: 25

Talents: Dodge, Forgettable Face

Skills: Acting 33, Administration 28, Appraisal (Artwork 42, Textiles 44), Climbing/Rappelling 32, Diplomacy 27, Disguise 33, Disarm Trap 29, Distraction 35, Escape Artist 26, Gambling 38, Hiding 39, Identify Trap 34, Languages (Kalamaran 81 - literate), Listening 34, Lock Picking 28, Observation 22, Pick Pocket 35, Resist Persuasion 13, Sneaking 30, Trap Design 27

Quirks/Flaws: Greedy, Animal Antipathy (Bears), Facial Scar

51. Groundskeepers' Bunkhouse

 This wattle and daub house is clean for the most part, but you can see a good amount of dry mud on the grass in front of the building's one entrance. Two upturned wheelbarrows lean against the front wall to the left of the door.

PCs outside the building's entrance who pass an Observation check of Average Difficulty will discover a good amount of acorn cupules lying on the ground. PCs who state they are actively looking for such evidence will only have to pass an Observation check of Easy Difficulty. The thieves have been storing the acorns harvested from 34 here to contaminate the feed troughs at 90c. The mud itself is from both 47c and 90c and is untraceable to location as far as any investigation is concerned.

The interior of the bunkhouse is composed of eight cots, a long table, two benches, and three crates. The first crate holds a five-pound bag of acorn bits (evidence that can be used against the footpads). The second and third crates each hold a big spider. The footpads plan to unleash these vermin on business owners who have not allied themselves with Kynthla... unless some PCs have been giving the Fhokki grief.

2 Spiders, Big (25 EP each): HP 4 each; Init -4 (-1 die); Spd 10; Rch short; Att -2; Dmg 0 (+ virulence 5 poison that causes -1 to Attack, Defense, and Damage for 2d6 hours on failed save); Def +4; DR 2; ToP n/a, Jog 5 feet/second; Size Tiny; Tenacity: Nervous


Felipen Lusel likes having his minions bunking next door for a multitude of reasons but mostly to make sure he regulates the amount of mischief they get themselves into. These men and women do work on Kynthla's various properties, but they also handle most of the Fhokki's dirty work. Lusel also uses them for information gathering about Tiwidu. If the PCs have been hauling in some loot from Shalelock Hill, Lusel will eventually find out about it. PCs who are not affiliated with Kynthla's henchmen could be liberated of some coin by these footpads. Only 1d2 of these individuals will be here during the day, and 1d4 will be here at night. Absentee footpads will be engaged in legal/illegal tasks about the village. Each footpad owns leather armor and a dagger. Each thief also has a large leather belt pouch containing 2d4 sp, 2d8 cp, and 4d6 tc.

6 Footpads (67 EP each): N or CN Kalamaran human thieves lvl 1; HP 23 each; Init +2; Spd 7 (5 jab) spear; Rch 10'; Att +0; Dmg 2d4p (dagger); Def -2; DR 2; ToP 8/ 5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Climbing/Rappelling 25, Disarm Trap 25, Disguise 22, Escape Artist 20, Hiding 25, Identify Trap 25, Language (Kalamaran 70), Listening 20, Observation 20, Pick Pocket 20, Resist Persuasion 11, Sneaking 20

Luck Points: 21 each

52. Suvikar the Cheese-maker

 This low, yet wide, building is made of stone except for a wooden roof. A post has been erected in front of the building. On a woodcut hanging from the post are the words 'Suvikar the Cheesemaker'.

This building was recently erected and is outfitted with a deep, extensive basement that Suvikar uses to process/age his cheeses. Suvikar just set up shop, so most of his shelves are bare.

Suvikar, an accomplished cheese-maker from Hapidu, was overjoyed when Kynthla approached him to set up shop in Tiwidu. His cheeses have gained some renown among serfs and nobility alike, and he hopes the village's growing trade will expose his wares to a broader base of potential customers. Kynthla allows Suvikar to milk any dairy cattle that comes through her holding pens so his inventory will flourish.

What Kynthla and the rest of the Tiwidu do not know is that Suvikar is a Minion of Misfortune. The cheese-maker is taking his time in learning the important figures in the village. Suvikar is also interested in the layout of Tiwidu for his future plans of causing chaos within the hamlet. One plan involves selling diseased-ridden cheese after a catastrophe and blaming the poisoned foodstuffs on the calamity.

Suvikar is a dark-haired Kalamaran male with a tinge of Deji (especially around the eyes). He stands 6' and is narrow shouldered. Some people do not feel comfortable when Suvikar stares at them with his ice blue eyes. The Minion of Misfortune is on the eve of his twentieth birthday and hopes to cause enough strife to significantly advance within the hierarchy of his sect within the next year.

Suvikar (242 EP): CE Kalamar human male Minion of Misfortune lvl 5; HP 29; Init +3 without armor or +6 with scalemail; Spd 13 without armor or 15 with scalemail; Rch 4'; Att +1; Dmg 2d8p (flail); Def +2 without armor or -4 with scalemail (+2 with medium shield); DR 0 without armor or 5 with scalemail (DR for medium shield 6); ToP 11/4; Jog 10 feet/second without scalemail or 5 feet/second with scalemail; Tenacity: Steady

Powers: Luck Points ineffective if used against a Minion of Misfortune

Proficiencies: Low Skill Weapon (flail), Shield

Skills: Administration 24, Cartography 34, Cooking/Baking 58, Divine Lore 45, First Aid 28, Interrogation 29, Intimidation 31, Language (Kalamaran 76 – literate), Listening 25 (10 in scale mail), Observation 28, Religion (The Creator of Strife) 56, Resist Persuasion 35, Survival 39.

Spells:

First Level: *Moderate Emotion: Cause Fear*

Second Level: *Alter Emotion: Frighten, Innocuousness*


Third Level: *Cure Trifling Wound, Safe Haven*

Fourth Level: *Command*

Fifth Level: *Cure Minor Wound, Induce Fratricide*


Quirks/Flaws: Foul-Mouthed, Impotent, Lisp

53. Lirigel – Clerk of Kynthla

 This wattle and daub house is small in comparison to the other homes in the neighborhood, yet it is outfitted with a windchime-decorated porch that is nearly as large as the original structure. Hanging off the roof of the porch is a wooden sign. On the sign are the words 'Lirigel – Clerk of Kynthla.'

The building is actually quite a nice home but Lirigel, Kynthla's transactions clerk, only sees flaws with the building. His boss has provided many of her business contacts more-than-adequate homes within Tiwidu, and Lirigel believes his fourteen-year service has earned him the right to the largest house available. Lirigel keeps his protests to himself though and just throws himself at his work, hoping his renewed efforts will not go unnoticed. Lirigel has no knowledge of Kynthla's unethical business practices, but if he learns of such, he won't care. Lirigel is a squat, balding man in his late fifties who lives alone... and likes it that way.

54. Kynthla's Auction Area


 A large, long wooden platform has been erected in this area. The sides of the stage still have the look of freshly cut wood, but the top of the raised platform is graying from heavy traffic and the sun. Two holding pens precede the platform, and a sizeable warehouse made of wood can be seen near the back. The ground in the area is mostly free of grass and weeds, a testament to the high frequency of crowds that gather at this location.

Kynthla silently thanks Earl Esemar every day for granting her this plot of valuable land near the center of Tiwidu. The location of the auction house has been instrumental in giving the Fhokki the economic clout within the village. Three days a week, starting at two hours after dawn, Kynthla auctions off many of her and her business partners' wares on the stage. These auctions usually last 1d3+2 hours, and 3d10p+20 gawkers/buyers/merchants are in attendance. During the auctions, Kynthla is accompanied by her personal guards (49), 1d4+2 standard guards (48), and 1d3+4 hired hands (46). The Fhokki's personal guards will be next to their charge while the standard guards and hired hands will be around the pens. PCs looking to wheel and deal had better flash some coin and/or wear some fine duds to garner Kynthla's attention. The GM should exercise judgment on what type of items can be found at the auction area. The PCs are likely starting in Tiwidu at 1st level, so there would be a bit of game imbalance if the party was able to purchase a suit of platemail right away. Anything offered for sale on the stage will start at 60-70% the listed price in the HMPH and may go upwards to 200% listed price during a bidding war. GMs should note that even if the PCs are in Kynthla's employ, she's not likely sell items the PCs have garnered through adventuring. Even if the PCs are able to convince her to use the auction area (Kynthla's Resist Persuasion score is 18), the Fhokki will still charge them 50-80% of the profit of each item.

When the auction area is not being used, there is a 40% chance of encountering the patrol of six guards (48) who watch over the Fhokki's property holdings. The guards will not mind anyone merely walking through the area during non-business hours. However, the guards will order loitering PCs off the property. Unallied PCs who are found near the warehouse (54c) by the guards will likely (80%) be attacked no matter


what excuse is used. Guards who survive the encounter will offer the story to local authorities that the party was attempting to break in Kynthla's holdings, whether the PCs actually were or not. Because of their nefarious nature, these guards will not summon the constables during any conflict with the PCs. The guards are thugs by nature and need a target to vent their frustration on.

54a. Auction Holding Pen

 This 30'x30' wooden pen is stoutly build. The fence is 4' in height, and the ground inside is quite muddy. A water trough is located in the pen's center. The pen's one entrance is along the east side.


This pen is used to hold livestock. Kynthla allows buyers to inspect potential purchases here under the watchful eye of some of her hired hands. When an animal is ready to be sold, it is brought up to the stage so the bidding can begin.

54b. Slave Pen

 This 30'x30' wooden pen is covered with a multitude of ill-fitted planks to keep out the rain. The pen is 5' in height. There is a gate on the east side of the pen. The gate has an iron lock on it.

This pen is used to hold slaves for much the same purpose as its livestock counterpart; buyers can come here to inspect the stock. The lock on the gate is of Good Quality (Kynthla has the key), but in reality, 1d3p+1 strikes from a heavy, crushing weapon (GM's option) can bring a 5' section of a wall down, allowing a slave to run through. Standard guards (48), who are in attendance for the auction, will be surrounding this pen to make sure no mischief transpires.

54c. Kynthla's Warehouse

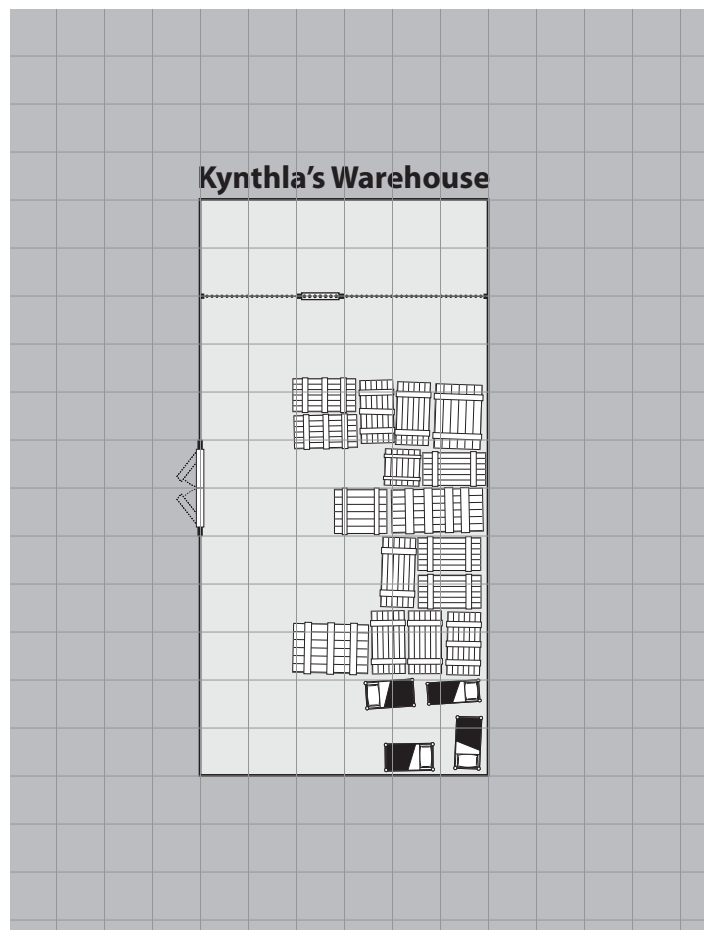
 This tall, wooden building is a warehouse. The single entrance to the structure is on the west wall, comprised of two swinging doors.

[See 'Kynthla's Warehouse' map.]

PCs who pass an Observation check of Easy Difficulty can ascertain that traffic between here and the auction stage (54) is quite high with the widening trail developing between the two buildings. In its earlier days, this warehouse served as a stables built to

hold the mounts for the cavalry portion of the Imperial troops that Emperor Kabori was going to station in Tiwidu. Soon after the stables were built, Kabori determined that Earl Esemar's holdings were not large enough to warrant extra protection from the Empire. Esemar, insulted by the Emperor's assessment, was all too happy to sell the building to Kynthla below normal cost. Kynthla soon ripped out the stalls for extra room and began to store some of her auction goods here.

Along the northern portion of the converted warehouse is the iron-wrought holding cell where Kynthla keeps her slaves for auction. The slaves are usually comprised of dwarven refugees from Karasta, but some humans, hobgoblins, and other humanoid stock filter through. Earl Esemar has pushed some of the village's debtors and troublemakers into Kynthla's holding cell to keep Tiwidu's more rowdy residents in check since Sheriff Dataras (63) is out hunting the mountain lion. The southern portion of the warehouse has been cleared to be living quarters for four guards who have been charged with watching the merchandise (and occasionally feeding the slaves). Two guards are always on duty while the other pair are either sleeping (50%) or carousing around town (50%). The sentinels walk around the warehouse, poke around the goods



within the crates, and check the holding cell to make sure the slaves are not planning anything. The guards are not particularly cruel to the slaves, but they have not been particularly civil either. The holding cell is equipped with an Excellent quality lock. Both Kynthla and one of the guards here have a key. Anyone attempting a Feat of Strength on the bars of the cell needs to roll against a d20p+12 to create enough space for a captive to slip out. Each guard is equipped with studded leather armor and a spear and will have a coin purse with 2d4p cp and 2d10 tc inside.

4 Men-at-arms (30 EP each): N Kalamaran human man-at-arms; HP 28 each; Init +4; Spd 12 (8 jab) spear; Rch 10'; Att +1; Dmg 2d6p+1 (spear); Def -2 (studded leather); DR 3 (studded leather); ToP 12/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 25, Language (Kalamaran 70), Listening 15, Observation 20, Resist Persuasion 20

Some Imperial soldiers just north of Ka'utavidu captured this quartet of dwarves. The soldiers, at the end of their tour and on their way back to Kalamar, decided to drop the demi-humans here to avoid paperwork. The dwarves are extremely distrustful of humans, including the ones sharing the cell. The hobgoblins, however, have been treated almost like brothers during this oppression.

4 Dwarven Slaves: N dwarves; HP 37 each; Init +3; Spd 9 (fists); Rch short; Att +4; Dmg (d4-1)+(d4-1) fist; Def +3; DR 0; ToP 15/ 7; Jog 5 feet/second; Tenacity: Brave

Relevant Skills: Language (Dwarven 73 - literate, Kalamaran 28), Listening 11, Observation 11, Resist Persuasion 11

Magic Resistance: +4

Poison Resistance: +4

The two humans are actually a couple named Milar and Afa. They tried to gyp tavern-keeper Fozwarz Razeska (37) out of a week's worth of lodging and, when confronted about the outstanding bill, tried to steal a pair of horses from the tavern stables in an attempt to escape. The couple was captured, flogged, and brought here. They are originally from Gutidu and have had enough of Tiwidu. They have tried to convince the other slaves to jump the guards, but all plans have fallen on deaf ears.

2 Human Slaves: CN Kalamaran human laborers; HP 25 each; Init +5; Spd 10 (fists); Rch 3'; Att +0; Dmg (d4p)+(d4p) fist; Def 0; DR 0; ToP 10/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Language (Kalamaran 68), Listening 10, Observation 10, Resist Persuasion 10

These hobgoblins were, at one time, soldiers in an Imperial regiment stationed in the P'Tikor Hills, but a grave disagreement with their human commanding officer forced the pair into slavery. The officer was a sadistic leech who wanted to kill some dwarven children who were hiding in a gully. The hobgoblins disobeyed the officer's orders, finding no honor in killing defenseless youth. The other soldiers (mostly human) fell upon the disruptive pair, but the commotion allowed the dwarven children to escape. The Imperial officer is the brother of one of the guards here and passed the hobgoblins along to the slave pens. These hobgoblins find no honor in slavery and are maintaining a low profile in front of the guards and fellow prisoners in hopes of surprising the former later.

2 Hobgoblin Slaves: LE Kor hobgoblins; HP 28 each; Init +1; Spd 9 (fists); Rch short; Att +5; Dmg (d4-1)+(d4-1) fist; Def +2; DR 0; ToP 12/ 6; Jog 10 feet/second; Tenacity: Brave

Relevant Skills: Language (Kalamaran 44, Kor 74 - literate), Listening 11, Observation 11, Resist Persuasion 11

In the event that the PCs find themselves helping the slaves escape, the GM should determine how grateful the escapees would be. The dwarves, in a hostile land, would likely want to make haste to some boltholes in the P'Tikor Hills. The humans, not happy with Tiwidu in general, would likely head back to Gutidu before trying to lose themselves in the population of Kolido. The hobgoblins miss military life but realize that they can no longer serve the Empire. The GM could have these hobgoblin ex-soldiers accompany the PCs on a couple of raids on Shalelock Hill if the party is lacking a bit of muscle. All slaves, if liberated, will have a price on their head (2 sp), as will their rescuers if identified. PCs who do not aid in hiding the escapees adequately from Kynthla's forces, Tiwidu's law enforcers, and the villagers in general could find themselves in the holding cell with the very slaves they tried to save.

At any one time, there are 2d10p+40 crates in the warehouse, usually stacked so high in the center of the building so the guards don't have to deal with the slaves' stares during the turnkeys' meals and sleeping

hours. Each 3'x3'x3' crate will either have furs/pelts of the indigenous wildlife (40%) or various sundries found on the equipment list in the HMPH (60%). Weapons, armor, live animals, and most other items that can't fit into the dimensions of these crates will not be found in the inventory. The value of the total contents of each crate will be 5d4p sp. All of the crates have Kynthla's brand – a falcon with the pale silhouette of a two-bit axe on its chest – scorched on the lid and sides. PCs who attempt to sell stolen merchandise with the items still in the crates around Tiwиду may find such transactions unwise. In these cases, any buying merchant need only pass an Observation check of Easy Difficulty to recognize Kynthla's brand. (Any merchant who does not have his or her Observation score listed will have a skill of 10.) Even if the items are sold outside the crates, Tiwиду traders will still recognize the goods as once belonging to Kynthla on a successful Observation check of Difficult Difficulty. PCs might have to do some fast-talking (GM's option) as to why they have the Fhokki's merchandise, especially if no one in the party works for Kynthla.

55. Town Hall

☞ This is perhaps, the largest building in the village. Made of wattle and daub while reinforced with the largest of timber and a wooden rooftop, this structure is roughly 75'x75' and stands at 25'. The first floor has been whitewashed, yet the second remains drab and tan. A set of double doors lies on the building's south side. Etched on these doors are the words 'Town Hall.'

Earl Esemar was not the only member of Tiwиду's noble family who had high aspirations for the village. Vasipar's sire, Likandar, erected this immense building in hopes that Tiwиду's population would swell enough to fill it. The younger Esemar hopes the influx of new businesses will create enough revenue to upgrade the town hall to one of stone construction. PCs who gain an audience with the Earl may get a small mission from the noble concerning the second story of the hall (see 65e for details).

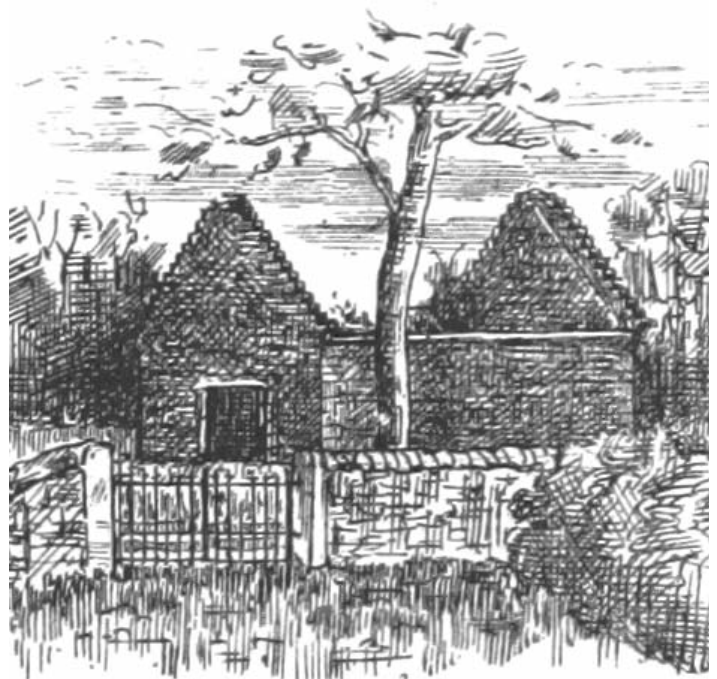
The building is used for trials, meetings, and the occasional celebration. Because of the rooftop's extreme weight, there are a multitude of support beams inside. There are enough benches to seat half of the village's population and enough spare room for the other half to stand. A large stage runs the length of the northern

wall and a bronze lectern is at the center for any of the town's notables. The second story, reached via a trapdoor in the southwest corner of the hall, consists of a low-ceilinged attic. Webs are in abundance in the cellar, but only the spiders living up here are of the normal, harmless variety. The town hall is currently locked (Excellent quality), and only Sheriff Dataras and Earl Esemar have the keys.


56. Town Warehouse

☞ This wattle and daub building is wide and tall. The thatched roof is composed of graying straw, and some of the walls have crumbled enough to reveal the woven lattice underneath. A large, swinging door serves as the building's entrance. Ravens look down upon you from the rooftop in disdain.

This building was erected at the beginning of Mubar Esemar's rule (Vasipar's grandfather). It served as a meeting hall of sorts until Likandar Esemar ordered the town hall at 55 to be built. After that, this building was used for storage for the village in general. Inside are tents, benches, and other gear that the villagers bring out during holidays and festivals. The door is locked (Very Good quality), and only Sheriff Dataras and Earl Esemar have the keys.




57. Fedilano the Wheelwright

 This wattle and daub shop has wagon wheels of various sizes hanging on its walls. Scrawled on the wood of the front door is the name 'Fedilano.'

The wheels nailed to the shop's walls are quite useless. Some dim-witted thieves tried to pry off the wheels in the past while Fedilano was out of town but were caught by Sheriff Dataras. Any PC who tries to pry a wheel off the building (FoS value 10) will likely cause enough noise (Listening check of Easy Difficulty) to bring the neighborhood out to gawk and laugh at would-be robbers. Such guffaws will bring the attention of 1d2+1 village guards within 5d20p seconds.


The aged Fedilano has been Tiwidu's wheelwright for over three decades. He is not happy with the influx of work his business is seeing from the out-of-town merchants. Before the arrival of Kynthla (and Bemelo), Fedilano's workload was consistent and manageable. Now the greybeard labors from dawn to dusk. Fedilano is miserly to a fault, thus will not hire on anyone even though he can well afford it. Fedilano is thin, sour-faced man in his early seventies. The wheelwright lives alone in two rooms in the back of his shop.

58. Loma Ripago - Engraver

 This wattle and daub house has a grey cast and few windows. The smell of copper clings to the air. On the front door of the building is a small iron plaque. The words 'Loma Ripago - Engraver' are inscribed in beautifully flowing script on the plaque.

Loma Ripago's only customer for years had been Earl Esemar, but since merchants have begun to arrive at Tiwidu, she has found work quite plentiful. Kynthla approached Loma about showcasing some of her wares at the Fhokki's auction house, but Loma managed to fend off the -- so-far -- gentle assaults by stating she does not have enough inventory for such an endeavor. Loma does, indeed, have enough inventory hidden away in a storeroom. These wares are going to be displayed by Toloba Bemelo once her auction house at 100 is open. Loma is a brown-haired woman in her early thirties with a plump physique and cloudy blue eyes. She, her husband, and four children ranging in age from two to eight live in a small series of rooms in the back of the shop.

59. Horigon and Rekimo Darelas - Stonemasons

 This building is mostly of wooden construction except for the front wall. The wall is of highly polished granite. Set in the middle of the wall is an ironbound oak door. Chiseled in the stone above the door in precise letters are the words 'Horigon and Rekimo Darelas - Stonemasons.'

Horigon Darelas has been a stonemason for over four decades but is quite surprised to finally have some steady work in Tiwidu. Most of his projects take place in Balelido and Kolido, but due to his home village's recent expansion, Horigon has not had set foot on the open road for the last six months. Horigon, now in his sixties, is quite content with the new development. It also gives him the excuse to keep an eye on his son, Remiko.

Remiko Darelas has been a disappointment to Horigon. Remiko has little interest in stonemasonry and most other trades. The younger Darelas is more interested in carousing and drinking. Horigon thought that giving his son the task of upgrading the family home to stone would instill a sense of pride into Remiko. Horigon has ended up taking on the project himself between paying gigs. Horigon feels like he will have no one to leave his legacy, too.

Horigon is a grey-haired, somber-faced man in late middle-age. He is still stout in arm and mind, but his brown eyes are rimmed with sadness these days. Horigon is a firm supporter of slavery; thus, he has sided with Kynthla in the current trade wars. Disappointed with his son, Remiko, beyond scope, Horigon has been alleviating some of his sorrows with visits to the Pigonar house (66). Horigon and Remiko live in a series of rooms in the back of the shop.

Horigon Darelas: N Kalamaran human merchant; HP 22; Init +2; Spd 11 (mace); Rch 2'; Att +2; Dmg d6p+d8p (mace); Def +1 (no armor); DR 0 (no armor); ToP 9/ 5; Jog 10 feet/second; Tenacity: Nervous

Skills: Administration 34, Craft (Stonemason) 76, Current Affairs 33, Diplomacy 27, Language (Kalamaran 74 - literate), Listening 13, Mining 45, Observation 10, Resist Persuasion 10, Salesmanship 36

Quirks/Flaws: Paranoid, Allergies (pollen)

Rekimo Darel, a young man thick in sinew and skull, thinks the world owes him something. His father, Horigon, is a well-respected stonemason, and Rekimo feels those shoes are just too big to fill. The only talents Rekimo possesses in great quantities are contempt and bullying. Rekimo has entertained the thought of turning his flunkies into a posse that hunts down escaped slaves but has found horses to be quite expensive. Rekimo has developed an unhealthy fascination over the troubadour, Aga Senaras (60). Remiko recently stole a saddle from Padirin (88) and plans to plant it within Senaras' house when she is elsewhere. Rekimo then plans to have one of his flunkies tip the local authorities about the whereabouts of the saddle. Rekimo knows that Aga is nearly broke, and if she is found guilty of theft, Aga may find herself on the auction block, being sold into slavery. Rekimo has a little nest egg put away for that day (5d6+20 sp) in a sack buried near the southeast corner of his father's shop. Rekimo keeps a 10' wooden ladder near this location so he can remember where the sack is. This ladder will play a role in the Aga Senaras' encounter (also at 60).

Rekimo is a broad, muscle-laden man of average height with thick, brown hair and hazel eyes. Rekimo has a baby face, making him looking a decade younger than his thirty-two years. He briefly served as a village guard but could not stand taking orders from anyone. Despite this, Rekimo still has many friends among the militia, a fact he plans on using when the time is right. Whenever Horigon is not around, Rekimo goes out of his way to physically and mentally abuse his father's dwarven slaves. Rekimo has padded armor and a warhammer. His coin purse contains 4d4p sp, 3d10 cp, and 4d8 tc.

Rekimo Darel (167 EP): NE Kalamaran male fighter lvl 3; HP 33; Init +8; Spd 8 (warhammer) or 10 (fists); Rch 3.5' (warhammer) or 1' (fists); Att +1; Dmg 2d6p+3 (warhammer) or (d4-2)+(d4-2)+3 fists; Def -6 (padded armor); DR 2 (padded armor); ToP 12/7; Jog 10 feet/second; Tenacity: Steady

Talents: Less Sleep

Skills: Administration 26, Appraisal (Armor and Weaponry 21, Sundries 28), Craft (Stonemason) 46, Current Affairs 24, Intimidation 38, Languages (Kalamaran 70 - literate), Listening 11, Mathematics 26, Mining 28, Observation 6, Resist Persuasion 6, Salesmanship 15

Quirks/Flaws: Lazy, Quick-Tempered, Tone Deaf

Rekimo's flunkies are made up of failed laborers and farm hands well on their way to banditry. These men find life much easier living off the sizeable allowance Horigon Darel gives his son. Horigon has tried to utilize these men in some of his construction projects, but the men's pertinacity against honest work has led to disaster on nearly all occasions. 1d4+2 of these individuals will be in Rekimo's company at all times. Each man has a short sword and a coin purse containing 2d4p cp and 3d4p tc.

6 Flunkies (34 EP each): CN Kalamaran human brigands; HP 22 each; Init +1; Spd 8 (Jab 7) short sword or 10 (fists); Rch 2' (short sword) or 1' (fists); Att +2; Dmg 2d6p (short sword) or (d4-2)+(d4-2) fists; Def +3 (no armor); DR 0 (no armor); ToP 9/ 5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills: Intimidation 25, Language (Kalamaran 65), Listening 10, Observation 10, Resist Persuasion 10

The dwarven slaves in Horigon's possession are treated decently when the elder Darel is around. However, when left alone with Rekimo, these demi-humans suffer greatly. Two of the dwarves are desperately trying to organize an escape while the other pair has given up hope. The slaves are kept in a small room in the cellar under a trapdoor equipped with an Excellent quality lock. The dwarves have nothing of value.

4 Dwarven Slaves: N dwarves; HP 36 each; Init +3; Spd 9 (fists); Rch short; Att +4; Dmg (d4-1)+(d4-1) fist; Def +3; DR 0; ToP 15/ 7; Jog 5 feet/second; Tenacity: Steady*


(* - Due to the harsh treatment from Remiko.)

Relevant Skills: Language (Dwarven 72 - literate, Kalamaran 28), Listening 11, Observation 11, Resist Persuasion 11

Magic Resistance: +4

Poison Resistance: +4

60. Aga Senaras' Residence

 This wattle and daub house, while large, is unremarkable. The door to the building has a crack running its entire length, giving the portal a caved-in appearance. On top of the door, inscribed in the wood, is the name 'Senaras.'

Rendering the lock useless, Rekimo kicked in the door to Aga's house last week. Aga suspects Rekimo of the damage (true), but she does not have the funds to get a new door.

Tiwidu's troubadour, Aga Senaras, has been performing for 'The Shaky Salamander Shack' (37) for the last three years. Her lute-playing and soulful singing, coupled with her fierce beauty, made Aga popular with the tavern patrons and the village in general. Aga has even had to fend off advances from Earl Esamar. The young bard's heart holds marriage in the same light as slavery. In Aga's eyes, everything should be left unbound. Being a carefree spirit, Aga has no patience for housework, and, thus, the interior of the house is infested with cobwebs and dust bunnies. Another detail that may be noticed by PCs who enter Aga's abode (Observation check of Easy Difficulty) is that the wooden rafters are rather wide and are 9' off the floor.


Encounter: Aga Senaras

Potential Yield: The gratitude of a talented bard. A future companion for travels outside of Tiwidu

Potential Story Award:

- ☐ Proving Aga Senaras is innocent (30 EP)
- ☐ Dealing with Rekimo Darel原因 and his gang (75 EP)

The GM is suggested to spring this encounter on the PCs when they come back from a foray or two of Shalelock Hill. While Aga was singing at the tavern, Rekimo Darel原因 sent one of his flunkies to plant the stolen saddle from Padirin (88) in the bard's house. When Aga got back home, she noticed that a spiffy saddle was on one of the wooden rafters. Aga also noticed two parallel trails of dirt on the floor (where the flunky was dragging the ladder from 59) leading from the doorway to the spot under the saddle. Feeling she is somehow being implicated in a crime, Aga will seek out the party since they seem to be making a name for themselves among the local traders. Read or paraphrase the following:

 A slip of a girl with red hair poking out of a drawn-up, hooded cloak approaches your party, her stride hurried and her breath labored. "I heard your band is into fixing things," she says, her voice ripe with youth. "Well, an item of value – no doubt stolen -- is in my home! I have an idea how it got there, but I don't know who would do such a thing! Can you help me?"

PCs who chose to investigate on Aga's behalf can find a mountain of evidence clearing the bard of the theft. The trail the flunky left between the Darel原因's residence and Aga's happens to cross the glassblower's sand patch (61a). PCs with the Tracking skill can locate this trail on a successful check of Very Easy Difficulty. Rekimo's 10' ladder has a few interesting details. A successful Scrutiny check of Very Difficult Difficulty is needed for a PC to notice that a collection of dust bunnies has gathered on one end of the ladder. The accumulation of dust occurred when the flunky dragged the ladder over Aga's floor. PCs who compare the dust bunnies on the ladder with those in the bard's home will find that the particles match on a successful Scrutiny check of Easy Difficulty. Dirt dragged in from Darel原因's property can be found on Aga's floor, a match confirmed with a Scrutiny check of Easy Difficulty. PCs with a successful Observation check of Easy Difficulty will notice that the extremely thin, 4'11" Aga (with a Strength of 6/76) would have great difficulty moving a 35 lb. ladder the two hundred or so feet from the Darel原因's house to her residence – and back – without leaving great furloughs in the dirt between both points. Another successful Observation check of Easy Difficulty would reveal that Aga would be extremely hard-pressed to haul a 30 lb. saddle up a 10' ladder. Aga also does not have a mount. The bard is, in fact, quite skittish around horses. The presiding GM can decide how many successes on the PCs' part will clear Aga.

Another alternative in solving the case is by confronting Rekimo and his flunkies directly. The gang will either be at 'The Shaky Salamander Shack' (area 37 - 30% chance), Esemar Grove (23 - 20%), the Old Tree (34 - 20%), or at the Darel原因 residence (59 - 30%). Rekimo will be none too happy being accosted by anyone, especially by a group of upstarts like the PCs. He will challenge the accusing PCs to a fistfight, his gang versus theirs. Rekimo will offer to rumble at Esemar Grove but will sneer and agree at any other reasonable location. Each flunky will give up the fight after being brought down to 11 hit points or lower. Rekimo will give up, once brought down to 15 hit points. GMs should note that all of Rekimo's flunkies (six) will be present for this fracas. PCs who bring their weapons to bear will cause Rekimo and his gang to respond in kind. The use of magic will also cause the gang to bring out their weapons, unless the PCs are clever enough to hide such activity. The gang will keep fighting with weapons out until three of its members

are killed, at which time, the flunkies will flee. Once he and his minions have been defeated (non-lethally), Rekimo will confess the plot to implicate Aga in the saddle theft. PCs will need to overcome Rekimo's Resist Persuasion score (6) to make him confess again in front of the authorities.

Rekimo Darelas will be informing 'Acting Sheriff' Sergeant Fopimal (64) about the 'crime' one day after Aga approaches the PCs for help. PCs who do not come to Aga's aid or prove the bard's innocence will learn through village gossip that she was arrested. Within two days after being flogged and placed at the pillory in front of the Sheriff's Office, Aga will be thrown into the slave pen at 54b. Rekimo will be there as well, nest egg in hand.

PCs who save Aga from slavery will gain an ally of sorts. GMs could use her as caretaker to the PCs' goods while they are off braving the surrounding region. PCs who intend to leave Tiwidu for good will find Aga tagging along. The bard will explain that she needs inspiration for new ballads, and the PCs definitely fit the bill. Aga will not partake in combat but could be used to gather intelligence for the party if asked nicely. Tyrannical or malevolent PCs in the party will cause the partnership to terminate. Asking Aga to watch the party's horses will also drive the bard away. Note that if her rival Halopir (73) is with the party already, Aga will not join.

Aga Senaras is a young, diminutive Kalamaran woman with short red hair and green eyes. Aga longs for the open road and hopes to attach herself to a friendly group of travelers to make the sojourn safer. Besides a small belt pouch with only 7 Sesateri inside, Aga's only treasure is her lute, an instrument she will defend with her life.


Aga Senaras (5 EP): NG Kalamaran human musician; HP 21; Init +3; Spd 9 (5 jab) dagger; Rch 1' (dagger); Att -1; Dmg 2d4p-4 (dagger); Def -2 (no armor); DR 0; ToP 9/4; Jog 10 feet/second, Tenacity: Nervous

Talents: Charm Resistant, Dodge, No Accent

Skills: Acting 33, Ancient History (Kalamar – Last 300 years) 31, Art of Seduction 38, Current Affairs 32, Diplomacy 24, Distraction 33, Fast Talker 29, Glean Information 28, Musician 52, Languages (Kalamaran 75 - literate), Listening 32, Observation 27, Oration 42, Resist Persuasion 33, Scrutiny 17

Quirks/Flaws: Slight Limp, Superstitions (Horses), Feeble, Myopic


61. Milubar – Glassblower

 This wattle and daub shop is lined with glass windows all along its front. Panes of various colors shine in the sun. Even the front door has stained glass set within the wood. The multicolored panes in the door form the name 'Milubar'.

This shop, run by a squat man named Milubar, used to only receive work from out of town, but the influx of merchants at the auction area (54) has caused business to boom. Milubar's shop is equipped to produce both glass windows and bottles. Milubar is quite happy about the increased commerce but wants to stay out of the trade war between Kynthla and Bemelo. Milubar, a gruff man in his early fifties, makes the wares with his three grown sons while his wife, Bila, is in charge of accounts. The whole family lives in a series of rooms on the south side of the shop.


Milubar will purchase up to ten units of human-made glassware for 25% of the listed value in the Player's Handbook. Low quality glassware will not be considered for purchase.

61a. Sand Patch

 This field is free of plants, leaving only a large patch of sand. In half a dozen locations on the patch are immense canvas covers.

PCs who pass an Observational check of Trivial Difficulty will note that various footprints lie between here and the back door to the glassblower's shop. PCs may find themselves here on behalf of Aga (61) while investigating who brought a ladder to the bard's residence. As long as the PCs do not linger at the sand patch, Milubar and his family will not run them off. No one from the glassblower's shop witnessed anyone carrying a ladder. The canvas covers are used to keep certain sections of the sand covered during rainstorms in case Milubar has a big order. Milubar just recently implemented the use of crates to hold sand for his work, but old habits die hard.

62. Khojash Janrosh's Apothecary

 This wooden shop has no windows. A chimney is going full blast, issuing a plume of sable smoke into the air. A peculiar odor – a mixture of ash and cinnamon – clings to the building. No sign or markings hang off the building's single door.

The Deji Khojash Janrosh arrived in Tiwidu thirty years ago, liked what he saw, and promptly set up shop. Villagers and the local farmers come here for medicine when Gimaru Hasimel (101a) and her acolytes are overworked. Business has increased for Khojash since Gimaru's absence. Some of the locals just stop in to hear Khojash spin wild tales of his journeys across the Kalamar Empire even though he traveled through most of it in a covered wagon, stone drunk.

The mage of the PC party will likely be Khojash's servant/underling if the GM decides to have the PCs originate from Tiwidu (the Deji is really too low of a level to be a true master). Khojash could have seen the mage PC's potential and decided to teach the novice a few spells. GMs can alter Khojash's known spell list if the PC's starting list does not match. An alternative is that the PC had another teacher prior to Khojash, and the PC has decided to increase his/her repertoire. Any PC who starts here will have access to a creaky cot and a threadbare blanket in a corner of the shop. Due to the pungent fumes of the shop, a PC who wakes up here needs 5d100p+50 seconds of fresh air to shake off the swirling vision and light-headedness. Otherwise that PC has a -1 modifier to all Attack/Damage rolls as well as +4 to his or her Initiative roll. Khojash, having been exposed to the fumes all of his life, is not affected by them in the slightest.

Khojash Janrosh is white-haired Deji man in his late sixties. Khojash is stooped, squinty-eyed, and toothless. He enjoys gossiping with his customers, playing horseshoes, and staring at the pretty girls in the village. Khojash treats any of his apprentices quite well, but will be quite agitated if the apprentices do not have a broom in their hands while in the shop.

Khojash Janrosh (242 EP): N Deji human mage lvl 5; HP 27; Init +5; Spd 13 (staff); Rch 8'; Att +3; Dmg 2d4p-1(staff); Def -1 (0 with staff) thick robes; ToP 10/4; DR 1 (thick robes); Jog 10 feet/second; Tenacity: Nervous

Saving Throw Bonus vs. Spells Bonus: +2 bonus (mage)

Proficiencies: Low Skill Weapon (Staff), Magical Transcription

Skills: Agriculture 27, Arcane Lore 51, Botany 51, First Aid 40, Craft (Apothecary) 76, Languages (Deji 78 - literate, Kalamaran 61 - literate), Listening 14, Mathematics 38, Monster Lore 45, Observation 22, Resist Persuasion 14, Salesmanship 43, Skilled Liar 28

Spells Memorized:

Apprentice Level – *Springing*

Journeyman Level – *Sense Magic Aura*

First Level – *Planar Servant*

Second Level – *Magic Projectile*

Third Level – *Wizard's Lock*

Fourth Level – *Memory Wipe (Lesser)*

Fifth Level – *Levitation*

Spells Not Memorized But Known:

Apprentice Level – *Illusionary Mural, Feat of Strength*

Journeyman Level – *Candlelight, Perimeter Alarm*

First Level – *Doze, Translate*

Second Level – *Slippery Surface, Torchlight*

Third Level – *Cheetah Speed, Unlock*


Fourth Level – *Enfeeble, Skipping Betty Fireball*

Fifth Level – *Copypcat, Heat Seeking Fist of Thunder, Sense Invisible Beings*

Spell Points: 430

Quirks/Flaws: Compulsive Liar, Sterile, Strange Body Odor

63. Sheriff Dataras' House

 This two-story, wooden home is old but well-preserved. A large porch runs the entire front of the house. The wind chime collection hanging off the porch is quite extensive. The light tings of the hollow metal and wooden tubes are quite melodic to your ears. A large eye with a stark green iris is painted on the door.

Hadigar Dataras has been Sheriff of Tiwidu for twelve years. Prior to that, Hadigar served as Earl Esemar's personal bodyguard for six years. The Earl recognized Hadigar's inquisitiveness and no-nonsense style early on, so the nobleman placed the stoic man in charge of local law enforcement. Hadigar knows he has quite a bad reputation with the locals, one that he does not mind cultivating. The sheriff has heard that his emerald green eyes are his most intimidating feature, so after his place got vandalized, Hadigar had a facsimile of one of his imposing orbs painted on the front door. No one has bothered his place since. Hadigar did upgrade the lock (now Excellent) on his door for peace

of mind.

Hadigar is currently out of town, leading a hunting party in reaction to a mountain lion harassing some of the ranches northeast of the village. The mountain lion is proving wily. GMs who use this product in conjunction with 'Shadow Over Tiwidu' are best served keeping the Sheriff (and the rest of his posse) out of the village until after the conclusion of that adventure. Otherwise, the GM should bring Hadigar back in 1d3p+2 weeks. Depending on the conduct of the party during his absence, Hadigar may become an ally of the PCs... or he may attempt to put them in chains.

Hadigar Dataras is a thin, balding man in his fifties and stands at 6'3". The only thing that comes close to being as intimidated as Hadigar's eyes is his jutting, brutish moustache. Hadigar lost his left ear to a falcon while he was a child; hence, he has a phobia concerning most flying animals. When in the village, Hadigar is walking the perimeter of the wall and only uses his house for naps and occasional solitude. When in a festive mood, Hadigar will place a pumpkin-headed scarecrow in the pillory next to

recent offenders. The sheriff always makes sure the 'face' of the scarecrow is pointed in the direction of the pillory's live occupant for the duration of the punishment. Hadigar wears studded leather armor and keeps his longsword upon his person at all times.


Sheriff Hadigar Dataras (492 EP): LN Kalamaran male fighter lvl 9; HP 49; Init +5; Spd 8 (Jab 6) longsword; Rch 3.5' (longsword); Att +5; Dmg 2d8p+2 (longsword); Def -4 (studded leather), -3 with longsword; DR 3 (studded leather); ToP 24/5; Jog 10 feet/second; Tenacity: Steady

Talents: Poison Resistant (+1)

Skills: Appraisal (Armor and Weaponry 33), Administration 37, Current Affairs 39, Glean Information 35, Intimidation 58, Jumping 28, Languages (Kalamaran 78 – literate, Kors 27), Law 42, Listening 25, Observation 31, Oration 23, Persuasion 38, Resist Persuasion 25, Scrutiny 35, Torture 43

Quirks/Flaws: Abstinent (Sex), Animal Phobia (Bats and Birds), Early Riser, Missing Ear (left), Nosy

64. Sheriff's Office

 This large, wide building is made of weathered stone. A pillory equipped to hold six is set to the left side of the front door. A sign hanging off a post near the building has the words 'Sheriff's Office' carved on it.

This location is the epicenter of Tiwidu's law enforcement. Citizens and travelers who become a nuisance or worse within the walls of the village are brought here for fines and punishment. Individuals who are accused of more severe crimes are also held here until trial. Depending on the conduct of the PCs, they may find this building an unwelcoming second home.

The interior of the structure is comprised of an office, a weapons room (currently empty of armaments), one common holding cell, and two private cells. Each cell is equipped with an Excellent quality lock (as is the front door). Only Fopimal, Sheriff Dataras, and Earl Esemar have the keys for all the locks in the building. PCs on the outside of the building who pass an Observation check of Easy Difficulty will notice that half of the windows are barred. There is only a 30% chance that Fopimal and one of the constables will be in the office during daytime hours. At night, the chance for Fopimal to be on site is 60% since he has been using one of the



private cells as a place to sleep in lieu of his not-so-private cot at the town barracks (1). The chance for each constable to be here at night is 40%. PCs (and other villagers) who happen to be incarcerated within the holding cells will guarantee that one constable will be here at all times. Meals for prisoners are served twice a day and consist of thin stew and thinner bread. Well-behaved jailbirds will not receive spit on top of their meals. Refuse buckets will not be changed unless they are brimming full. Bars on cells (and windows) have a value of 16 in regards to a Feat of Strength roll.

PCs who are charged with lesser crimes will find themselves on the pillory (GM's decision as to the duration of the punishment). The lock on the device is of Excellent quality, and Fopimal currently has the only key. PCs trapped within the pillory must overcome a value of 24 to break out of it. Characters who are trying to break out comrades will have a much easier time, having to overcome a value of 14. There is an 80% chance that a constable is keeping an eye on the pillory, either through a window in the Sheriff's Office or from the street. Any lapse in sentry duty lasts 4d6 minutes.

Fopimal is a short, portly young man with blondish-brown hair and brown eyes. He keeps his face as clean-shaven as possible, after discovering white hairs in his beard last month. This practice has left Fopimal's face red and raw. Fopimal regards himself the best officer in Earl Esamar's employment and lets everyone within earshot know it. Fopimal is good friends with Rekimo Darelans (59) and will give his lifelong buddy the benefit of the doubt with all accusations/altercations that fall Rekimo's way. Fopimal is outfitted in studded leather and a medium shield. He is armed with a longsword and a shortbow (with twelve arrows in the quiver). In the sergeant's small belt pouch are 3d4 sp, 3d8 cp, and 4d6 tc.

Sergeant Fopimal (167 EP): N Kalamaran male fighter lvl 3; HP 30; Init +8; RoF 12 (shortbow); Spd 10 (Jab 8); Rch 3.5' (longsword); Att +1 (longsword) or +0 (short bow); Dmg 2d8p+2 (longsword) or 2d6p (short bow); Def -7 (studded leather) or -1 (studded leather with medium shield); DR 3 studded leather (DR for medium shield 6); ToP 11(5)/ 6(3); Jog 10 feet/second; Tenacity: Nervous

Skills: Administration 26, Appraisal (Armor and Weaponry 24), Current Affairs 29, Intimidation 32, Languages (Kalamaran 78 - literate), Law 31, Listening 3, Observation 8, Resist Persuasion 8,

Scrutiny 17, Torture 30, Local History (Tiwidu)


Quirks/Flaws: Bad Sense of Humor, Braggart, Glass Jaw

The three constables are local men who served on the village's militia prior to their promotion. Universally, they think Fopimal is a braggart and hope Sheriff Dataras returns to Tiwidu soon. Until then, the constables will grudgingly follow Fopimal's orders. Each constable has studded leather armor, a longsword, and a short bow (with twelve arrows). Each man will have a small belt pouch with 1d4p sp, 2d6p cp, and 2d6p tc inside.

Constables Pimar, Narin, and Satilo (30 EP each): LN Kalamaran human men-at-arms; HP 30 each; Init +4; RoF 12 (short bow); Spd 10 (8) longsword; Rch 3.5'; Att +1; Dmg 2d6p (arrows) or 2d8p+1 (longsword); Def -2 (studded leather); DR 3 (studded leather); ToP 12/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 30, Language (Kalamaran 70), Law 25, Listening 15, Observation 20, Resist Persuasion 15, Scrutiny 20

65. Earl's Estate - Wall

 This section of the wall is made from logs stouter than those that surround Tiwidu proper. The road that leads up to the swinging gate in the wall turns from dirt to cobblestone. Some stern-looking men armed with spears and short bows stand near the gate. The tops of four buildings can be seen peeking over the wall.

Earl Esemar enjoys his role as ruler of Tiwidu so long as he doesn't have to deal with the villagers much. The nobleman usually conducts his business through Sheriff Dataras, but with the mountain lion hunt in full swing, Esemar's contact with the malodorous serfs has increased. The Earl has quite a few guards in his employ who will stay at their posts through any crisis (zombie horde or otherwise). Esemar has emphasized that the defense of his royal hide is paramount when compared to that of Tiwidu's.


PCs not wanting to use the front gate will find the wall a sub-par barrier. A Climbing/Rappelling check of Easy Difficulty is needed to scale the wall. The check is mitigated to Trivial if the PC making the attempt is helped by another. Things get difficult once the PCs are beyond the wall. Even if the gate sentries (65a) do not spot intruders going over the wall and raise the alarm, trespassers will have to contend with two

patrolling guards (from 65c) and six roving guard dogs (mastiffs). PCs will encounter the patrolling guards 20% every ten minutes they are wandering the Esemar Estate. The chance for encountering a pair of dogs is 25%. If the alarm has been raised, the percent chance of encountering each group is doubled. Also, the rest of the guards from 65e will divide themselves into pairs and start searching for intruders (50% chance of encountering a pair every ten minutes). The presiding GM should familiarize him- or herself -- with the 'Dog Pack Mauling Rules' on pgs. 88-89 of the 'HackMaster Hackopedia of Beasts' in case a PC gets caught between a pair of canine jaws.

6 Dogs, Guard (84 EP each): HP 32 each; Init -2; Spd 10; Rch short; Att +3; Dmg 2d4p + 2; Def +3; DR 2; ToP 13/10, Jog 15 feet/second; Tenacity: Steady

Relevant Skills: Listening 90, Observation 40, Tracking 75

65a. Entrance

 The doors of the ironbound, wooden gate are covered with the etched design of a giant horseshoe behind two crossed swords. The two stern guards manning the gate each have a large mastiff sitting nearby. The curs look at you intently. One of the guards looks at you and says, "State your business or move on."

A successful Observation check of Easy Difficulty will reveal that both guards have metal whistles hanging from their necks. The guards use the whistles to raise the alarm. Hostilities that break out at the gate will cause the less-engaged guard to bring the whistle to his lips (one second) and blow (1d4p seconds). All guardians – both bipeds and quads – of the estate have been trained to listen for the noise (Easy Difficulty). Help from 65b will take 3d20p+20 seconds to arrive. Help from those patrolling the estate (65) will arrive in 4d20p+40. The GM may roll for each pair of guardians at each location to see who responds to the whistle-blower. Note that Earl Esemar's personal guards (65e) will always remain in place beside their lord. The pair of guards at the gate will try use their dogs as cover to get on the other side of the gate, if combat begins to favor the attackers. Barring the gate takes 1d4p+4 seconds. A barred gate has a value of 20. The gate is wide enough for two PCs to add their FoS modifiers against the barrier's value. PCs who try to jump the gate will likely encounter a face full of spear.

PCs seeking a more peaceful entry must overcome

BOTH guards' Resist Persuasion scores (15). An alternate route is to pass a Diplomacy check of Average Difficulty. The guards are well aware that the Earl has a despicable task in store for them and they would rather pass along the work to some deserving dullards (like the party). If the PCs are allowed to proceed to the Earl's Manor (65e), one of the gate sentries will summon four of his fellow men-at-arms from the guardhouse to escort the visitors. Note that PCs will only be allowed to visit the Earl between the hours of 5pm to 9pm. PCs unable to convince the guards to allow them to see Esemar will be asked to leave the area. PCs who do not leave as instructed will be attacked in 60 seconds. The GM could count down the seconds aloud (through one of the guards perhaps) depending on the events that lead up to this point.

Both men-at-arms are armed with spears and short bows (with 12 arrows each). The men are wearing studded leather armor. Each man will have a small belt pouch with 1d4p sp, 2d4p cp, and 2d4p tc inside.


2 Men-at-arms (30 EP each): N Kalamaran human men-at-arms; HP 32 each; Init +4; RoF 12 (short bow); Spd 12 (Jab 8) spear; Rch 10'; Att +1; Dmg 2d6p (arrows) or 2d6p+1 (spear); Def -2 (studded leather); DR 3 (studded leather); ToP 13/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 30, Language (Kalamaran 73), Listening 15, Observation 20, Resist Persuasion 15

2 Dogs, Guard (84 EP each): HP 32 each; Init -2; Spd 10; Rch short; Att +3; Dmg 2d4p + 2; Def +3; DR 2; ToP 13/10, Jog 15 feet/second; Tenacity: Steady


Relevant Skills: Listening 90, Observation 40, Tracking 75

65b. The Esemar Stables

 This wooden stable is smaller than those in the village. All of the structure is painted a vibrant brown. The doors to the building are covered with the etched design of a giant horseshoe behind two crossed swords. You can hear the whinny of horses coming from inside.

The Earl has a total of six horses. Four of the animals serve to pull his carriage while the other two are utilized as riding horses. Esemar has a common carriage painted black and trimmed with gold paint, bringing the value of the land transport up to 20 gp. Esemar's family of trusted servants, the Apibas, have four preteen boys who take care of the horses.

65c. Guardhouse

 This wooden building is two stories and a darker shade of brown than most, almost appearing black. Men can be heard talking and laughing inside.

This barracks houses the guards of the Esemar Estate. The Earl is sexist when it comes to protecting his holdings, hence why all the guards are men. The guards were hired from Balelido and, for the most part, enjoy being in the Earl's employ. Lately, Esemar has had the guards share the workload with his servants, the Apibas. The guards argue among themselves that such work is beneath them, but they are careful that their words do not reach the Earl's ears.


The first floor is the living room where the men lounge when off-duty. The second story is the sleep area. 3d4p extra spears are kept up here in a corner along with a crate full of 4d20p+60 arrows. Under no circumstances will PCs be allowed into the guardhouse without the Earl's order. If the PCs do not leave within a minute of entry, they will be attacked.

All guards are armed with spears and short bows (with 12 arrows each). The men are outfitted with leather armor. One man from each pair will have a whistle to raise the alarm. Note that one pair is sleeping and is not wearing armor. (Leather armor takes 2d8p seconds to put on when assisted by another. The time is double without aid.) Each man will have a small belt pouch with 1d4p sp, 2d4p cp, and 2d4p tc inside.

8 Men-at-arms (30 EP each): N Kalamaran human men-at-arms; HP 32 each; Init +4; RoF 12 (short bow); Spd 12 (Jab 8) spear; Rch 10'; Att +1; Dmg 2d6p (arrows) or 2d6p+1 (spear); Def -2 (studded leather); DR 3 (studded leather); ToP 13/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 30, Language (Kalamaran 73), Listening 15, Observation 20, Resist Persuasion 15

65d. Guesthouse

 This wooden house, while two stories, is quite quaint. The building has been painted a soft green with a brown trim. Two wattle and daub sheds hug the north wall of the house. The further shed has its door wide open.

Earl Esamar had this locale built five years ago to keep overnight guests out of his manor. The inside has two bedrooms, a washroom, and a living room. (Esemar would have meals brought out to guests via his staff, hence no kitchen.) For the last five months, the Earl has had his mastiff trainer, Somelar, live here. The shed at the southeast corner of the guesthouse holds the tools for Earl Esemar's gardening endeavors. The other shed, larger and newer than the first, has been serving as a kennel for Somelar's charges. There is a 25% chance that 1d2p (up to 4) dogs will be here napping, thus, in shouting distance of Somelar if trouble goes down.

Solemar is from Wugido of Kalamar, where one branch of the Esemars is ruling over the local peasants. Solemar's family owes a big debt to the Esemars. To pay off part of this debt, Solemar has offered to train the guard dogs at each landholding of the noble family. Solemar also has to find someone from each village the Esemars oversee to take over his duties before he moves onto the next estate. Solemar has been successful with this part of the contract until now. For a future quest, he could commission the PCs to search for his successor.

Somelar is a short, sandy-haired man in his late forties. His deep-set, narrow eyes and warty nose give the ranger an unpleasant visage. Somelar gained most of his ranger skills while serving as a scout for the Imperial Army at Kalasali Woods. Somelar, having an affinity with mastiffs, turned his talents to training the curs. At one time, he served in the same patrol as Wylnaehala Tadrallaen (16), but the elf does not recall him at all. Earl Esemar knows that Somelar has some skill with the bow. Somelar hopes the Earl does not ask him to train the estate's guards though. The company of dogs is all that Somelar can tolerate right now. Somelar wears leather armor and carries a medium shield. He is armed with a battle-axe and a short bow (with 12 arrows). In Somelar's small leather coin purse are 4d4p sp, 4d6p cp, 3d10p tc, and a small agate worth 15 sp. Note that in any altercation when an estate

guard and dog are both down due to wounds, Somelar will apply his First Aid skill exclusively to the canine.

Somelar (292 EP): NG Kalamaran male ranger lvl 6; HP 37; Init +3 (-1 die); RoF 10 (short bow); Spd 12 (battle axe); Rch 3'; Att +3 (battle axe) or +4 (short bow); Dmg 4d4p +1 (battle axe) or 2d6p (short bow); Def -2 (leather armor) or +4 (leather armor with medium shield); DR 2 leather armor (DR for medium shield 6); ToP 16/ 5; Jog 10 feet/second; Tenacity: Steady

Bonus: +3 Damage to Giantkin and Humanoids

Talents: Poison Resistant (+2),

Skills: Animal Empathy 41, Animal Husbandry (mastiffs) 44, Animal Mimicry 30, Animal Training 76, Botany 24, Fire-Building 34, First Aid 27, Hiding 32, Hunting 36, Intimidation 23, Language (Kalamaran 76), Listening 35, Observation 37, Resist Persuasion 9, Sneaking 32, Survival 37, Tracking 44

Quirks/Flaws: Ambivalent, Delusional (Animals are People), Gullible, Late Sleeper

65e. Esemar Manor

🏡 This stately manor is made from stone and framed with timber. Windows of stained glass are set on both floors. Horseshoes figure predominately in the design of the multicolored panes. Along the edges of the building are a medley of carefully arranged roses and tulips. Six stone steps lead up to a set of double doors. On the doors is the etched design of a giant horseshoe of gold behind two crossed swords of silver.

The manor is over ninety-one years old but is as strong as it was on the day of its completion. The structure boasts sixteen rooms and a large cellar. The Esemars were avid collectors of art, but Tiwidu's recent expansion has drained the noble coffers to the point that Vasipar began selling the more valuable pieces to cover costs. The halls inside, where majestic paintings and lifelike statues once lined the walls, now stand bare and lifeless. Various members of the servant family, the



Apibas, can be found keeping the manor free of dust and the Earl's needs met.


Encounter: Earl Vasipar Esemar

Potential Yield: 1 sp per PC and more work from the Earl down the road

Potential Story Award:


- ☐ Convincing the estate's guards to allow the PCs access to Earl Esemar (15 EP)
- ☐ Convincing the Earl's three secretaries to allow the PCs an audience with the Earl (20 EP each secretary)
- ☐ Completing the paint job on the Town Hall (50 EP)

Four generations of Esemars have ruled Tiwidu. Villagers will speak of past Esemars with overall fondness because of the noble family's approachability. Tiwidu's current potentate, Vasipar, is a striking contrast to his predecessors. PCs who manage to talk their way past the estate guards will still have some gabbing ahead of them when they reach the manor's foyer. If the PCs make it this far (escorted by the guards of course), read or paraphrase the following:

 The front double doors open into a vast foyer. The sides of the rooms are covered with tapestries of royal blue. A red carpet with white tassels covers the stone floor. Another set of double doors, also adorned with the Esemar family crest, is on the opposite side of the room. A young, red-haired man with large ears and a bulbous nose pops out of the far doors and approaches you.

The man is Robinel Apiba, one of Earl Esemar's many secretaries. PCs who want to speak with the Earl need to (peacefully) overcome Robinel's Resist Persuasion score of 10. Once this is achieved, Robinel will call out for his father, Ramelar, to enter the foyer. The PCs now need to overcome Ramelar's Resist Persuasion score (15). Once Ramelar is browbeaten, he will summon his father Rokilar (Resist Persuasion 20) to talk with the PCs. Once the PCs verbally prevail over Rokilar, he will summon the Earl. Note that on any failed roll, the guards will escort the PCs off the estate.

Read or paraphrase the following as Earl Esemar enters the room:

 Flanked by a pair of stern guards wielding halberds is Earl Vasipar Esemar. A short yet broad-shouldered man in his late forties, the Earl does, indeed, look the part of a noble with his high cheekbones and ice blue eyes. His russet mane is combed and carefully corralled by the circlet of silver that adorns his brow. Aside from a small patch of red on his chin, the Earl's visage is clean-shaven. The cardinal robe compliments his locks, and the longsword that hangs on his left hip via a silk belt rests easy.

The Earl eyes each of you in turn, then says, "If it is work that you need, I have it."

Earl Esemar does have a task, but maybe not one that the party would expect. Esemar needs the exterior of the second level of the Town Hall (55) whitewashed. The Earl has six 20' ladders and an adequate amount of paint with (very small) brushes stored in the manor's basement. Once the PCs agree to the job, Esemar will have his Apiba servants bring the supplies to the Town Hall. The job will take 30 man-hours. The PCs will not require a supervisor to get the job done, but only those party members with the Laborer proficiency can adequately contribute to the task at hand. While the job is relatively simple, it is the wind that complicates things...

For every five hours that a PC is on a ladder, the gentle winds of Tiwidu will suddenly pick up. These strong zephyrs will cause an elevated PC to roll a Feat of Agility versus d20p+6. Success means the PC was able to shift his/her weight to prevent the ladder from toppling over. Failure means that the PC in question fell between 11 to 15 feet to the ground. The ground around the Town Hall counts as a dirt landing (1d6p-1 points of damage, minimum 1 point). PCs on the ground who happen to be holding the ladder steady during the wind burst can add his/her Feat of Strength bonus (if any) to his/her elevated comrade's Feat of Agility roll. PCs who are injured on the job will find no sympathy or compensation from the Earl. Once the job is complete, Earl Esemar will pay the PCs and will look upon them as if they were slightly elevated serfs.

The presiding GM could have the Earl use the PCs to deliver goods or semi-important messages to other nearby villages, but in no way Esemar will become a sponsor to the party for at least a year. The development of Tiwidu is paramount to the Earl, so financing a bunch of country bumpkins will not rank

highly on his list.

Earl Esemar possesses many physical and mental gifts, but he has never had the time to develop them aside from learning some swordplay and how to rule. Now middle-aged, Vasipar concentrates on the expansion of Tiwidu, his flower gardens, and finding a suitable bride to produce an heir (Vasipar does not know he is sterile). If informed of the brothel operating out of the Pignonar House (66), the good Earl will go there to inspect the establishment himself (with a fair amount of guards in tow) and demand a cut of the profits as well as a sampling of the wares.

Earl Vasipar Esemar (30 EP): LN Kalamaran human noble; HP 25; Init +3; Spd 9 (jab 7) longsword; Rch 3.5'; Att +2; Dmg 2d8p +1 (longsword); Def 0 (no armor); DR 0 (no armor); ToP 8/ 7; Jog 10 feet/second; Tenacity: Steady

Proficiencies: Etiquette/Manners (Kalamaran)

Skills: Administration 53, Botany 44, Current Affairs 41, Diplomacy 36, Intimidation 25, Language (Kalamaran 81 - literate), Law 42, Listening 10, Observation 10, Recruiting 32, Resist Persuasion 30

Quirks/Flaws: Foul-Mouthed, Lusty, Superstitious (Dead Things), Sterile

Earl Esemar's personal guards are armed with halberds and short bows (with 12 arrows each). The men are wearing ringmail. If combat breaks out, the men will try to position themselves between their charge and the hostiles. Each man will have a small belt pouch with 3d6p sp, 3d8 cp, and 2d12p tc inside.

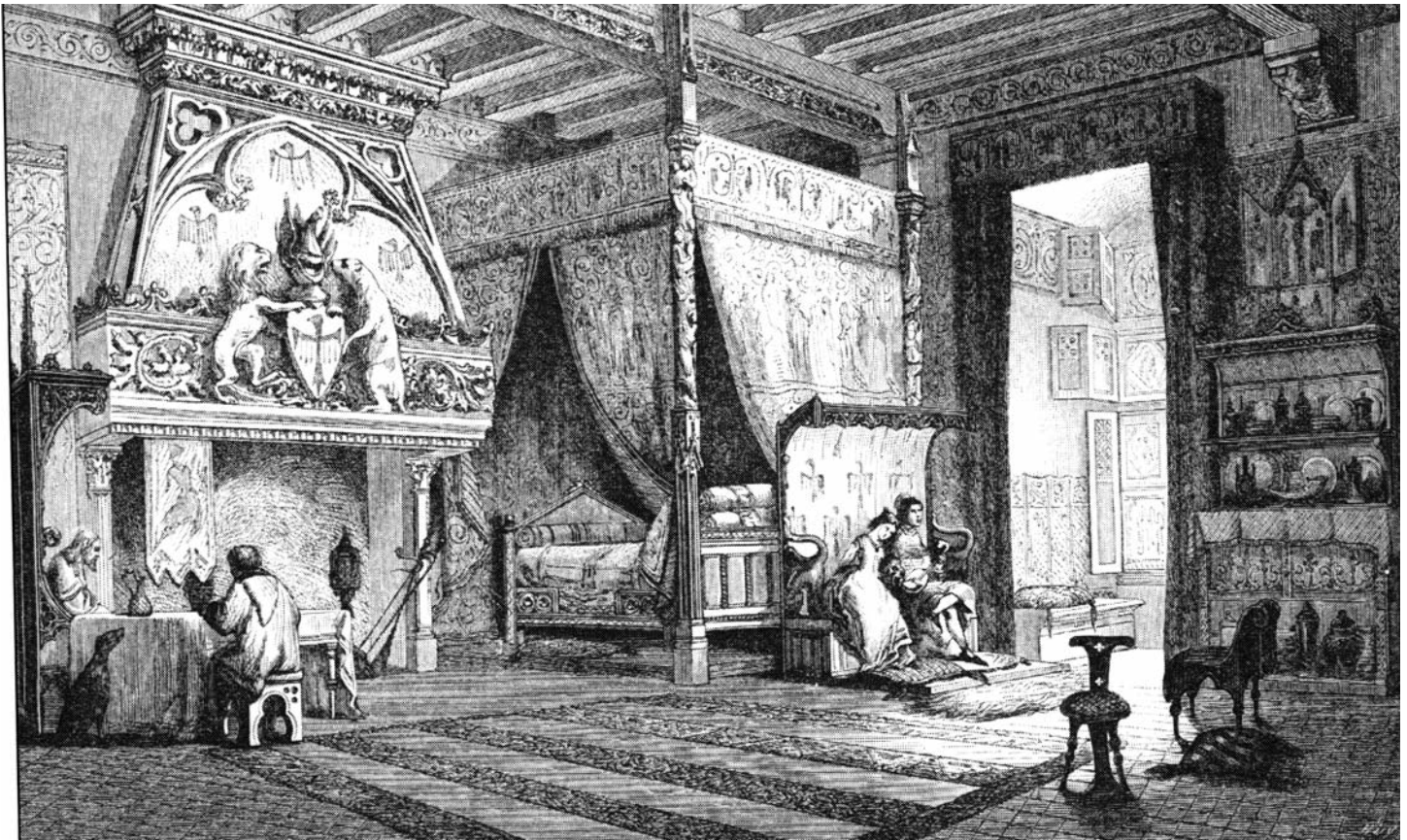
2 Personal Guards (200 EP each): N Kalamaran human fighter lvl 4; HP 33 each; Init +4; RoF 12 (short bow); Spd 19 (jab 13) halberd; Rch 8'; Att +3; Dmg 2d10p+2 (halberd) or 2d6p (short bow); Def -4; DR 4; ToP 13/ 6; Jog 7.5 feet/second; Tenacity: Brave

Relevant Skills: Intimidation 35, Language (Kalamaran 73), Listening 20, Observation 20, Resist Persuasion 20


65f. Flower Garden

☞ This long garden holds a vast variety of tulips and roses. Yellows, reds, blues, whites, and hues in-between sway in the wind. Stone benches line the garden, offering seats to the majestic view. The sweet fragrance of the area tantalizes your senses.

Earl Esemar enjoys his garden and can be seen checking the work of his Apiba servants every evening. Esemar is trying to cultivate a rose of blue. So far, his efforts have been in vain.




65g. Grove

 A grove lies at the end of the road. Stone benches have been strategically placed under the leafy branches of the taller trees to take advantage of the shade. A small, wooden shed hugs a tall oak.


Earl Esemar likes to come out here and smoke his pipe during the witching hour. His personal guards are always just down the lane within shouting distance. The 10'x7'x8' wooden shed is not equipped with a lock but is always closed. Inside are rakes and brooms to keep the area tidy and the benches free of leaves.

65h. Fruit and Vegetable Garden

 A long garden sporting a wide variety of vegetables takes up this part of the Esemar Estate. You can spot squash on one side of the garden and cucumbers on another. Green beans lie further down. All of the crops are well arranged and free of weeds.

Earl Esemar is a planner. He realizes that Tiwidu's expansion has left the village more vulnerable. Esemar wants to make sure that in case of a minor siege, he has enough foodstuffs for himself, his staff, and the guards. Esemar just hopes that the influx of trade will increase the revenue enough to replace the aging wooden fence around his estate with a wall of stone. Providing a stone enclosure around the rest of the village, however, is very low on Esemar's list. Over half of the Apiba family can be found here during the day, tending the crops.

66. The Pigonar Houses


 Two large, two-story wooden houses stand across from one another on this lane. A covered bridge of wood hangs over the street, connecting the two buildings.

Up to a year ago, the Pigonar family lived in these two buildings. The family was large but on the shy side due to the fact that over half of its members were light-sensitive albinos. To keep exposure to sunlight to a minimum, the family built the covered bridge. Eventually the Pigonars moved to Nikido, tired of the Tiwidu villagers calling them 'zombies' and less savory names. Soon after, a rather plain but well-to-do woman who simply went by the name of Barela bought up both houses and moved in. Barela, like the Pigonars, kept to herself, but soon a few attractive men and

women moved in. Some laughter would be heard from the buildings at night but nothing that could compare with the outbursts coming from 'The Shaky Salamander Shack.' Barela will sometimes be seen around town with a couple brutish men, picking up groceries. Nobody knows quite what Barela does, but with fresh gossip coming from other quarters, none of the villagers linger too long on what goes on at the old Pigonar houses.

Barela presents herself as a huckster (seller of knick-knacks), but, in reality, she is a brothel madam. Her clientele is, almost exclusively, out-of-town merchants, so word has not spread to the villagers. Barela was not too pleased with operating so close to the Sheriff Dataras' house, but she soon discovered the lawman is rarely at home. The profits of the secret house of ill repute have been good, but Barela is facing a power struggle from within and will seek outside help to rectify it...

66a. Barela the Huckster

 The western wooden house has a wide porch that sports a vast array of wind chimes. On the sills of the front windows are small, wooden carvings of animals. The words 'Barela the Huckster' are engraved on a piece of wood nailed to the front door.

Barela is actually making a decent living as a huckster. The merchants who use the brothel also stop by and trade goods with Barela, making sure she has enough merchandise to maintain her cover. Her clients are received here at this house, and then are escorted upstairs by a couple of the brothel guards. There, the clients cross the bridge to the other house (66b) and make their selection out of the courtesans available. Barela hopes to make enough capital to move her operation to Balelido or even Kolido. Unfortunately, the madam's plans have hit a snag...

Encounter: Madam Barela


Potential Yield: 2d4p+5 sp per PC

Potential Story Award:

☐ Deal with Moralen and his two cronies (100 EP)

This encounter best occurs when the PCs in the party are around third level and have a bit of a nefarious reputation. Barela has been keeping an ear out in recruiting some young toughs for a grisly task. Her operation has been so successful as of late that one of her brothel guards, a dreg named Moralen, craves

her position. Barela can't run to the law for fear that Sheriff Dataras will closed down the brothel, so she is seeking help of a more unofficial nature. The presiding GM could have this encounter happen at 'The Shaky Salamander Shack' at a corner table or at a more remote location within Tiwidu. Read or paraphrase the following:

 A small, thin woman dressed in black with an olive-green shawl draped over her shoulders approaches you. While she is plain in visage, her green eyes and slight smile make her stand out from the crowd. Wavy brown hair frames a slender, unlined face and her poise sets her apart from the other villagers.

"Men (and women) of action. I need the help of such as you. I have some dissension in my establishment, and I need it taken care of. The task will likely involve violence, something I abhor. It involves some secrecy as well. If you are discreet and have some iron in your spine, will you give me your ear?"

Barela wants Moralen and his two cronies dealt with. Moralen has threatened violence against her and beat up two of the courtesans who came to Barela's defense. The madam does not want the bloodshed to happen at the brothel but will inform the party where Moralen will likely be encountered. The aspiring flesh-peddler has taken it upon himself to 'meet and greet' Barela's list of clients on the roads outside of Tiwidu. Moralen has been introducing himself as the new head of the brothel to the merchants, and Barela fears she will be dead soon. PCs who take up her cause will be informed that Moralen and two other guards loyal to him will be found outside the village two hours after the dawn and two hours before dusk. Moralen and his minions will be far enough down the road to be out of eyeshot of the village sentinels. While Barela would prefer the rabble dead, good-aligned PCs could opt to convince Moralen to seek greener pastures. If the PCs do not undertake this quest, Barela's body will be found four days later in Toloba Belemo's cattle pen (90c), the madam's neck broken. PCs who accomplish Barela's wishes will be told by the madam that her brother Rogvi Bamel of Balelido could use some help as well. See the adventure 'Mugful of Mayhem' for details.

Madam Barela is a short, thin-framed woman of twenty-five years. Barela is a member of the noble Bamel family. When the family's ancestral home was

lost to a fire thirteen years ago, most of the single members were married off to other noble families. Barela, a plain youth at the time, was passed up as a potential bride time and again. Having a keen intelligence, Barela became a merchant of odds and ends and then later, found a better profit margin in the selling of companionship. Barela treats both her clients and courtesans well. She will do anything possible to preserve that relationship.


Madam Barela Bamel: N Kalamaran human merchant; HP 22; Init +2; Spd 7 (jab 5); Rch 1' (dagger); Att +2; Dmg 2d4p (dagger); Def +1 (no armor); DR 0 (no armor); ToP 9/5; Jog 10 feet/second; Tenacity: Nervous

Proficiencies: Etiquette/Manners (Kalamaran)

Skills: Administration 31, Appraisal (Sundries 46), Art of Seduction 34, Current Affairs 26, Diplomacy 17, Languages (Kalamaran 75 - literate), Listening 11, Mathematics 41, Observation 11, Resist Persuasion 24, Salesmanship 31

Quirks/Flaws: Claustrophobic, Fear of Heights

66b. Secret Brothel

 The eastern wooden house is darker in texture compared to its twin across the street. The house has a wide porch but, unlike the rest of the village, is free of wind chimes. Cobwebs hang in the instruments' place. The one door to the street is boarded shut. What windows that are open have dark curtains drawn closed.

PCs studying the door will notice on a successful Scrutiny check of Average Difficulty that the boards are loose. Barela, in case of a fire or similar emergency, wanted her staff to be able to easily escape. The Madam just wants this house to appear to be an impromptu warehouse for her huckster business. The door is equipped with a lock of Excellent quality.

The brothel has a receiving room for quiet entertainment, a small kitchen, three rooms where the courtesans and guards live, and four rooms (mostly upstairs) where clients are escorted. The courtesans, comprised of three men and seven women, are well versed in their trade (Art of Seduction 50) and are quite comely (Looks scores ranging from 12 to 15). Base services start at 3 sp.

Moralen was hired on by Barela almost at the inception of the brothel. A former bandit, Moralen watched the brothel grow in (quiet) popularity, its

success igniting a plan, which warmed his greedy heart. He learned that Barela feared the local law would discover her operation. Moralen went out of his way to turn the staff guards to his side, succeeding in recruiting two of them. He then made sure to instill fear among the courtesans and Barela herself through threats of violence. Believing that the brothel has cowed under his heel, Moralan is now concentrating on spreading his name among Barela's customer base. If confronted by hostile PCs, Moralan will Give Ground in an attempt to have his two cronies flank the attackers. Note that if Moralan goes down, his two 'buddies' will likely try to surrender. If the PCs are able to convince him to leave the brothel through intimidation or bribery (50 sp minimum), Moralen and his cronies will head to Balelido and join the thieves' guild there.

Moralen is a shaven-head, broad-shouldered man in his late twenties. He stands 5'11" and his brown eyes are so dark they are almost black. Moralen originates from Bet Kalamar -- his accent is so thick that even those who know him well have to tilt their head to understand him. Moralen's anger is always just under the surface, ready to lash out at even the most minor of disagreements. Moralen is armed with a flail and medium shield and wears studded leather armor. Inside his small leather belt pouch are 4d4p sp, 4d6p cp, and 3d10p tc.

Moralen (200 EP): NE Kalamaran male fighter lvl 4 fighter; HP 32; Init +9; Spd 12 (flail); Rch 4'; Att +3 (flail); Dmg 2d8p+3 (flail); Def -6 studded leather (+0 with medium shield); DR 3 studded leather (DR for medium shield 6); ToP 13/5; Jog 10 feet/second; Tenacity: Steady

Skills: Administration 26, Appraisal (Armor and Weaponry) 31, Current Affairs 19, Intimidation 41, Language (Kalamaran 73), Listening 6, Observation 6, Resist Persuasion 21


Quirks/Flaws: Dialect, Greedy, Quick-Tempered

The four brothel guards - all non-locals - make sure Barela's clientele do not get abusive with the courtesans. Half of the guards are satisfied with their jobs while the other two are looking for a bigger piece of the action, something promised to them by Moralen. Each man has a club and wears leather armor. Within the small belt pouch of each man are 2d4p sp, 2d6p cp, and 2d8 tc.

4 Brothel Guards (30 EP each): N Kalamaran human men-at-arms; HP 26 each; Init +4; Spd 10 (club); Rch 2.5'; Att +1; Dmg d6p+d4p +1 (club); Def -2 (leather armor); DR 2 (leather armor); ToP 11/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 25, Language (Kalamaran 70), Listening 11, Observation 11, Resist Persuasion 11


67. Lasare's Spices

 This wattle and daub shop is small and quaint when compared to its neighbors. A woodcut depicting a mule being led by a woman through a mountain pass hangs over the door. Carved on the door itself are the words 'Lasare's Spices.'

A successful Observation check of Easy Difficulty will reveal that the woodcut and the carved words are recent works. The spice merchant Lasare used this location originally as just an office to keep track of shipments around Lands of Tarisato, but with Tiwidu's recent trade boom, the office is just now being converted into a shop. Lasare, a thin, blithesome woman in her late forties, keeps her inventory low for fear of thieves despite being across the street from the Sheriff's Office (64). Besides pepper and rock salt, what spices that are found here (Medium Base Probability on the 'Spices & Herbs' table in the HMPH – pg 198) will never be in excess of 5 lbs. Lasare has the windows barred (value 15) and a Superior quality lock on the door. Also, through a deal with Sheriff Dataras and Earl Esemar, the shop is checked once an hour by a constable (usually Narin). Neighbor Bitakir Metak (68) keeps an ear out as well (Listening 22). When the shop is closed, Lasare tightly locks up everything and sleeps on a cot in one of the back corners of the building.

Lasare will purchase up to twenty units of spices for 80% of the listed value in the Player's Handbook. Low quality or polluted spices will not be considered for purchase.

68. Bitakir Metak – Hatmaker

 This wattle and daub shop has a bit of a darkish tinge in the composition of its walls. A tricorn made of wood is nailed over the door. Carved into the wood of the door are the words 'Bitakir Metak – Hatmaker.'

About half the population of Tiwidu wears a hat to keep the sun out of his or her eyes. In all likelihood, Bitakir Metak made that hat. A tall, somber-faced man in his thirties, Bitakir came to Tiwidu six years ago and began making headwear for the locals. Bitakir never talks about his past and barely raises his voice.

In another life at the city of Wolido, Bitakir was a promising knight for the noble family of Tisar. In his second tourney, Bitakir was overcome with Hacklust and lopped off the heads of two rival knights and one ally before he regained his senses. The Tisars, horrified by the display of unnecessary violence, stripped away his station (including his armor and most of his weapons) and banished him from the city. Bitakir was able to keep his sword and shield, but his sense of worth is as thin as a parchment these days.

The presiding GM could use Bitakir as a catalyst for a future adventure for the party. Perhaps a family of one of the slain knights finally hired an assassin to inflict revenge on Bitakir. Maybe Bitakir hears about the (possible) noble actions of the PCs and is inspired to join their ranks. Conversely, Bitakir may hear of the PCs' nefarious actions and decide to confront them.

Bitakir will purchase up to ten human-made hats for

25% of the listed value in the Player's Handbook. Low quality hats will not be considered for purchase.

Bitakir Metak (292 EP): LG Kalamaran male fighter lvl 6 fighter (former knight); HP 42; Init +2; Spd 8 (jab 6) longsword; Rch 3.5'; Att +4 (longsword); Dmg 2d8p +2 (longsword); Def 0 unarmed (+1 with longsword) (+7 with medium shield); DR 0 (DR for medium shield 6); ToP 18/ 6


Honor: 16 (Low)

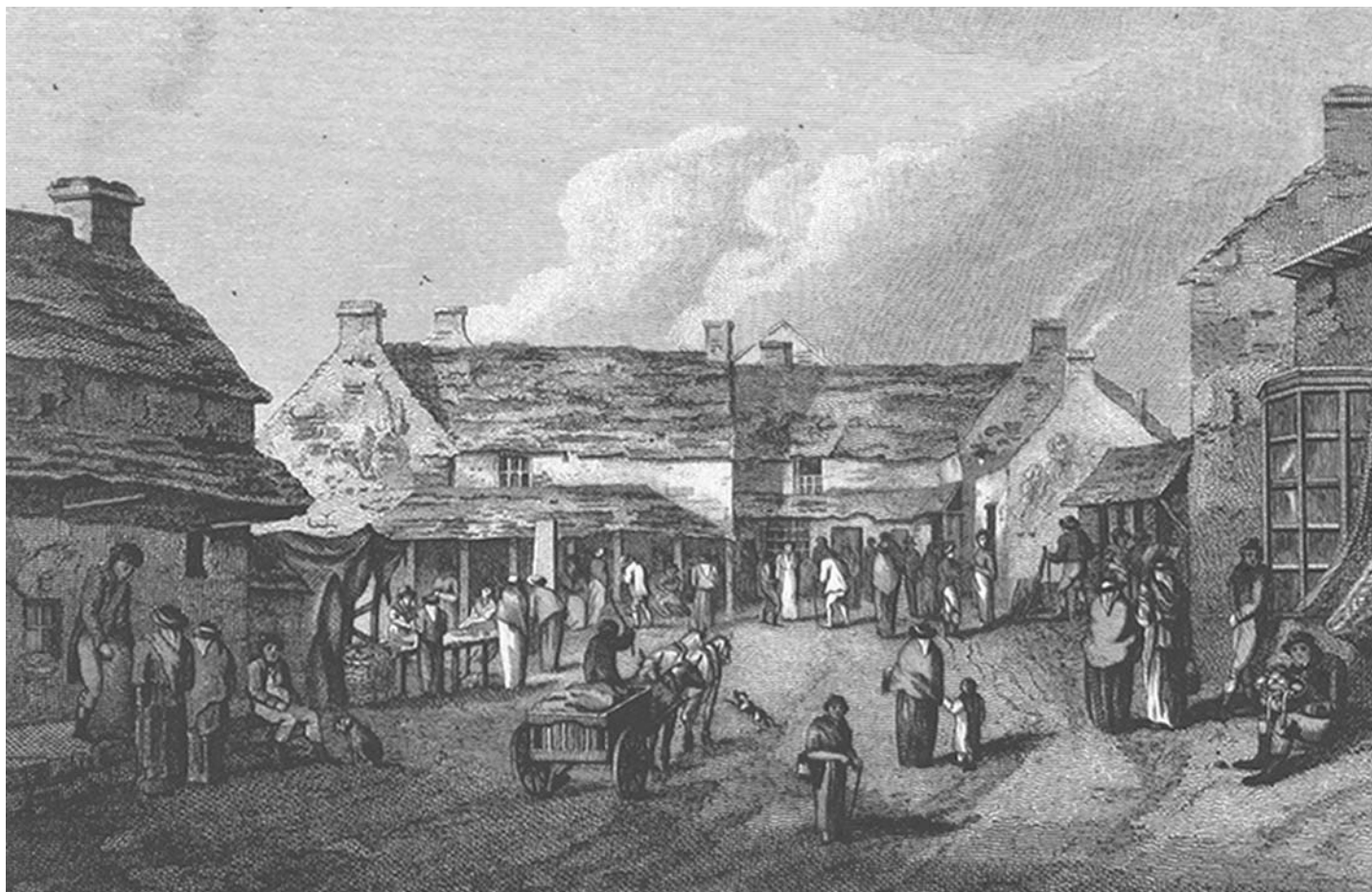
Proficiencies: Etiquette/Manners (Kalamaran),

Skills: Administration 24, Appraisal (Armor and Weaponry 34, Textiles 43), Craft (Hat-Making) 64, Diplomacy 18, Intimidation 35, Language (Kalamaran 78 -literate), Listening 16, Observation 18, Recruiting 29, Resist Persuasion 16, Riding 52, Salesmanship 41

Quirks/Flaws: Chivalrous, Hacklust


69. Felapil Ripago's House

 This brown wooden house has new shutters that have yet to be painted. There is a spot above the door in the shape of a sign that is lighter than the surrounding wood. A large iron knocker is on the door. The horse-head holding the ring of the knocker stares at you in contempt.




This is the residence of Felapil Ripago, a retired barrister. A stooped, white-haired man in his seventies, Felapil wants to enjoy his remaining years stress-free. Earl Esemar calls upon Felapil from time to time because of the older man's expertise with legalities (Law 85). Felapil will occasionally come out to smoke a pipe, smile at his neighbors' antics (66), and then retire for the night.

70. Malamaridor Bereclyaen's House.

 This wooden house has an elaborate array of multicolored wind chimes hanging off all the sides of the roof. Inscribed on the door are a series of flowing characters. Under these in Kalamaran is the word 'Bereclyaen.'


Those in the party who succeed in reading the flowing characters (Low Elven Literacy check –Average) will realize that both inscriptions are one and the same. Malamaridor Bereclyaen, a high elf, makes a quiet living as a miniaturist and figurine carver. He has combined both crafts and has been producing small, painted figures of knights, mages, and monsters. Malamaridor is looking to incorporate the miniatures into some type of game and hopes to bring in a mathematician to help write a system of rules. Malamaridor one time took a fancy to Wylnachala Tadrallaen (16), but she refused his advances when she heard he had fathered a half-elf fifty-three years ago.

71. Lorirel Pebara's House

 This wattle and daub house is only one story tall and is set rather low to the ground. A small flight of stairs cut into the earth leads down to a set of double doors. You do not see a sign anywhere over or on the doors.


Lorirel Pebara, wine merchant and former owner of 'The Shaky Salamander Shack,' is currently out of town, restocking his wagon full of spirits. Pebara, who owns a warehouse in both Balelido and Nikido, rejoices in having a profession that allows him to travel the open road. He's currently in Jaghagh, hiring some hobgoblin guards to replace the ones slain by some giant toads near Binagh. This property is locked (Excellent quality) and has a wine cellar that Pebara uses for excess inventory and short-term storage. The wine cellar is currently empty. Pebara is a gaunt, near-toothless man in his mid-seventies.

72. Pamarin P'Narik's House

 This wooden house is unremarkable, but the door catches your attention. Horseshoes of various shapes and sizes are nailed in the door. Some of the metal bits have been bent and painted blue. The blue bits forms the name 'Pamarin.'


Pamarin P'Narik is a horse merchant who has lived in Tiwidu for the better part of a decade. When the trade wars started, Pamarin sided with Toloba Bemelo (91) but is now beginning to regret his choice. Pamarin used to keep his animals at Toloba's pen (90c), but the recent bouts of sickness among the animals kept there has prompted him to stable his wares at some of the farms outside the village. Pamarin's own Courser is now housed at the stables of 'The Shaky Salamander Shack' (36). Pamarin still intends to conduct his business at Toloba's auction house (100) once it opens, unless things go further south. Pamarin is red-haired, green-eyed man of thirty years. His sister, Lani, lives at 21.

73. Halopir's House

 This wooden house is small when compared to its neighbors. A couple of the wind chimes that were hanging off the roof have been knocked to the ground. A spider web covers the upper half of the door. Etched on the top frame of the door is the name 'Halopir.'

Halopir, a storyteller, left Tiwidu a month and a half ago for Ka'utavidu but was ambushed and captured by a kobold pack next to Shalelock Hill (See the 'Base Cave' section of 'Strangers on the Trail' for details). The door to the house is equipped with a Very Good lock, but the house holds very little in value.


74. Hekgul Diannik's House

 This wattle and daub house is absent of wind chimes, but a ship's wheel hangs above the door. Etched on the bottom of the wheel is the word 'Diannik.'

Hekgul Diannik, a sil-karg, is a retired shipwright. Hekgul decided, one day, that he had seen enough of the Kalamaran Sea, so he moved to Tiwidu seven years ago for the peace and quiet. With the trading boom currently going on in the village, Hekgul is considering

moving again. The local humans, used to seeing and living side-by-side with hobgoblins, grew tolerant of Hekgul's presence. Tiwidu's expansion, however, has brought newcomers in, and some have been quite verbal with insults about a half-breed walking about. Hekgul is mostly ignored by the hobgoblins of the village, except by Dathal (12), who asks the sil-karg for carpentry advice. Hekgul is broad-shouldered and reddish-skinned. He stands 6'3" and is still as straight-backed at sixty years of age as he was when he was twenty. Hekgul's large blue eyes, a trait he inherited from his mother, are the prime indicators to strangers that he is not a purebred hobgoblin.

75. Nalik Ebitar's House

 A wattle and daub house is being built here. Some of the walls on the south side are complete, but the north side has not even been started. Some wattle panels can be seen inside, leaning against the finished walls.


Earl Esemar set this location aside for librarian Nalik Ebitar (33) to live. Nalik is almost as upset that his house is being constructed out of wattle and daub as he is about the library being built out of wood, hence why he hasn't visited this site lately. PCs who decide to poke around the wattle panels will be find an unpleasant surprise in the form of a boa constrictor. The snake sought some shade from the sun and would have fallen asleep if it wasn't for some pesky players.

Snake, Boa Constrictor (100 EP): HP 26; Init +3; Spd 10; Rch short; Att +4; Dmg 0 (see SpA); SpA constriction* (2d4p+3); Def -4; SD enveloped victims **; DR 1; ToP 11/4; Jog 5 feet/second; Tenacity: Cowardly

[* - If the snake attacks successfully, it has coiled around its prey, inflicting automatic damage thereafter every 10 seconds. Constriction can be broken with a successful knockback or Feat of Strength (can be attempted every 10 seconds against a value of 18). While trapped, a victim can only attack with a dagger or smaller weapon.]


[** - Enveloped victims may be inadvertently hit. On any missed attack on a boa engaged in constriction roll again vs. its victim with a +4 bonus to reflect inability to dodge.]

76. Pivilon Gilemal's House

 This two-story wooden house has no windows on the first floor and only four on the second. A woodcut with the name 'Gilemal' is nailed above the door.


Pivilon Gilemal has been Earl Esemar's tax collector for eight years. Gilemal, with the economic boom of Tiwidu, feels extremely overworked and has asked for help with the books, but the Earl has disagreed. Gilemal knew becoming a tax collector would be a hit to his social life, but he has not quite gotten used to the hard stares and hushed tones from the other villagers. Gilemal has even tried to make friends with the guards Esemar assigns the taxman during collection, but the soldiers look at their own wages with disdain and snarl at Gilemal's failed jokes. Gilemal is a short, bald man not quite thirty years of age who blames his hair loss on his job and Earl Esemar.

77. Tefane – Bread Baker

 This wattle and daub shop has two chimneys, but only one is currently smoking. The rich, tantalizing smell of rising dough reaches out to your nose. A sign in the shape of a loaf hangs above the door. On sign are the words 'Tefane – Bread Baker.'

Tefane was born in Tiwidu and has been serving as the village's bread baker for over twenty years. She has manchet (4 Sesateri), wheaten (5 tc), and raveled (5 tc) loaves available. Tefane loves small talk and will happily chat away with customers while kneading dough or tending the oven. Tefane is a tall, plump woman in her late thirties with short brown hair and brown eyes. Tefane lives in a set of small rooms to the side of the shop with her two younger sisters who serve as her apprentices.


78. Puril's House

 This wattle and daub house would be unremarkable except for the five cow skulls hanging above the front door. On the forehead of each skull is a letter. The letters spell the name 'Puril.'

Puril is a cattle husbandman and journeyman taxidermist. All of the cattle farmers surrounding Tiwidu come to Puril for advice on breeding. Puril had his own farm at one time but, upon turning sixty-eight,

turned it over to his eldest son. Earl Esemar was not going to lose such a valuable asset, so he moved the aged Puril into this house so that the next generation of Tiwidu farmers could benefit from Puril's knowledge. These days Puril can be found here performing taxidermy on small game animals for hunters and collectors alike. A widower for the last three years, Puril lives here alone but is known to frequent 'The Shaky Salamander Shack' until closing time. The husbandman is a razor-thin, bent man of seventy-four years.

79. Telfe Sofala's House

 This two-story wattle and daub house is narrow and has a small balcony over the front door. Nailed to the front door are two quills.

PCs who pass an Observation check of Average Difficulty will notice a large amount of melted wax on the left portion of the timber railing of the balcony. The house occupant, Telfe Sofala, is a playwright and likes to write at night on the balcony by candlelight.


Telfe is quite an accomplished dramaturgist from Bet Kalamar who decided to come to the Lands of Tarisato for inspiration. Telfe always had romantic notions of frontier life and, one day, threw a dart at a map. Four weeks later, she found herself here. Earl Esemar knows of Telfe's reputation and hopes the playwright will write about Tiwidu in such a positive light that some of Bet Kalamar's elite will come over to visit the village. To influence Telfe, Esemar has Fozwarz (37) deliver free meals to the playwright while Nedirel (25) drops off candles every week. Telfe is wise enough to see what Esemar is doing, yet she sees no need to dismiss the light bribery. Telfe has not revealed her profession to anyone else in the village and will do her best to keep it that way.

Telfe is also in the Lands of Tarisato to reunite with her identical twin sister, Nifale, who came to this region nine years ago. The siblings last exchanged letters two months ago, with Nifale indicating that she was living in Ludido. What Telfe does not know is that Nifale had been killed a fortnight ago. The murderer, a changeling, has assumed Nifale's identity and is quite intrigued that the victim had a twin. The changeling plans to visit Telfe in 1d3+2 months.

Telfe is a fair, lean woman of forty-five years. Her complexion is near white because she detests the sun.

Ink stains are always at the end of her fingertips. The sister, Nifale, when she was alive, was usually sunburnt and had dirt under her nails due to her profession as a gardener.

80. Resipel - Huskster

 This wattle and daub shop has a wide porch showcasing a variety of items, but the majority of the inventory consists of wind chimes. Among the crates, you spot three dogs watching your every move. On the door to the shop is a woodcut with the words 'Resipel - Huskster' scrawled on it.


Resipel, lifelong resident of Tiwidu, cannot understand how his competitor, Barela (66a), is thriving. Day in and day out, Resipel looks up the street and watches out-of-town merchants enter his rival's shop. Hours later, the merchants would come out empty-handed but almost, universally, in a jovial mood. Resipel is curious as to the business model Barela is employing, but because of the hulking men she has in her employ, Resipel has not gathered the courage to investigate the matter. Truth be told, Resipel is doing well himself, supplying most of Tiwidu's wind chimes as well as other knick-knacks. His close proximity to Kynthla's auction area (54) does not hurt his coin purse either. Resipel is a blond-haired man of forty-two years with sideburns so wiry they could carve grooves in walls of stone. Resipel lives in the back of the shop in a small series of rooms with his wife and three children.

The three dogs are mongrels that Resipel took in. The curs will not attack anyone who visits the shop during the daytime (unless their owner is attacked). Nighttime visitors who step on the porch will be growled at for 1d20p+15 seconds. Anyone who stays on the porch past this grace period will be attacked. PCs who pass an Animal Empathy check of Easy Difficulty can influence the dogs' reaction. Resipel will call off the dogs if things look like an honest mistake, but he is not above the canines working over intruders for a bit before calling in the guard. Militia will take 3d100p seconds to respond and will be comprised of 1d3+1 guards. The huskster will not poke his head out the door until 90 seconds after the dogs start barking.

3 Dogs (22 EP each): HP 20 each; Init -2; Spd 10; Rch short; Att +2; Dmg 1d4p + 1; Def +4; DR 2; ToP 8/7, Move 20 feet/second


Relevant Skills: Listening 90, Observation 40

81. Nar’Korin - Fueller

 This tall wattle and daub building is dingy and has a wide, swinging door that is currently closed. Carved into the wood of the door are the words ‘Nar’Korin – Fueller.’


Nar’Korin has been providing fuel to Tiwidu for nineteen years, ranging from wood to coal to sometimes heather. With the recent trading boom and a broadening customer base, Nar’Korin is finding the storage capacity of his property sorely lacking, so he hopes he can rent some space in Harelon’s warehouse (18) at a fair rate. Most of Nar’Korin’s neighbors hope he moves out entirely because of the coal dust that emanates out of the building. Nar’Korin is a handsome, grey-haired bachelor in his fifties, currently living at Govima Mafanar’s house (124).

82. Myzkan’s - Bottelier

 This wattle and daub shop has a large leather bottle hanging sideways on the door. Branded on the leather bottle is the word ‘Myzkan’s.’

Myzkan Syjakie, a female halfling of middle years, has been making leather bottles and other skins for Tiwidu for the last seven years. Her containers are quite popular with farm workers and other laborers who like a drink on a hot Tarisato day. Even though Myzkan is not overly fond of hobgoblins, she has been finding them her best customers. Myzkan, one time, had an affair with Fozwarz (37) that ended horribly, so she will never be found at ‘The Shaky Salamander Shack.’ Myzkan lives in a series of rooms in the back of (and under) the shop with her two adolescent sons.

83. Lanorir Gamerin - Locksmith


 This wooden building has a few open, empty crates stacked just to the right of the door. An immense iron lock is affixed to the door with a series of bent nails.

The merchants arrived last month and just received a shipment of supplies yesterday. The merchants are dumping the empty crates out the door to maintain enough working space inside. The two merchants (see below) would be very put off by PCs who decide to snag some crates for free. The merchants each have a Listening skill of 30.

Lanorir Gamerin is another recent addition to Tiwidu, invited by Earl Esemar himself. Lanorir has been supplying the Esemars and other noble families with locks for over two decades. Lanorir knows full well that Tiwidu alone can’t support one of his profession, but he hopes the trading boom and auction houses will bring enough business to this shop. Lanorir only plans to stay in town long enough to set up shop before returning to his home city of Nevamido. Lanorir’s niece, Fiselu, will then take over. Lanorir is gray-haired, stooped man in his mid-fifties. Fiselu is a bright-eyed, sandy-haired blonde in her early twenties. Both locksmiths live in a small set of rooms in the back of the shop. Naturally, the lock to the front (and only) door to the shop is that of Superior quality.


Lanorir will purchase up to ten human-made locks of good or greater quality for 25% of the listed value in the Player’s Handbook. Low quality locks will not be considered for purchase.

84. Pinarin - Accoucheur

 This wattle and daub house has wooden buckets flanking the front door. Carved into a woodcut over the door are the words ‘Pinarin – Accoucheur.’

Pinarin has been Tiwidu’s accoucheur (male midwife) for over three decades. Because childbirth is an infrequent event in the village, Pinarin makes buckets for extra scratch. Pinarin is known to hit ‘The Shaky Salamander Shack’ to get drunk after every delivery, no matter what the result. The accoucheur is an overweight, white-haired man in his late fifties. Pinarin lives here with his wife and their five children, two of them grown.

85. Ma’Paro the Huntsman’s House

 This old wooden house has a large muslin sheet covering half of its roof. Three ladders are leaning against the building. Some timbers are stacked in a pile nearby. Hanging over the front door is a set of large antlers.

Ma’Paro is considered Tiwidu’s best hunter and has put down many of the village’s animal threats. When the outlying farms began to report that a mountain lion was lurking about, killing some livestock, Sheriff Dataras’ first action was to have Ma’Paro hired on as tracker. Ma’Paro hopes to combat the mountain lion

alone before the Sheriff and the rest of the party join in.

The roofer, Danthal (12), and her crew are currently working on Ma'Paro's house. The huntsman's roof collapsed last week due to rot. Danthal is taking her time with the project because she hopes to convince Ma'Paro to rebuild the whole house, with her as carpenter.

Ma'Paro is a 5'8" blond-haired man in his late thirties. His sharp nose and large ears lead to an unpleasant appearance, but his azure eyes draw everyone's attention whenever he speaks. Ma'Paro is usually armed with a spear +2 and a short bow with 12 arrows. Ma'Paro is very rarely (15% chance) home because he enjoys the thrill of the hunt. Because of his obsession with large game, Ma'Paro does not know of the rise of humanoid activity in the area. GMs could use Ma'Paro to act as a scout for PCs in further adventures.

Ma'Paro (492 EP): NG Kalamaran male ranger lvl 9; HP 43; Init +1 (-2 die); RoF 11 (short bow); Spd 10 (jab 6) spear +2; Rch 10'; Att +8 (spear +2) or +7 (short bow); Dmg 2d6p +3 (spear +2) or 2d6p (short bow); Def 0 (leather armor) or +1 (leather armor and spear); DR 2 (leather armor); Jog 10 feet/second; Tenacity: Brave; ToP 21/ 5

Bonus: +4 Damage to Giantkin and Humanoids

Proficiencies: Hiking/Roadmarching, Talents: Physical Conditioning,

Skills: Animal Empathy 30, Animal Mimicry 28, Botany 32, Fire-Building 45, First Aid 34, Hiding 46, Hunting 61, Intimidation 34, Language (Merchant's Tongue 28, Kalamaran 73), Listening 29, Observation 40, Resist Persuasion 10, Sneaking 42, Survival 49, Tracking 58

Quirks/Flaws: Deathwish, Overconfident

86. Kema the Fortune Teller

🏠 This wattle and daub house has cracked timbers and crumbling walls. A graying sign hangs above the door. The sign reads 'Kema the Fortune Teller.'

Kema has been reading the fortunes of the villagers for over five decades. For a mere 3 cp, Kema will scrutinize the palms of a customer (or PC) in a shadowy room filled with the smell of incense. With a silver tongue (Skilled Liar 75), Kema will relate a tale of impending good fortune to the client. Kema will

intentionally be vague, stating that the 'Fog of Fate' is obscuring the details. Only the passage of time (and more visits) can lift the fog enough so Kema can further decipher the future for the PC. GMs could use Kema to drop hints on what PCs may be facing in future adventures.

Kema is an emerald-eyed, bent woman in her eighties. Older villagers will remark how lovely Kema was in her prime. The trading boom has increased Kema's customer base, but not enough to give her enough coin to repair her aging house. Kema, while a charlatan, is actually sensitive to the presence of undead. She avoids the graveyard (128) because the locale gives her a headache.


87. Abandoned House

🏠 This wattle and daub house is two-storied. One of the upper-floor windows is hanging by one hinge, and some of the timbers are cracked. The thatched roof is grey and lifeless. The woodcut that hangs over the door is so old that the carved words are now indecipherable.



This house is locked (Good quality) and quite abandoned. Sheriff Dataras is the only one who has the key. The interior is composed of three rooms on the bottom level and two on the top. Spiders and rats have moved in, but only of the normal-sized varieties. Alternately the presiding GM can have this location be the starting point for one of the PCs. The decrepit nature of the place will reflect well on the PC's humble origins.


88. Mabina - Lorimer (Bridlemaker)

 This wattle and daub house has a collection of worn leather straps flanking the front door. Closer inspection of the straps reveals them to be bridles. Carved into the door are the words 'Mabina - Lorimer.'

Mabina has been crafting bridles for horses for seven years. She just turned her craft into saddle-making but is still nervous about offering those creations to the public. Mabina is firmly on Toloba Bemelo's side in the trade war and can't wait for the auction house (100) to open. Mabina is a tall, rawboned woman just on the south-side of thirty with reddish-brown hair and hazel eyes. Enjoying her privacy, Mabina will conduct all transactions outside her house, running back and forth to fetch her wares if she has to.

Mabina will purchase up to ten human-made items from the Tack and Harness list for 25% of the listed value in the Player's Handbook. Low quality items will not be considered for purchase.


89. Badiril - Haymonger

 This wattle and daub house is connected to a barn. The house-side is unadorned, but over the swinging door of the barn on a woodcut are the words 'Badiril - Haymonger.'

Badiril has been Tiwidu's primary haymonger for the last nine years, a position he hopes to maintain by allying himself with Toloba Bemelo. Hay is brought in mostly from the farming community of Ka'utavidu. Badiril, in turn, sells it to the cattle farms outside of Tiwidu as well as to most of the stables in the village (except to Kynthla's at 47). If the kobold-goblin coalition at Shalelock Hill is allowed to thrive (see 'Shadow Over Tiwidu'), shipments of hay destined to Badiril's barn may be in jeopardy. Badiril has three grown sons who live at 98. These men act as drovers for both their


father and Bemelo. Badiril is broad, overweight man in his late forties. His brown hair is akin to an eagle's nest, and his brown eyes have been known to make a bull pause. Badiril is infatuated with Mabina (88), but the bridlemaker doesn't know it.

90a. Bemelo's Stables

 This large wooden stables is sun-bleached with grey, but the swing-doors are new. On each side of the structure painted in red letters are the words 'Bemelo's Stables.'

Bemelo uses this building to house the horses she plans to sell at her auction house (100). Due to the recent sickness afflicting the cattle at her holding pen at 90c, Bemelo has been keeping the horses almost exclusively here. The stables can hold up to two dozen horses comfortably as well as three wagons. Two of the wagons here belong to Badiril (89) while the other belongs to Bemelo. At any given time, there are 2d4 riding horses and 1d4 light warhorses in the stables. The hayloft is usually kept full for the animals here and in the holding pen (90c). The stables have a ground-level storeroom used to hold other types of grain for Bemelo's charges. A Good quality lock has been placed on this storeroom in light of the cattle illnesses (Bemelo has the key). During the day, 1d4 hired hands (90b) are about. At night, just 1d2 hired hands will be here. No matter what time of day, one of the workers will have a whistle. When an alarm is sounded, the other hired hands from 90b will arrive in 3d20p+20 seconds.

90b. Bemelo's Bunkhouse

 This two-story wattle and daub house has various coal drawings on its ground-level walls. While poor in detail, you can make out knights on horse-back fighting giants. On other sections of the front wall you see some drawings have been blacked out.

Bemelo allows her hired hands to draw on the walls of the bunkhouse as long as the sketches are nothing offensive. One artistic worker did not know of Bemelo's stance on slavery and proceeded to draw several scenes of dwarves being enslaved by Emperor Kabori. This worker was promptly fired and the drawings covered. Once Bemelo can spare some paint, she is going to white-wash the bunkhouse so her workers can start their drawings anew.


This building is where Bemelo (91) keeps a majority of her work force. These workers are almost exclusively made up of villagers. Pay is four Sesateri and two meals a day. These workers do a variety of tasks ranging from feeding the livestock to preparing the auction house for opening day. During daylight hours, only 1d2 of the hired hands are present, trying to keep the bunkhouse tidy. At night, 1d4+2 of the workers are here resting from a hard day's labor while the rest are either carousing around the village or are on patrol, keeping an eye on Bemelo's properties. The house has eight bunkbeds, three tables, seven chairs, and two sets of bent horseshoes. The hired hands are not rich enough to own armor, but they each have a dagger. Each worker has 2d4p cp and 2d6p tc.

Like Kynthla's Bunkhouse (46), the GM may feel inclined to have some (or all) of the party members start here. Bemelo has a higher set of standards in hiring workers than her competitor. Bemelo will not abide any known thieves in her workforce. She will also not accept anyone who speaks in favor of slavery. If Bemelo catches any of her hired hands (including PCs) fraternizing with anyone on Kynthla's crew, that hired hand will be fired. If PCs leave Bemelo on good terms, she will have no problem hiring them again. Bemelo is not interested in locales such as Shalelock Hill ('Shadow Over Tiwidu') but would be impressed if the party saves Tiwidu from other threats. The GM could use Bemelo as a possible sponsor to the party for further adventures.

10 Hired Hands: N Kalamaran human laborers; HP 25 each; Init +5; Spd 7 (5 jab) dagger; Rch 1'; Att +0; Dmg 2d4p+2 (dagger); Def -1 (work garments); DR 1 (work garments); ToP 10/ 7; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Language (Kalamaran 70), Listening 11, Observation 11, Resist Persuasion 11


90c. Belemo's Holding Pen

 This large field has been cordoned off with a wooden fence in this part of the village. Inside you can see a number of cattle and sheep wandering about. The feeding and water troughs for the livestock are located here and there along the edges of the pen.

The holding pen will have 5d6p cattle and 3d6p sheep in it at any one time. Unlike her rival Kynthla, Belemo keeps the feeding/watering troughs along the

edges of the pen so her hired hands would have an easier time tending the animals. Kynthla has taken advantage of the trough placement and has had her minions (51) add acorns to the grain, making the livestock sick and, in some cases, die. PCs walking the perimeter of the fence who pass an Observation Check of Difficult Difficulty will spot some acorns on the ground near the troughs. PCs who are actively looking for acorns (or other irregularities) will spot them on a successful Observation check of Easy Difficulty. A PC who passes a Botany check of Easy Difficulty will note that oak trees do not grow in this area of the village. 1d4 hired hands (90b) are here in the pen, tending the animals during the day. Due to the recent ailments to the livestock, 1d2 hired hands will be patrolling the pen at night. No matter what time of the day it is, one worker will have a whistle. The workers will not harass PCs who have Belemo's permission to investigate the pen.

91. Toloba Bemelo's House

 This wattle and daub house, while old in appearance, has a new wooden roof. The porch has a table along with four stools. On a woodcut nailed to the front door is the name 'Bemelo.'

The house originally had a thatch roof, but Bemelo had it replaced with wood due to her allergies (mold). Bemelo is hoping to raise enough funds to build some living quarters inside her auction house (100), but she'll put up with teary eyes and the red rash on her neck for a bit longer. If the house is approached during daylight hours, her two guards will be lounging at the table on the porch. The guards will ask the PCs to state their business. If the PCs remain polite, the guards will summon Bemelo outside. Much like Kynthla, Bemelo does not like strangers inside her home.

Toloba Bemelo is somewhat successful merchant originally from Pon'sokido who feels that Tiwidu has the potential to become a center in the Tarisato cattle trade. Bemelo was allowed to move in by Earl Esemar due to her business connections. Bemelo felt her relationship with the Earl was fine until she witnessed the amount of freedom he allowed her rival, Kynthla, one day. Slaves of all types were being sold through Kynthla's auction house on the day Bemelo was set to sell some goods through the establishment. Bemelo promptly started a shouting match with Kynthla in front of half the village. The two women would have

come to blows if Fozwarz Razeska's bouncers weren't on hand to separate the rivals. No longer allowed at Kynthla's auction house, Bemelo raised enough money to build one of her own so that she and like-minded merchants could trade. Recently though, an issue has come up that jeopardizes Bemelo's operation...

Encounter: Toloba Belemo

Potential Yield: Two suits of leather armor

Potential Story Award:

- ☐ Discovering acorns around the feeding troughs (10 EP)
- ☐ Discovering the acorn trail to 51 (30 EP)

When the PCs gain an audience with the Bemelo, read or paraphrase the following:

☞ The grey-haired woman standing before you has the posture of one half her age. Despite her advanced years, she does not look bothered by the leather armor she wears or the short sword hanging off her hip. Her blue eyes measure each person in turn as she states, "I am Toloba Bemelo. Some of the locals seem to think I am a great merchant. I tend to keep my mouth shut on the subject, mostly because I don't think I should dismiss a person's beliefs."

Toloba then smiles sheepishly before she continues.

☞ "I have a problem and not enough hands to investigate it. My cattle have been getting sick. I have changed where I have been getting my grain three times now, and still, the livestock stumble about. A couple cattle have even died. I have my suspicions on what is going on but little time to see to it myself. Indeed, you caught me just as I was about to go out to discuss some business with another merchant. I see from your arms and dress that you fancy yourselves as sellswords or perhaps even treasure hunters. You look into this matter and I will give you two suits of leather armor. Find out what is causing my cattle to sicken and who is doing it. Leave the confrontation to me."

PCs who overcome Bemelo's Resist Persuasion score (23) in reference to her 'suspicions' will be told that she suspects her rival, Kynthla (49), is somehow behind the livestock's illness. Party members who agree to undertake the quest will be given free reign of 90a-c. All guards and hired hands in Bemelo's employ will talk freely with the PCs but will not have any information benefiting the investigation. PCs who insist they look in the grain storage room at the stables (90a) will be allowed entry by

one of Bemelo's personal guards (whom she will loan her key to), even though no clues can be found there. If the PCs insist on payment in the form of coin instead of the armor, she will give them 8 sp. Again, Bemelo will stress that she does not want anyone confronted about the poisoning of the cattle. Bemelo wants to use that knowledge to her own ends (see below).

Bemelo is a knowledgeable merchant, but because of her lack of skill in Animal Husbandry (Cattle), she does not know that acorns can cause all sorts of intestinal problems for livestock. Conversely, PCs who have an Average Mastery or better in the aforementioned skill will know the harm acorns can cause to such animals. PCs who undertake the quest now have a chance to discover a sparse trail of acorns between 51 and 90c upon passing an Observation check of Average Difficulty provided acorns were discovered in Bemelo's holding pen (90c). Once the



party brings Bemelo the information of the acorn trail and the fact that the trail starts at 51, she will thank the PCs and ask them what size that they want the suits of armor in. She will then ask the party to return the next day. The leather armor will be awaiting them. PCs who pass an Observation check of Easy Difficulty will also notice two guards armed with spears now patrol Bemelo's holding pen.

The presiding GM can make this encounter a one-time deal between Bemelo and the party or the harbinger of a long relationship. Bemelo will be furious to find out that Kynthla's henchmen were causing the livestock in the holding pen to be sick. Bemelo may want the PCs to liberate the slaves from Kynthla's warehouse (54c) in retaliation. Bemelo will never order the PCs to kill anyone because she does not want any murders connected to her. Homicide would reflect poorly on her budding business ventures in Tiwido. Bemelo might also hire the PCs to escort one of her various caravans to other nearby villages. Exceptional service and a display of abilities may sway Bemelo to sponsor the PCs in their adventures, as long as such activities do not subjugate others. (Ex. - Bemelo would have no problem with the PCs slaying a tribe of goblins because such creatures are viewed little more than vermin. If the PCs enslave the goblins, however, Bemelo will, at the very least, withdraw her support.)

Toloba Bemelo is a grey-haired Kalamaran woman in her early sixties. Despite her age, her skin remains relatively wrinkle-free, giving her a timeless beauty. Bemelo has a habit of arching her left eyebrow when she talks. She gained her limp from a confrontation with a whip-master leading a slave caravan twelve years ago. The whip-master's corpse now lies in an unmarked grave, and the former slaves help run Bemelo's businesses back in Pon'sokido. Bemelo's personal wealth consists of a brass bracelet worth 10 sp and a coin purse filled with 3d4p sp, 5d6p cp, 3d8p tc and the only key to her house. Any additional treasure within the household is up to the GM (suggested value of 8d10p + 40 sp in various treasures/textiles) if the PCs are interested in taking down the merchant.

Toloba Bemelo (133 EP): CG Kalamaran female fighter lvl 2; HP 27; Init +4; RoF 20 (light crossbow); Spd 8 (7 jab) short sword; Rch 2'; Att +2; Dmg 2d6p (bolts) or 2d6p -1 (short sword); Def -1 (leather armor); DR 2 (leather armor); ToP 10/5; Move 10 feet/second; Tenacity: Steady

Skills: Administration 47, Appraisal (Armor and Weaponry 32, Fur and Pelts 31, Livestock 51, Sundries 43), Art of Seduction 29, Current Affairs 38, Diplomacy 44, Intimidation 28, Languages (Merchant's Tongue 46, Kalamaran 81 - literate), Listening 13, Mathematics 45, Observation 13, Resist Persuasion 23


Quirks/Flaws: Close Talker, Allergies (Mold), Moderate Limp

The two men guarding Bemelo are men who have been in her employ for at least five years. Each guard is equipped with leather armor, a mace, and a small shield. Each man will also have a coin purse with 5d4p cp and 2d8 tc inside.

2 Personal Guards (30 EP each): N Kalamaran human men-at-arms; HP 28 each; Init +4; Spd 11 (mace); Rch 2'; Att +1; Dmg d6p+d8p+1 (mace); Def -2 (leather armor) (+2 with small shield); DR 2 (leather armor) (DR for small shield 4); ToP 12/ 5; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 25, Language (Kalamaran 70), Listening 15, Observation 15, Resist Persuasion 20

92. P'Melik Ar'Tari – Money Changer


 This single-story wattle and daub shop has a fair amount of cobwebs on its windows and door. The woodcut over the door is quite fresh. Carved into the woodcut are the words 'P'Melik Ar'Tari – Money Changer.'

PCs who take the time to study the door and pass an Observation check of Average Difficulty will notice some fresh scrapes around the doorknob. Fiselu Gamerin (83) installed a Superior lock last week, and Earl Esemar has the only key.

When the former occupant of this locale, Fam'Pa the Barber, passed away from a heart attack one month ago, Earl Esemar evicted Fam'Pa's relatives and prepared the property for P'Melik Ar'Tari, the Esemar money changer. When an Esemar holding reaches a certain level of prosperity and/or influence, the main branch of the noble family near Wugido sends out P'Melik with an ample supply of trade coins for the newly risen community. P'Melik is set to arrive at

Tiwidu in 1d4p+1 months. PCs who have been assets to the community (and, more importantly, Earl Esemar) might be hired on to meet P'Melik in the heart of Kalamar and escort him back to Tiwidu.


93. Tugurk Vekthrak's House

 This remarkably clean, two-story wattle and daub house has a short-handled pick hanging above the door. Etched in the handle of the pick is the name 'Vekthrak.'

Tugurk, a retired miner, has four extra rooms inside his home that he reserves for hobgoblin miners passing through Tiwidu. Typically, 1d4p+2 hobgoblins are staying here at any given time. Tugurk charges each humanoid 2 tc/night. Under no circumstances will he allow a sil-kang in his household.

Tugurk Vekthrak, a Kors hobgoblin male of ninety-seven, is a retired miner. Tugurk spent over half-a-century in the mines near Fizrrakazh. While never hitting the mother load, Tugurk made enough to gather a sizeable nest egg to retire comfortably. Earl Esemar does not hold hobgoblins in high regard, but he treats Tugurk fairly because Tugurk has a high-ranking brother in the 4th Imperial Legion. Esemar hopes to attract this military officer (a captain no less) to Tiwidu to serve in some projects down the road. Tugurk realizes that the village's other retired miner, Pudín (111), does not like him, even though Tugurk couldn't care less. Tugurk is a tall, imposing humanoid with light maroon skin and black hair shot with white. Tugurk has scars on his cheeks and forehead, the result of an altercation with a dwarf. The dwarf's pick is the one that hangs over Tugurk's door.

94. Volaro - Fellmonger

 This wooden house has various animal hides hanging on its exterior. A majority of the hides are free of fur. The premises smell quite rank as you approach. A sign hanging off the front porch has the words 'Volaro - Fellmonger' etched on it.

Volaro has been Tiwidu's fellmonger (remover of fur from hides) for only a year. Volaro is fully capable of leatherworking, but he realized he would be competing with the much-respected Bagan B'Pari (8). Volaro decided to enter a partnership with the older man by providing Bagan with worked hides. Volaro plans to maintain the relationship when Bagan's granddaughter,

Defa, takes over. The fellmonger is also on good terms with Ma'Paro (85), who provides Volaro a majority of hides. Volaro keeps his distance from Lani P'Narik's shop (21) because of the amount of cats living there. 70% of the time, the fellmonger can be encountered at 'The Shaky Salamander Shack' (37) during the tavern's evening hours. When he is encountered at the Shack, Volaro will be in the corner drinking as much cut beer as possible.

Volaro will purchase up to 15 animal pelts for 25% of their value. Low quality pelts will not be considered for purchase.

Volaro is a short, brown-haired man in his late twenties with a wiry frame and cruel, blue eyes. He is also a natural born wererat. To hide the trademark thin mustaches most wererats have, Volaro maintains an extravagant mustache-mutton-chop combo which fortunately does not follow him through the transformation. The fellmonger has the potential of becoming a villain to the PCs if the economic boom of Tiwidu continues. He will seek to establish his own thieves guild, summoning some of his brethren (1d4+1 wererats) from Kolido once Tiwidu blooms into a small town (population 901+). PCs who show signs of wealth during this growth spurt may have to watch out for furry paws trying to snatch away belt pouches.

Volaro (350 EP): NE Kalamaran human male (wererat); HP 30; Init -2; Spd 7 (jab 6) short sword or 10 bite; Rch 2' (short sword) or Short (bite*); Att +7; Dmg 2d6p (short sword) or 2d6p (bite); Def +2 (+8 with medium shield); DR 13 or 3 against silvered weapons (DR for medium shield 6); ToP 12/ 8; Jog 15/second; Tenacity: Nervous

{* - Bite compels a CON check vs. a VF of 8. Failure indicates victim will turn into a wererat on the next full moon. Demi-humans infected with the disease will die on the next full moon.}

Proficiencies: Skinning/Tanning

Skills: Appraisal (Furs and Pelts) 63, Carpentry/Woodworking 31, Current Affairs 36, Direction Sense 40, Hiding 40, Language (Kalamaran 75), Leatherworking 53, Listening 40, Observation 30, Resist Persuasion 23, Salesmanship 38, Skilled Liar 32, Sneaking 40

Special Notes: Wererats use a die type two less than their opponent than their opponents when determining initiative


Quirks/Flaws: Addict (Alcoholism), Cruel, Pack Rat, Animal Antipathy (Cats)

The fellmonger conducts all of his business on the porch, which most of his patrons are thankful for

because of the smell coming from inside. Volaro has half-a-dozen giant rats inside the building for company. To keep the rodents (and himself) fed, Volaro buys the worst cuts of meat from Nal'Kar's (102). One of the rats is pregnant. Volaro is thinking of dumping her in the Town Hall (55) before her due date (1d3p weeks). The mother rat will have seven pups.

6 Rats, Giant (12 EP each): HP 8 each; Init +0; Spd 10; Rch short; Att +0; Dmg 1d4p+1; Def -1; DR 1; ToP 4/7, Jog 5 feet/second; Tenacity: Cowardly; Size Small

95. Punar'Las the Ploughwright

 This wattle and daub shop is almost the size of a barn. The effigy of a plow dominates the wall space above the building's front door. A pair of swing doors lies on the east side of the shop. A sign hanging off the southeast corner of the building reads 'Punar'Las the Ploughwright.'

Punar'Las has been serving the local farmers for over two decades and with Bemelo's auction house set to open shortly, the ploughwright just knows that some of the visiting merchants will spill over into his establishment. The recent mountain lion menace has concerned Punar'Las because of the amount of deliveries he makes. The ploughwright will be on the lookout for armed, able-bodied PCs. Punar'Las will offer up to two PCs 5 tc each if they accompany him during a plow delivery. Additional PCs are allowed to tag along. A new plow is transported on the back of a wagon pulled by a two-horse team with Punar'Las as driver. PCs who accompany Punar'Las are expected to walk alongside the cart. GMs can tailor encounters in line with their plans for the party. Punar'Las makes 1d2 trips like this a week, so some PCs might have something to occupy their time while they are waiting for their comrades to level-up/recover from injuries/hangovers.

Punar'Las is a blond-haired, pot-bellied man in his mid-forties. His face still bears the scars of the acute acne he suffered with as a teenager. Punar'Las will take every opportunity to fill dead air with his voice if he can get away with it, usually while picking at his sparse beard. Punar'Las lives in a small series of rooms in the back of the shop with his wife and two preteen daughters. The ploughwright's stats are provided below in case he needs to defend himself during one of his deliveries. Punar'Las is armed with a dagger and carries 2d4p sp, 2d10 cp, and 2d8p+10 tc in his large belt


pouch.

Punar'Las: N Kalamaran human merchant; HP 24; Init +2; Spd 7 (Jab 5); Rch 1' (dagger); Att +2; Dmg 2d4p (dagger); Def -1 (thick robes); DR 1 (thick robes); ToP 10/ 5; Jog 10; Tenacity: Nervous

Skills: Administration 28, Animal Empathy 24, Animal Husbandry 37 (cattle) and 41 (horses), Craft (Plowmaking) 64, Language (Kalamaran 73- literate), Listening 11, Observation 11, Resist Persuasion 20, Salesmanship 44

Quirks/Flaws: Chatterbox, Picker, Pocking


96. Fabaru the Soap Maker

 This wattle and daub shop at the end of the lane has the smell of lye clinging to it. A sign hangs over the door that reads 'Fabaru the Soap Maker.'

Fabaru has been providing misshapen lumps of soap to Tiwidu for over a decade. For some reason, the soap lumps vaguely resemble ducks, hogs, and turtles, making Fabaru popular with the village children. Fabaru does not know what to make of the animal shapes, but as long as her customer base is happy, she does not mind the abnormalities. Bemelo has been supplying Fabaru animal fat for the last few months for which the soap maker is highly grateful. Fabaru is a plain, blond-haired woman just south of forty. A widow, Fabaru lives in a single, flowered-filled room in Govima Madanar's House (124).

97. Ilaba Kapar's House

[See 'Ilabe Kapar's House' Map.]

 This single-story wattle and daub house is boarded up. The thatched roof is grey with age, and the walls have a fair number of vines creeping up the sides. The porch has cobwebs in every conceivable corner, and the front door is brown with mold.

The mold is harmless and can be identified as such with a successful Botany check of Average Difficulty. The lock on this door is of Good quality.

This locale used to belong to Ilaba Kapar, a traveling merchant who was just recently murdered on a business trip to Jaghagh by a group of brigands. Ilaba, a Balelido native, used this building in Tiwidu for storage of items of questionable nature and origin. One of her last black-market purchases was a narrow crate containing the corpse of an ancient Deji man. Ilaba was going to


transport the corpse to a historian in Bet Kalamar, but her demise has left this house lost in paperwork among her guild partners. The local laws state that unoccupied properties of guilds fall back into the hands of the Earl after six months. Ilaba has not been back in Tiwidu for four months, and Earl Esemar has been keeping track. In two more months, the Earl will offer to sell the property to either Kynthla or Bemelo (or even the PCs). Starting price will be 600 sp...

Encounter: Four big spiders (100 EP) and one rattlebone mummy (200 EP)

Potential Yield: Room – One small, leather belt pouch holding 4d8p+20 sp and a flawed pearl (valued at 20 sp).

The rival merchants may have the party in their employ. The party may have purchased the property from the Earl (GM's option). Whoever is going to use the property is going to want it free of vermin. Whatever the case, a key to the lock will be handed to the PCs.

Once the door is open and proper lighting is utilized, read or paraphrase the following:

 The interior of house is comprised of one room. A table with four chairs is on the left-hand side near the east wall. A cot is in the southeast corner of the room. A long, narrow crate rests ten feet away from the south wall.

A big spider is on the cot. Another arachnid is hugging the wall behind the crate, and two more spiders are crawling on the west wall. These spiders were feasting on a family of mice that lived under the house, but the last rodent was slain three days ago. Each spider can be spotted with an Observation check of Easy Difficulty. The first PC who walks ten feet into the house will trigger the hungry arachnids to attack. Missile fire will also cause the spiders to attack.

4 Spiders, Big (25 EP each): HP 4 each; Init -4; Spd 10; Rch short; Att -2; Dmg 0 (+ virulence 5 poison); Def +4; DR 2; SD Initiative die type is one better; ToP n/a; Jog 5 feet/second; Tenacity: Nervous; Size Small

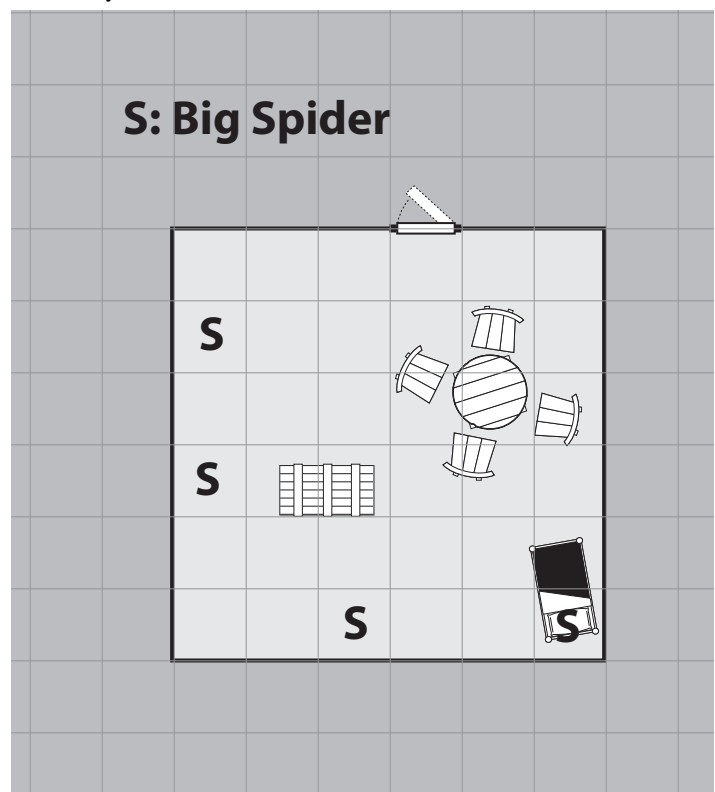
The crate is nailed shut. The crate's lid has a FoS value of 5 because of the strength and thickness of the nails. Inside the crate is a male mummy no more than five feet in height composed of little more than rags, desiccated flesh, and bones. On the mummy is a feathered fetish that was enchanted to keep the undead

immobile. Unfortunately, when the crate was initially shut, a splinter sticking out from the interior of the lid impaled one of the feathers of the fetish. This disrupted the magic of the fetish. As the lid is lifted away from the crate, the fetish will be lifted with it. Even if the fetish breaks contact with the mummy for one second, the enchantment is broken. Reapplying the fetish to the mummy will not cause him (or any other undead) to cease movement. The mummy will need one 1d4p seconds to regain its sense of self before he starts to move (and attack). PCs who try to shut the lid back on the mummy will find the fiend incredibly strong (Str 17/01). Successfully Turning the mummy may force him outside and onto Tiwidu's residents. The mummy will fight until destroyed.

Rattlebone Mummy (200 EP): LE Deji human male animated cadaver; HP 33; Init +3; Spd 10; Rch short; Att +6; Dmg 2d4p+4; Def +3; DR 12; SD Silvered or enchanted weapons reduce DR to 5, takes full damage from any fire attack; ToP n/a; Will Factor 8; Jog 7.5 feet/second; Tenacity: Nervous


Relevant Skills: Language (Deji 82), Listening 25, Observation 25

Ilaba Kapar kept an emergency stash of coins in a leather pouch under the cot. A successful Observation check of Easy Difficulty will locate the pouch. A successful Divine Lore check of Difficult Difficulty will ascertain that the feathered fetish was keeping the mummy immobile. A second successful Divine Lore



check (Average) will reveal that the fetish is no longer enchanted. The fetish is now worthless unless stuck on the end of a stick and used for dusting.

98. Drovers' House

 This wattle and daub house has two doors in the front and one on the east side. The remains of some pottery lie between the front doors.

This is the home of Badiril's (89) three sons - Lebare, Nerigel, and Valorel. The shattered pottery isn't the only evidence of the brawl the siblings had among themselves the night before: Lebare has a shiner, Nerigel is limping, and Valorel's nose now points to the side. Just a normal night for the brothers when too much ale is involved. Despite the infighting, the brothers are close and will back each other up if trouble comes from an outside source.

PCs needing a drover and wagon will be pointed to this locale. A drover along with a two-horse wagon can be hired for 1 cp/mile. (Shalelock Hill in 'Shadow Over Tiwidu' is ten miles from the village.) If asked, the drover can stay at a prescribed location up to ten hours if given one silver piece. At the end of such time, the drover will return home. Only one brother (likely Valorel) can be hired out at a time because of the amount of work available in the village. The drover will not be hired on as a guard. He would be more concerned with the wagon and horses than some would-be treasure hunters. If the PCs in the company of the drover and wagon have an encounter with hostiles, the drover's Tenacity should be considered Nervous. All three brothers are burly, brown-haired men of medium height and ruddy complexions. Each brother has a club, 3d4p tc, and 1d4p Sesateri.

3 Drovers: N Kalamaran human laborers; HP 28 each; Init +5; Spd 10 (club); Rch 2.5'; Att +0; Dmg d6p+d4p +2 (club); Def +1 (work garments); DR 1 (thick robes); ToP 12/ 7; Jog 10 feet/second; Tenacity: Steady


Relevant Skills: Language (Kalamaran 68), Listening 11, Observation 11, Resist Persuasion 11

Stats have been provided for the horses in case trouble follows the PCs back to the wagon. The beasts of burden count as light warhorses. The open wagon commissioned will be from 90a.

2 Horses: HP 40 each; Init -1; Spd 10; Rch short; Att +4; Dmg 2d6p-2; Def +3; DR 2; ToP 16/ 6; Trot 30 feet/second; Tenacity: Steady

Relevant Skills: Listening 30, Observation 30

99. Bemelo's Guesthouse

 This wattle and daub house is surrounded by knee-high grass. Some mantises and other insects can be seen crawling here and there on the walls of the building.


Bemelo (91) does not have a sizeable workforce, which is why this property is overgrown. She hopes to make the house habitable so she can have a place for her more affluent friends to stay. If the PCs are part of her hired hands (90b), landscaping this locale will be their first job.

PCs who were successful in the investigation of Bemelo's holding pen (90c) will find this house occupied 2d4p+4 days later. Four mercenary guards from Balelido will have moved in. Two guards will hence be patrolling Bemelo's holdings while the other two will be here resting/carousing. Each guard is equipped with leather armor and a spear and will have a coin purse with 2d4p cp and 2d8 tc inside.

4 Guards (30 EP each): N Kalamaran human men-at-arms; HP 25 each; Init +4; Spd 12 (8 jab) spear; Rch 10'; Att +0; Dmg 2d6p+1 (spear); Def -2 (leather armor); DR 2 (leather armor); ToP 10/ 5; Jog 10 feet/second; Tenacity: Steady

Relevant Skills: Intimidation 30, Language (Merchant's Tongue 30, Kalamaran 70), Listening 11, Observation 11, Resist Persuasion 11

100. Bemelo's Auction House

 This large wooden building is quite light in color when compared to its neighbors. The two walls that hug the main lanes each have a set of swing doors. Painted over each set of doors in black letters are the words 'Bemelo's Auction House.' The smell of freshly cut timber pervades the area.


In order to compete with her rival, Kynthla's auction house (54), Toloba Bemelo built one of her own. Bemelo plans to be open on the alternating days of her competitor (four times a week). The auctions will start three days after dawn. The auctions will last 1d3+2 hours, and 2d10p+15 gawkers/buyers/merchants will be in attendance. During the auctions, Bemelo will be

accompanied by both of her personal guards (91), and 1d2+4 hired hands (90b). If the guards of 99 are in town, two of them will be in attendance. Two of Felipen Lusel's footpads (51) will also be among the crowd, posing as gawkers. The presiding GM should apply the transaction rules found at 54 for this auction house. Anyone who brings a slave to the premises will be asked to leave. Slave owners who do not comply will forcibly escorted outside. On these occasions, the slave may be 'accidentally' separated from his or her owner and snuck out the back.

When the auction area is not being used, there is a 20% chance of encountering the patrol of two hired hands (90b). Not being full-on guards, the hired hands will not order loitering PCs off the property. Instead, the hired hands will summon Bemelo and her personal guards to deal with the trespassers. If available, the guards from 99 will accompany the merchant. Unallied PCs will then be asked to move

along. Uncooperative PCs will cause Bemelo to send her hired hands to fetch the local authorities. Two constables from 64 will take 3d20p+40 seconds to arrive. All the doors on the auction house are outfitted with Good quality locks.

101. Church Grounds

 This section of Tiwidu is plentiful in trees and shrubbery. A well-traveled road leads to the southwest to Tiwidu's one temple, 'The Church to the Lord of the Blue Sky.' Before the temple on the left side of the road are two cottages. On the opposite side of the road is a two-story house. Beams of sunlight filter through the canopy of foliage hanging over the road, making the scene quite tranquil.


Priests of the Caregiver have been attending to villagers' needs for over seventy years. The Esemars had a recurring problem with orcs before this time.



Promising to set a plot of land aside for the Merciful Fates, the Esemars won the hearts of their beleaguered subjects. At the height of the church's influence, no less than six priests were serving the population. Once the orc threat subsided, some of the clergy went elsewhere to serve. Only three Merciful Fates serve Tiwidu these days, even though, with the influx of merchants and travelers, Gimaru Hasimel may be looking for more disciples. During the course of the main adventure, the PCs will only have access to two overworked acolytes, Sala (101c) and Fike (101d).


The two acolytes, on top of attending to the needs of would-be adventurers, have to deal with the sprains, aches, and mishaps that come with life in a medieval village. There is a 50% chance that the Merciful Fate the PCs are dealing with has already cast one of his or her spells that day (determined randomly). A result of 25% or less indicates that the Merciful Fate has cast all his or her spells for the day. Both acolytes have Average Mastery in First Aid and will gladly aid wounded PCs on site. Neither acolyte can tag along with the party. These novice Merciful Fates are committed to the health and well-being of Tiwidu, and thus will not leave the village.

101a. The Church to the Lord of the Blue Sky

 In the middle of a small grove is a raised platform of stone at least 100' in diameter. On this platform are a multitude of stone benches. In the center of the cluster of the benches is a small stand for a speaker. The platform is free of leaves and dirt.

This open air temple is the gathering place of the followers of Selanadi, the Lord of the Blue Sky. The flock of the Caregiver is currently around two hundred strong, usually comprised of one-time patients of the Merciful Fates. Worshipers gather on the first and last days of each month but it would not be unusual (35% chance) to find 1d4p villagers sitting here enjoying the sun and scenery. There is also a small chance (10%) that Sala from 101c will be out here sweeping away.

101b. Gimaru Hasimal's House and Infirmary

 This two-story wattle and daub house has two separate doors on the ground floor. A flight of stairs on the side of the building leads up to another door. The shade of the surrounding trees lends a peaceful aura to the house. A wood cut set between the doors on the first floor reads 'Welcome All!'

The first Merciful Fates of Tiwidu turned the bottom floor of this house into an infirmary. The infirmary is equipped with a dozen cots and has enough supplies for the attending acolytes to properly care for those in need. There is a 40% chance that 1d3 villagers are here recovering from illnesses/injuries. Wounded PCs seeking aid from the Merciful Fates will be brought here. PCs who are kept here for an extended duration (3+ days) will be kindly asked for donations for food. While accomplished cooks, the acolytes do not have the time to prepare meals on top of their other duties. The money collected will go to purchasing meals from 'The Shaky Salamander Shack' (37) and perhaps a new broom for Sala. The doors to the first floor are not equipped with locks because the Caregiver welcomes all.

The second floor is Hasimel's living quarters. Hasimel, a lifelong resident, is currently part of Sheriff Dataras' posse that is hunting the rogue mountain lion. The head Merciful Fate is a kind, radiant woman in her late forties. When in Tiwidu, Hasimel can be found visiting the other villagers, inquiring on their health and dreams. Most of Tiwidu's denizens are quite happy with Hasimel's visits. The villagers just wished the visits did not happen at the crack of dawn. Lately Hasimel has been suffering from migraines. The headaches have not interfered with the administering of her faith as they usually strike her at night, but the bouts of pain have grown longer in duration. Hasimel has hidden her condition from others, but if the migraines worsen (1d3p+2 months), she will likely travel to Bet Kalamar to see if more powerful members of her order can help her. Hasimel may want an escort if this comes to pass. When in the field (outside Tiwidu), Hasimel likes to wear studded leather armor. Hasimel is armed with a staff and a sling (with 20 slingstones in a large leather belt pouch).

Gimaru Hasimel (292 EP): NG Kalamaran human Merciful Fate lvl 6; HP 32; Init +5; RoF 9 (sling); Spd 13 (staff); Rch 8'; Att +2; Dmg 2d4p-1 (staff) or d4p+d6p (sling); Def -3 (studded leather); DR 3 (studded leather); ToP 12/4; Jog 10 feet/second; Tenacity: Steady

Powers: Turn Undead, immunity to fear, cleric provides +1 bonus against fear effects to allies within 10' radius

Skills: Cooking/Baking 62, Diplomacy 36, Divine Lore 51, First Aid 67, Language (Kalamaran 79 - literate), Listening 14, Observation 26, Religion (The Caregiver 58), Resist Persuasion 23

Quirks/Flaws: Early Riser, Migraines

Spells:

First Level: *Alleviate Trauma*, *Know North*

Second Level: *Purify Food*


Third Level: *Cure Small Wound*

Fourth Level: *Cure Light Wound*, *Rectify Strain*

Fifth Level: *Create Water*

Sixth Level: *Cure Middling Wound*

101c. Sala's Cottage

 This wattle and daub cottage is perhaps the cleanest building you have ever seen. Not a spot of dust can be seen on the walls. Even the thatch roof seems combed and orderly. A woodcut hanging above the door has the name 'Sala' carved into it in crisp, bold letters.

The acolyte Sala is originally from Vibido. Two years ago, she was sent out to work under Hasimel. Sala considers Tiwidu as backwater as villages can get and is quite happy that merchants are moving here. Sala did not foresee an increase to the amount of injuries though, so she has not had a chance to visit the new businesses. Sala despises filth and will not allow anyone who is not freshly bathed inside her cottage. The acolyte will treat dirty would-be heroes in the infirmary (101b) and no place else. Any patients under her care will likely undergo a daily, near-scalding bath. Sala is a plain, sandy-blond woman in her mid-twenties. Sala is armed with a staff and a sling (with 20 slingstones in a large leather belt pouch). She almost goes everywhere with a broom and has smacked a couple villagers with it for giving her lip. Ironically, Sala usually heals the villager right after the strike.

Sala (133 EP): NG Kalamaran human Merciful Fate lvl 2; HP 21; Init +5; RoF 10 (sling); Spd 13 (staff); Rch 8'; Att -1; Dmg 2d4p-1 (staff) or d4p+d6p (sling); Def -1 (thick robes); DR 1 (thick robes); ToP 7/3; Jog 10 feet/second; Tenacity: Steady

Powers: Turn Undead, immunity to fear, cleric provides +1 bonus against fear effects to allies within 10' radius

Talents: Fast Healer

Skills: Cooking/Baking 48, Divine Lore 34, First Aid 46, Language (Kalamaran 70 - literate), Listening 12, Observation 20, Religion (The Caregiver 42), Resist Persuasion 12


Quirks/Flaws: Clean Freak, Snob

Spells:

First Level: *Alleviate Trauma*

Second Level: *Cure Minor Wound*

101d. Fike's Cottage

 This wattle and daub cottage has a thick canopy of leaves on its thatched roof. A couple statuettes of 2' elves drawing bows flank the door. A woodcut nailed to the door has the name 'Fike' etched on it.

The acolyte Fike is a lifelong resident of Tiwidu and believes he has finally found his calling. The son of one of the farmers north of the village, Fike was always the family caregiver, nursing its members back to health whenever he could. Hasimel noticed Fike's nurturing nature and took the young man under her wing. He has been serving as a Merciful Fate for over a year now. Fike's bedside manner leaves much to be desired though. He makes a point to delve into his patients' backgrounds as much as possible, including snatching at details unrelated to illness/affliction the individuals are suffering from. Fike's lisp tends to surface more when he is excited (and new patients excite him to no end). He loves elves and will question them endlessly on anything he can think of. Fike is a brown-haired man of twenty summers with a slight paunch and no chin. Fike is armed with a staff and a sling (with 20 slingstones in a large leather belt pouch).

Fike (133 EP): NG Kalamaran human Merciful Fate lvl 2; HP 22; Init +7; RoF 10 (sling); Spd 13 (staff); Rch 8'; Att -2; Dmg 2d4p-1 (staff) or d4p+d6p (sling); Def -3 (thick robes); DR 1 (thick robes); ToP 8/3; Jog 10 feet/second; Tenacity: Steady

Powers: Turn Undead, immunity to fear, cleric provides +1 bonus against fear effects to allies within 10' radius

Talents: Illusion Resistant

Skills: Cooking/Baking 47, Divine Lore 27, First Aid 49, Language (Kalamaran 72 - literate), Listening 11, Observation 11, Religion (The Caregiver 45), Resist Persuasion 11


Quirks/Flaws: Nosy, Lisp

Spells:

First Level – *Cure Trivial Wound*


Second Level – *Rectify Sprain/Hyperextension*

102. Nal'Kar the Butcher

 This wattle and daub shop is engulfed by a conglomeration of odors, most of which are on the unpleasant side. A noticeable amount of flies buzz around the perimeter of the building. A crooked woodcut hanging over the door reads 'Nal'Kar the Butcher.'

Nal'Kar moved into Tiwidu two years ago when he saw an emerging trade market. The village already had one butcher (P'Melo at 29) but Nal'Kar specializes in the less popular/available meats such as goat, sheep, and, occasionally, horse. Local hunters bring their excess kills to this shop for some extra coin. On weekends, Nal'Kar employs his superb cooking skills (Cooking/Baking 81) to make meat stew that everyone raves about. Because of the unusual meat he uses, Nal'Kar only charges 3 tc a bowl. Nal'Kar is a tall, thin man in his late twenties with thinning brown hair and blue eyes. Nal'Kar lives here with his new wife and her three children from a previous husband, now deceased.


103. Unused Imperial Guardhouse

 This two-story wattle and daub building is covered with a fair amount of cobwebs and the thatched roof is halfway gray from the sun. Both doors and all of the windows of the structure have been boarded shut.

Five years ago, Earl Esemar petitioned Emperor Kabori to station some Imperial soldiers in Tiwidu.

Realizing he was not quite up to par with the other lords of Tarisato as far as land holdings, Esemar still felt he had a reasonable shot at getting at least a score of the Empire's finest to patrol his streets. In anticipation of what he was sure to be a positive decision, Esemar ordered a barracks to be constructed. Kabori's refusal to dispatch soldiers came just after the roof was finished. Esemar shrugged his shoulders and moved on, closing the guardhouse to the public. Now with the village growing rapidly due to the trade war, Esemar hopes to have a century of Imperial soldiers patrolling his walls within the next year or two. The doors on the guardhouse are equipped with Excellent quality locks, and the boards covering the doors (four each) have a FoS value of 5. Other than ten bunkbeds, three tables, and over a dozen chairs inside, the guardhouse is bare.

104. Vorogin Bemelo - Jeweler

 The wooden frame of a large building is standing on this plot of land. A pile of cut timber and other building materials lie nearby. A large wooden sign partially covered by a blanket rests on the ground.

PCs who lift the blanket away will find 'Vorogin Bemelo – Jeweler' carved on the sign. Vorogin is the younger brother of Toloba (91) and is her ace up the sleeve in the trade war with Kynthla. Vorogin is currently selling his wares in Bepido, but the market up there is seasonal at best. He hopes that Tiwidu's trading boom is not a product of his sister's overactive imagination. Toloba plans to make sure Vorogin is well guarded when he transfers down to Tiwidu in the next six months, employing only people whom she trusts (perhaps the PCs). Vorogin is a tall, handsome man in his early fifties with grey hair and blue eyes. Vorogin, like his sister, arches his left eyebrow when he talks.

Vorogin will purchase up to ten gems or pieces of jewelry for 80% of the listed value in the Player's Handbook. Low quality gems or jewelry will not be considered for purchase.

105. Kilaki – Coffin-Maker

🐞 This wooden shop is plain yet solidly built. The door and its frame draw your attention though. The frame is that of a coffin jutting straight out onto the porch. On a woodcut hanging over the unusual door are the words 'Kilaki – Coffin-Maker.'

Business has been slow for Kilaki as of late. She does not mind that though, because if it was fast, it usually means a major tragedy has happened in Tiwidu. To supplement her income, Kilaki whittles wood into toys for the village's children. Kilaki is currently employing her carpentry skills in building a shop for Toloba Bemelo's brother Vorogin (at 104). Kilaki is a short, muscular woman in her late thirties with black hair and brown eyes. Kilaki has heard that Vorogin is quite a handsome man and hopes to make a good impression on the jeweler.

106. Mel'Banar's House

🐞 This wattle and daub house is barely bigger than a cottage. The porch has two rocking chairs that flank the door. An old hound dog lying down on the seat of the right chair looks up at you and gives you a toothy grin. No sign or woodcut adorns the house.

The name of the dog is Ti'Beri. He –and the house– belongs to Tiwidu's oldest human resident, Mel'Banar. At ninety years of age, Mel'Banar is partially deaf and ripe with arthritis. The Merciful Fate Fike (101d) delivers meals every day and tobacco every week to Mel'Banar. Serving as chief drover to Tiwidu before Badiril's three sons (98) came of age, Mel'Banar had seen much of the surrounding region and can give accurate directions to any known location within a ten-mile radius, excluding the summit entrance to Shalelock Hill in 'Shadow Over Tiwidu'. Mel'Banar does know the location of the Base Cave at Shalelock Hill since this locale was a treasured hiding spot during his youth. Mel'Banar also has Expert Mastery (score of 85) in Ancient History – Lands of Tarisato (last 200 years), though he does not know about any hidden dwarven complexes. Mel'Banar also has proficiency in Local History (Tiwidu). The presiding GM can use Mel'Banar as a source of information for the PCs, dropping clues for future adventures.

Mel'Banar is a kind, stooped man barely five feet in height with small green eyes and wispy white hair. PCs will not know where Mel'Banar's freckles end and the liver spots begin. A pouch of fresh tobacco will go a long way with Mel'Banar, a fact he will not hesitate to reveal to new friends.

107. Minoba's House

🐞 This two-story wattle and daub house is gray with age, but the porch is made with fresh timber. The chairs and table on the porch are new as well. A light spot on the wall over the door indicates that a woodcut was once nailed there.

This house is currently empty of both occupants and furniture. The property was just purchased by a thick-limbed woman named Minoba. Earl Esemar signed the deed over, thankful for the coin at the time, even though the woman did not appear to be the sort to carry that amount of wealth. Minoba's promise to the Earl that she would be able to bring in some laborers to the ever-growing Tiwidu smoothed over the transaction.



Minoba is currently out of town and will not officially move in for another four months. Minoba is a brigand leader who operates in the P'Sapas Hills. Her large band of bandits raids the roads between Gulidu, Gowidu, and Thufidu. The local lords are beginning to step up patrols, so Minoba is already seeking a new roost. Minoba knows that Earl Esemar is not considered powerful enough in Emperor Kabori's eyes to house Imperial soldiers within the village. She also knows the Earl is stretched thin as far as manpower is concerned. Minoba has eighty thugs in her band including a mage of 6th level. She plans to arrive with ten brigands disguised as laborers. Every following month ten more brigands will show up, intermingling with the locals within the village and the surrounding farms (complaining all the while because of the honest labor involved with the ruse). Once all the members of her band have integrated themselves into Tiwidu, Minoba plans to take over the village. Of course, an intrepid band of PCs might see some ill-intent in the new faces of the village before then...

Minoba is a light-brown haired, somewhat attractive woman in her early thirties. She is immensely strong, with arms and legs any smith would envy. Minoba tends to wear flowing capes and robes to hide her athletic frame to keep any potential enemy guessing. When ready for combat, Minoba is armed with a longsword+1 and a light crossbow (with twelve bolts). She wears ringmail and carries a shield+1. Her large leather belt pouch holds 5d8p+10 sp, 5d6p+20 cp, and a polished feldspar stone worth 15 sp. For stats on her band of thugs, please refer to the 'Humans: Brigand' entry on pgs. 188-189 of the "Hacklopedia of Beasts."


Minoba (575 EP): NE Kalamaran human female fighter lvl 10 fighter; HP 52; Init +4; RoF 19 (light crossbow); Spd 8 (jab 6) longsword; Rch 3.5'; Att +7 (longsword) or +6 (light crossbow); Dmg 2d8p+5 (longsword) or 2d6 (bolt); Def -7 ringmail (0 with medium shield); DR 4 ringmail (DR for medium shield 7); ToP 26/ 5; Jog 7.5 feet/second; Tenacity: Brave

Talents: Physical Conditioning, Stout

Skills: Administration 37, Appraisal (Armor and Weaponry) 42, Climbing 34, Current Affairs 37, Glean Information 28, Interrogation 27, Intimidation 48, Language (Kalamaran 75), Listening 29, Observation 31, Persuasion 31, Recruiting 36, Resist Persuasion 30


Quirks/Flaws: Greedy, Touchy

108. Drayman Station (Closed)

 This large wattle and daub building has two sets of double swing doors along its south wall. The doors are boarded up and the words 'Keep Out' have been scrawled on the timbers.


During harvest times all the drovers in Tiwidu are quite overworked. To make sure all deliveries to and from are made, Earl Esemar will put three flatbed wagons into circulation (usually driven by an Apiba). As Tiwidu grows, Esemar will start offering the use of these wagons to the village's merchants for a not-so-small fee of course.

109. Tiwidu Granary

 This large, raised wattle and daub building does not have a porch, unlike its neighbors. The stunted grass in front of the building indicates that a porch did exist here a short while ago. A small set of stairs has been left in its place. A sign nailed to the door reads 'No Trespassing.'

Earl Vasipar Esemar (along with previous rulers) used to rely on the other storage facilities in the village to house food in case of a siege or a (very rare) harsh winter. The trade boom quickly swept away the storage space, so with a little engineering (and ejecting the house's former residents) Esemar converted this building into a granary. The village constables make sure one of their number walks past this location once every two hours.


110. The Lakifa Family House

 This wattle and daub house, while two-story, is on the narrow side. All along the bottom edges of the building you coal markings. A woodcut above the door reads 'The Lakifa Family.'

The Lakifas are cousins to the Apibas (65e). Basegor Lakifa, the family patriarch, is more than a little jealous that his Apibas relatives work directly for Earl Esemar. The Earl has charged Basegor's brood with keeping the streets clean and providing labor for various other projects. Despite there being eleven able-bodied Lakifas, the family, in general, feels underpaid and overworked. Basegor hopes the Apibas will somehow

fall out of favor with the Earl so the Lakifas can take their 'rightful' position. The Lakifas all have reddish-brown hair and large ears. Some white has peeked through in Basegor's own mane, but far less than expected for a man of sixty-three years. Note that if the party completes whitewashing the Town Hall, Basegor will look at the PCs as competition for the Earl's eye.


111. Pudín's House

 This two-story wattle and daub house is on the dungy side, and a couple of shutters on the second floor hang onto the building by mere prayer. Two crossed picks hang above the front door. A woodcut tied to the picks has the name 'Pudin' carved on it.

Pudin, a retired miner, has three extra rooms inside his home that he reserves for human miners passing through Tiwidu. Typically, 1d4p+1 human laborers (pg. 185 of the 'Hacklopedia of Beasts') are staying here at any given time. Pudin charges each laborer 2 tc/night. If a human PC can prove he or she is a miner, that person will be welcomed under Pudin's roof.

Pudin used to work for the Hewn Stone Mining Company, an organization that operates out of Lenavido. The increase of Kors hobgoblins in that region has displaced many of the human miners because the humanoids will work for fewer wages. Pudin was let go eighteen months ago, the catalyst for his hatred for hobgoblins. Due to this racist attitude, Pudin will never be found at any establishment that caters to or employs hobgoblins. The presence of Tugurk Vekthrak (93) irritates Pudin to no end. If Earl Esemar starts to openly employ hobgoblins and sil-kargs (including PCs), Pudin will start looking elsewhere to live. Pudin is a grizzled, lean man in his mid-fifties with broad shoulders and squinty eyes.


112. Korele - Greengrocer

 This one-story wattle and daub shop has two large stands flanking the front door. Each stand is bursting with a wide variety of produce. A sign overhanging the door reads 'Korele - Greengrocer.'

Korele has served as Tiwidu's greengrocer for the last decade, selling the village's outlying farm's excess to resident and visitor alike. The trade wars don't bother her much. Korele realizes that no matter what side a person is on, he or she will get hungry and eventually


end up here. At the end of each day she, her husband, and two teenage boys bring the fruits and vegetables inside. Any produce starting to spoil usually ends up at Maparel's holding pen (44a). Korele is a thin, blond-haired woman in her late thirties with grey eyes and high cheekbones.

113. Gava the Egger

 This wattle and daub shop is so old that some of the wall-building lattice is exposed to the elements. An oval-shaped sign hangs above the front door. Carved onto the sign are the words 'Gava the Egger.'


A majority of Tiwidu's farmers sell their eggs through old Gava. Gava has been the village's egg merchant for over four decades. She does not care for the trade war. Gava wished the influx of merchants happened years ago when she had the energy to maintain contacts. Nowadays Gava is just content to have a half-dozen potential customers knock on her door. Gava is a tall, rail-thin woman in her mid-seventies with wispy white hair and faded green eyes. She lives here with two of her teenage grandsons who expect to take over the business when Gava passes away. Any PC who gives Gava lip can expect a rotten egg to the face.

114. Inadu the Broom-Dasher

 This small wattle and daub shop has two crossed brooms hanging over the front door. The words 'Inadu the Broom-Dasher' are carved on the door.


The crossing of the brooms was inspired by Pudin (111), a retired miner whom Inadu has had a crush on since Pudin moved into Tiwidu eighteen months ago. Inadu has no idea why the retired miner has not stopped into her shop yet. Nearly every building has at least one broom made by Inadu, including Earl Esemar's manor. Inadu is a sharp-nosed, rawboned woman in her early forties. She moved into Tiwidu five years ago. Her brooms tend to last twice as long as other brooms because of the craftsmanship she employs in making them. Inadu lives here with her sil-karg daughter, the product of an unfortunate encounter with a hobgoblin warband fourteen years ago on the outskirts of Pihidu.

115. B'Relar - Whipcorder

 This wattle and daub shop has a long whip framing the front door. A woodcut hanging above the door reads 'B'Relar – Whipcorder.'


B'Relar just inherited his father's business two months ago and has been working furiously to keep up on orders. The dozen farms outside Tiwidu did not provide enough work for the shop, but the trade war increased the demand for Babiril's wares. Babiril has no idea why Barela the Huckster (66a) ordered a score of various-sized whips last week, but he's not complaining due to the coin being passed. B'Relar is a wide man in his mid-thirties with light brown hair and hazel eyes. He lives in a small series of rooms in the back of the shop with his wife and two small children.

116. Fasaril's House

 This wattle and daub house has a new door and the outer walls have recently been white-washed. A woodcut nailed to the front door has the name 'Fasaril' carved into it.

Fasaril is another individual who has seen an increased workload in the recent months. Fasaril has served as Tiwidu's gelder for over two decades. The trade war has brought in more livestock through the village, forcing Fasaril to keep his implements sharp. The increased income has allowed Fasaril to do some household improvements. Fasaril is a thin, serious-looking man in his late forties with long gray hair and blue eyes. He lives here with his wife and three sons, two who are adults.


117. The Fanapa Family House

 Low, meticulously-trimmed hedges surround this two-story wattle and daub house. A woodcut nailed above the front door reads 'The Fanapas.'

The Fanapa family has acted as general labor for Tiwidu for six generations. While the Lakifas (110) take care of all the odd jobs within the village, the Fanapa family offers their services to Tiwidu's outlying farms. It is a rare morning when two Fanapas head off to the same farm. The family matriarch, Debavu, has three sons and five daughters, all of whom work equally hard for much-needed coin. Debavu makes sure all of her offspring have a hot meal waiting for

them at the end of the day. To calm her nerves, Debavu grows and tends hedges. She hopes that Earl Esemar may make use of her hobby soon. The Fanapas have brown hair, hooked noses, and faces full of freckles. Debavu is a spry, rotund woman in her late fifties with enough warts on her nose to support a bird's nest.


118. Abandoned House

 This two-storied wattle and daub house is beseeched with vines. Some of the creepers have reached the roof where white flowers appear in the thatch. A sign rests in the wall to the right of the door, but no writing adorns the wood.

This house, much like 87, is locked (Good quality) and quite abandoned. Sheriff Dataras is the only one that has the key. The interior is composed of two rooms on the bottom level and two on the top. Mice have moved into the residence, followed by two snakes of the garden variety.


Like 87, the presiding GM can have this location be the starting point for one of the PCs.

119. Nad'Vik's House

 This wattle and daub house is smaller than its neighbors, but has a wide porch. Hanging between the posts of the porch are various nets. A roughly carved rendering of a fish dominates the surface of the front door.


Nad'Vik is, arguably, Tiwidu's top fisherman, and he has no problem letting everyone know it. Nad'Vik always catches more than he needs and sells the surplus to P'Melo (29). Nad'Vik has fished the E'Heru and E'Retu Rivers for over twenty years. He knows the sweetest spots in the waterways to cast his nets and set his lines. Nad'Vik one-time fished on the cusp of L'Finidu Valley, but too many reptilian pairs of eyes stared at him from the bushes to have him risk a return trip. Nad'Vik views rival Mi'Ipare (125) with mild contempt but respects her for her tenacity. Nad'Vik is a bald, brown-eyed man in his late forties with a heavy build and almost non-existent ears. Nad'Vik lives here with his wife and three teenage children.

120. Mebari - Ragpicker

 This wattle and daub house has small, various bits of cloth wrapped around the posts of its porch. The name 'Mebari' has been carved onto the front door. Next to the front door is a large basket full of rags.


Once an article of clothing on a villager reaches a certain stage of use, it is usually tossed here. Mebari, Tiwidu's ragpicker, is an expert of recycling/re-cutting clothes and giving such items a second life. Mebari is one of Kynthla's (49) best friends and often supplies the clothes for the slaves that pass through the Fhokki's warehouse (54c). Mebari hopes to raise enough coin so she can have slaves of her own to pick through the rag bin. Mebari is a short, blond-haired woman in her mid-thirties with light-green eyes and extremely fair skin. Mebari lives here with her husband and two children, one who is a toddler.

121. Hin'Mara the Kempster (Wool Comber)

 The grass around this wattle and daub house is overgrown. The wind chimes that hang from this porch are all broken. A woodcut hangs above the front door. Carved onto the woodcut are the words 'Hin'Mara the Kempster.'

Hin'Mara has been in Tiwidu for only a year, serving as the village's kempster during that time. Hin'Mara is the younger sister of Kibiga (45) and hopes to move into her sibling's house before too long. Hin'Mara does not know of Kibiga's desire to move near Bemelo's holdings. Hin'Mara has no allegiance in the trade wars. In between workloads from Kibiga, Hin'Mara makes and sells combs to the locals. Hin'Mara is an athletic woman of average height. She has reddish-brown hair and teal-green eyes. Hin'Mara, like her sister, lives alone.

122. Abandoned House


 This two-storied wattle and daub house is in good shape, but the porch is collapsed. The collapse left great gouge marks in the front wall of the ground level. The front door, partially blocked by the wreckage, has no identifying marks on it.

This house, much like 87 and 118, is locked (Good quality) and quite abandoned. Sheriff Dataras is the only one that has the key. The interior is composed of three rooms on the bottom level and two on the top. Vermin such as roaches, mice, and rats roam inside.

The family that lived here before had a heated quarrel among siblings that resulted in a brawl. During the fight, two of the posts supporting the roof of the porch got knocked completely loose. No one was injured, but Sheriff Dataras – under Earl Esemar's orders – ran the family out of town for disturbing the peace. (Not paying taxes for the last three months also influenced the Earl's decision.)

Like 87 and 118, the presiding GM can have this location be the starting point for one of the PCs, and the constables have been too busy to notice the collapsed porch. The GM could rule that PC was one of the brawlers that knocked down the porch, and the PC's parents are quite upset over the damage. The carpenter, Harelon (17), can repair the porch for around 30 sp.

123. The Kuseki Family House

 The lawn around this single-story wattle and daub house is overgrown, reaching the knee in some places. You can spot some praying mantises clinging to the walls of the house. The woodcut hanging above the front door reads 'Kuseki.'

The Kuseki Family is another family of laborers, but unlike the Lakifas (110) and the Fanapas (117), the Kusekis offer their backs to the merchants within the village. Tiwidu's economic expansion has helped the Kusekis to the point that the family plans to become partners with Bemelo (91), although Bemelo does not know of this and would laugh at such a suggestion. The Kusekis (aside from one notable exception) are not known to be the strongest of thinkers. The Kusekis are comprised of three brothers and two sisters, all adults and all possessing broad shoulders earned from hard work. The oldest brother, Holopal, is considered the family patriarch. All Kusekis have reddish-brown hair, hazel eyes, and double chins.

A third sister named Nelana is here as well, visiting from Balelido. Nelana, while enjoying time with her family, is actually here on a mission from her church. Her superiors have heard of Tiwidu's growth spurt and sent Nelana to scope out the possibilities of setting up

a church in the burgeoning village. Nelana, a Challenger of Fate, can see a gambling hall doing quite well in Tiwidu. She is also quite bored with her assignment and hopes to spice things up...

If the party is shy of a cleric, the presiding GM could bring in Nelana to fill in that role. However, she has acute kleptomania and will likely pilfer something from 'fellow' party members once every couple days when they are not looking. Nelana also likes to drink, which causes her to sing (and butcher) every tune she knows. Nelana wears leather armor and is armed with a dagger and a short bow (with twelve arrows). She has 3d4p sp, 3d6p cp, 4d4p tc, and a pair of bone-carved six-sided dice in her large leather belt pouch. Nelana, a heavyset woman of twenty-two summers, possesses all the Kuseki traits along with a set of dimples and a widow's peak.

Nelana Kuseki (167 EP): CN Kalamaran human Challenger of Fate lvl 3; HP 27; Init +5; RoF 12 (short bow); Spd 7 (jab 5) dagger; Rch 1'; Att -2; Dmg 2d4p-1 (dagger) or 2d6p (short bow); Def -2 (leather armor); DR 2 (leather armor); ToP 9/ 5; Jog 10 feet/second; Tenacity: Nervous

Powers: Luck Points 23

Talents: Stout

Skills: Current Affairs 34, Diplomacy 29, Disarm Trap 31, Divine Lore 32, First Aid 33, Gambling 39, Identify Trap 26, Language (Kalamaran 73 - literate), Listening 32, Lock Picking 31, Observation 25, Religion (Risk 37), Resist Persuasion 24

Quirks/Flaws: Early Riser, Epileptic

Spells:

First Level – *Sense Divine Magic, Trackless Path*

Second Level – *Cure Trivial Wound, Induce Drunkenness (Buzzed)*

Third Level – *Imperceptibility to Undead, Re-energize*

124. Govima Mafanar's House

🏠 This three-story wattle and daub house has a multitude of windows and a porch that encircles all of the ground floor. A few benches sit on the porch. Some laundry hangs outside the upper-story windows. A sign hanging off the porch reads 'Mama Mafanar's.'

Some villagers and travelers consider 'The Shaky Salamander Shack' (37) a bit too rowdy at times. While not an official inn, Govima Mafanar house is

seen as a nice, quiet alternative for lodgers. Govima rents out her extra rooms (ten total) for as little as 4 tc a night or 2 cp a week. Each room is quite small though and can only hold one human-sized patron (or two halflings/ gnomes). To find out how many rooms are vacant on any given night the GM should roll a d10-2* (* - One of the rooms is occupied by Fabaru from 96 while another houses Nar'Korin from 81). Meals can be purchased for 2 cp and are of Good quality. Meals are served on the first floor in the dining room at dawn and sunset. A small smoking room is on the second floor, but Govima expects her lodgers to light up outside on the porch. Govima has four live-in maidservants (two of whom are her daughters) that help out with keeping things running. The bed-and-breakfast is not equipped with stables, but Govima will point patrons to The Shack's own facility (36) if anyone is seeking to put up his or her mount for the night.

Govima Mafanar, a widow of a spice merchant from Ruwido, is motherly busybody in her late fifties with long gray hair braided at the ends. Her wrinkled brow is always raised in gentle, bemused surprise and is enhanced by her sky-blue eyes. Govima is easy to amuse and, sadly, easier to fool. She lost three of her sons in a caravan fire over twenty years ago and tries to fill the void by befriending all lodgers who stay under her roof. If any harm befalls Govima and/or her staff,



three of her nephews who act as Earl Esemar's guards (65c) will come out, seeking retribution.

Govima Mafanar: NG Kalamaran sedentary human
lvl 0; HP 19; Init +3; Spd 7 (jab 5); Rch 1' (dagger); Att
-1; Dmg 2d4p-4 (dagger); Def -2 (no armor); DR 0 (no
armor); ToP 8/ 4; Jog 10 feet/second; Tenacity:
Cowardly

Skills: Administration 32, Cooking/Baking 73,
Language (Kalamaran 73- literate), Listening 11,
Observation 11, Resist Persuasion 11, Salesmanship
31


Quirks/Flaws: Gullible, Needy

This quartet is responsible for keeping 'Mama Mafanar's nice and tidy. The women have been given strict orders not to fraternize with patrons. The maid-servants will do their best to help lodgers during their stay. Each maidservant keeps a hidden knife on her person for defense.

4 Maidservants: N Kalamaran sedentary humans; HP
20 each; Init +3; Spd 9 knife; Rch 1'; Att -1; Dmg
1d6p-4 (knife); Def -2; DR 0; ToP 8/ 4; Jog 10
feet/second; Tenacity: Cowardly

Relevant Skills: Language (Kalamaran 70), Listening
11, Observation 11, Resist Persuasion 11

125. Mi'Ipare the Fisherwoman's House

 This slightly leaning wattle and daub house has a fish-shaped woodcut hanging over the front door. On the woodcut is the word 'Mi'Ipare.'

Mi'Ipare considers herself Tiwidu's top fisherperson but does not brag about it. She does enjoy the competition Nad'Vik (119) gives her. Mi'Ipare has fished on the outskirts of L'Finidu Valley and knows that a lizard man tribe lives there. The scaly folk have not displayed hostilities towards her, and she, in return, usually leaves her second largest catch on a rock in exchange for traversing their territory. Mi'Ipare could become pivotal in the trade talks between the lizard men and Earl Esemar (see Rumor #9 on the 'Rumor Table' of 84). Mi'Ipare is a narrow-eyed, broad-shouldered woman in her mid-thirties with long brown hair and a slight limp. She lives here with her husband and two teenage sons.



126. Fat Vigel – Mortician

🐉 This timber of this wattle and daub house has been painted white to match the walls. Running along the front wall and flanking the door is a small variety of cacti. A woodcut nailed to the front door has the words 'Vigel – Mortician' inscribed on it.

Fat Vigel has been Tiwidu's mortician for sixteen years. He prepares the bodies for burial while his cousin, Kilaki (105), assembles the coffins. Fat Vigel also acts as groundskeeper for Celebration Field (127) and the village's cemetery (128). Fat Vigel has a bit of a temper and has been known to raise his fists against those who annoy him.

Fat Vigel has an agreement with Forwarz Razeska (37) to have 1d3 bouncers serve as gravediggers whenever a villager passes away. Fat Vigel does not know about the undead in the two dwarven crypts in the back of the cemetery (see 'Shadow Over Tiwidu' for details). He has never seen a reason to open the near-century-old crypts and tends to throw any deceased dwarves into a small gully southwest of the village. Fat Vigel is a curly-haired, pudgy man just south of forty with a sloped forehead and a permanent sneer. He lives here with his wife and two adolescent children.

127. Celebration Field

🐉 The expanse of grassland has a few bare patches of earth breaking the rich green turf. The open field is divided in half by a dirt road that connects the cemetery with the village proper. Some vibrant yet intermittent hedges run along the perimeter of the field. A maypole can be seen off the east side of the road, the remnants of ribbons from the last celebration rising gently in the wind.

This large field has been set aside for celebration since the village's founding. Popular games such as horseshoes, hammer-throwing, and stool ball are played here usually under the watchful eye of the village constables once a week. At the end of harvest times, Earl Esemar brings in entertainers for a three-day festival. The Earl hopes to grow in power to where he can host tourneys here, but first, he needs to acquire some knights.

128. Tiwidu Cemetery

🐉 Tiwidi's graveyard is, perhaps, the most peaceful area of the village. The chirping of crickets, the melodic calls of overhead birds, and the gentle tingle of the hamlet's wind chimes combine with such harmonic clarity in this locale that you feel if you prop yourself up next to a tree or tombstone, you can take a proper nap with no effort at all. Scores of gravestones mark the passing of generations of Tiwidi's inhabitants, and a bouquet of wildflowers set on top of a marker is not an uncommon sight to see, even if the departed loved one has been gone for over a century in some cases.

The final resting place for many of the villagers, the Tiwidu Cemetery is mostly (5% chance) unmonitored by the village militia. When they are present, only 1d2+1 soldiers walk through the grounds, making sure the graves are unmolested. Grave-robbing has never been much of an issue in Tiwidu, but with the growth spurt bringing in unsavory types, crime may invade this tranquil area. The graveyard houses two dwarven crypts that (may) become prevalent during the events of 'Shadow Over Tiwidu.' See 'The Dwarven Crypts' section in that adventure for details.



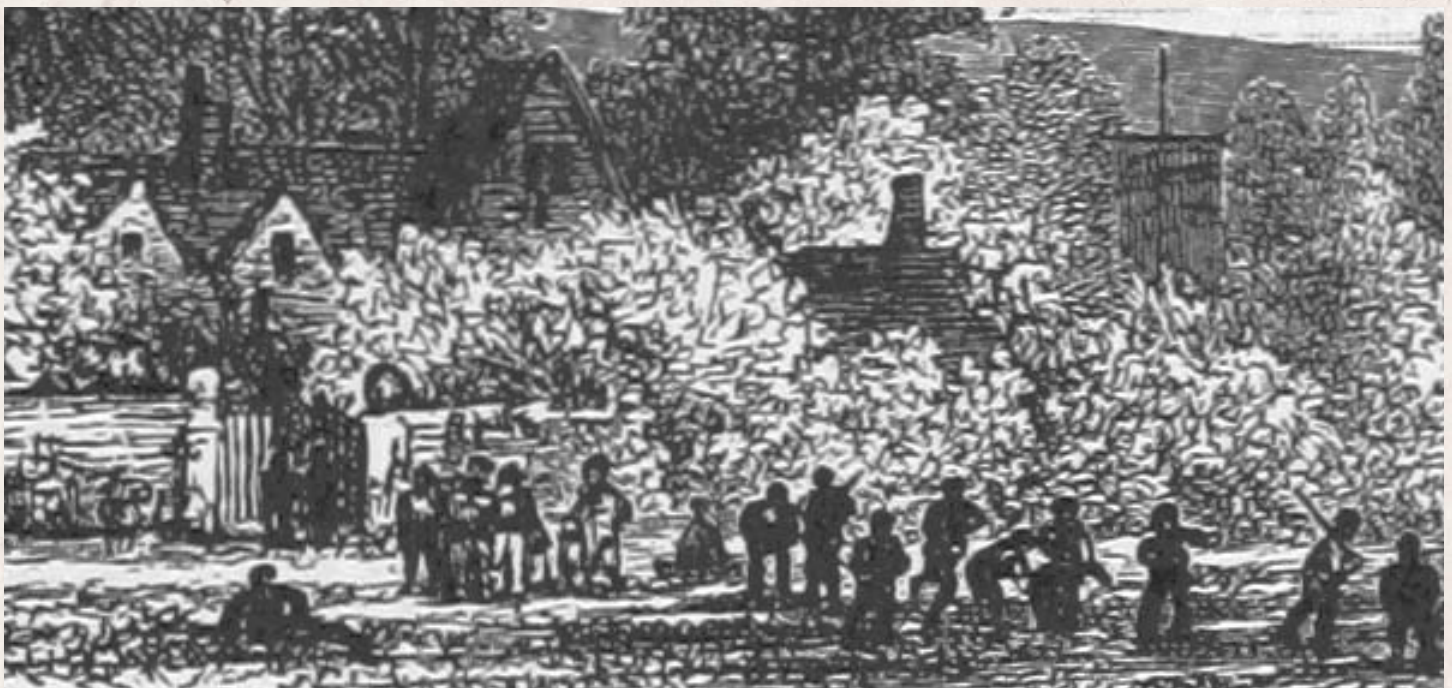
DRAMATIS PERSONÆ

Afa	Human slave held in Kynthla's Warehouse	Felapil Ripago	Retired barrister, friend of Bagan B'Pari
Aga Senaras	Troubadour, object of desire of Rekimo Darelas	Feliga Rilonar	Wife of Lobikar, murdered by him
Akkron Kolttan	Hobgoblin groundskeeper to the Old Tree	Felipen Lusel	Head groundskeeper to Kynthla, leader of village's thieves' guild
Ari	Rug maker, stalker of Fakino	Fenire Rumele	Traveling 'noblewoman' and possible employer of the party, rogue from Balelido
Badiril	Haymonger, father of Lebarell, Nerigel, and Valorel	Fike	Merciful Fate acolyte, nosy
Bagan B'Pari	Retiring leatherworker, grandfather to Defa	Fiselu Gamerin	Locksmith, niece of Lanorir Gamerin
Barela Bamel	Huckster, one-time noble, madam of local brothel	Fopimal	Sheriff Dataras' second-in-command
Basegor Lakifa	Patriarch of the Lakifa Family	Fozwarz Razeska	Halfling proprietor of 'The Shaky Salamander Shack'
Birel Rilas	Manservant to Fenire Rumele	Garilu	Timid herbalist
Bitakir Metak	Hatmaker, fallen knight, suffers from Hacklust	Gava	Elderly eggler who takes no lip
B'Relar	Whipcorder, married with two small children	Gela	Argumentative wife of Lirigal
Buri	Potter, sister of Linar	Genu	Former trapper, husband of *Hena
Danthal	Hobgoblin roofer, lives with three younger brothers	Gimaru Hasimel	Head of 'The Church to the Lord of the Blue Sky,' migraine sufferer
Debavu Fanapa	Matriarch of the Fanapa Family	Govima Mafanar	Widow, runs Tiwidu's unofficial bed-and-breakfast
Defa B'Pari	Pending leatherworker once Bagan retires	Hadigar Dataras	Village's no-nonsense sheriff
Degovi	Spinner, wife of Punas	Harelon	Carpenter, married to Deru
Deru	Wife of Harelon, mother of three	Hekgul Diannik	Sil-karg retired shipwright
Dinola	Wererat packmaster in Kolido, Volaro's master	Her'Lu	Embroider, wife of Genu
Fabaru	Soap-maker, widow	Hin'Mara	Kempster, younger sister of Kibiga
Fakino	Quilter, new arrival with pregnant wife	Holopal Kuseki	Patriarch of the Kuseki Family, older brother of Nelana
Fam'Pa	Barber, deceased	Horigon Darelas	Master stonemason, father of Rekimo
Fasaril	Gelder, married with three sons	Horog	Burnisher, deceased
Fat Vigel	Mortician and groundskeeper of the village's cemetery, married with two adolescent children	Ilaba Kapar	Traveling merchant murdered on the road
Fedilano	Wheelwright, friend of Bagan B'Pari	Inadu	Broom-dasher, single with a sil-karg daughter
		Kema	Fortune teller and charlatan, sensitive to undead

Khojash Janrosh	Dejy mage, runs village's apothecary	Minoba	three grown sons
Kibigi	Sheepshearer, sister of Hin'Mara	Mofali	Bandit chieftain planning to take over Tiwidu by force
Kilaki	Coffin-maker delving into house building	Moralen	Cobbler, widow with three grown children
Korele	Greengrocer, married with two teenage boys	Myzkan Syjakie	Madam Barela's ambitious brothel guard
Kynthla	Fhokki merchant and slaver, has the ear of the Earl	Nad'Vik	Halfling bottelier, has two adolescent sons
Lakin Kililar	Clothier, former tailor of Bamel Manor	Naloren	Fisherman, married with three teenage children
Lani P'Narik	Cartographer and alluring cat lady, sister to Lorirel Pebara	Nalik Ebitar	Furrier, married with three children
Lanorir Gamin	Sharp-eared locksmith, uncle to Fiselu	Nal'Kar	Brooding librarian
Lasare	Spice merchant	Narin	Butcher of less popular meats, just married
Lebarell	Drover, Badiril's oldest son	Nar'Korin	Village Constable
Linar	Glazier, brother of Buri	Nedirel	Fueller, bachelor
Lirigel	Kynthla's clerk	Nelana Kuseki	Candle-maker and honey merchant
Lisara	Rope/net maker	Nerigel	Challenger of Fate, kleptomaniac, younger sister of Holopal
Loma Ripago	Engraver, married with four children	Nifale Sofala	Drover, Badiril's middle son
Lorirel Pebara	Horse merchant, brother to Lani P'Narik and friend of Bagan B'Pari	Nola	Twin sister to Telfe, killed and replaced by a changeling
Mabina	Lorimer, values her privacy	P'Melik Ar'Tari	Middle-aged dyer
Malaridor Bereclyaen	Elven miniaturist and figurine carver	P'Melo	Money Changer due to arrive in the village in a few months
Malcolel Cringuld	Brandobian trader, Bringer of the New Order	Pelasimo	Butcher, married with four grown children
Maparel	Porcher, bachelor	Pigel	Parchment maker, friend of Bagan B'Pari
Ma'Paro	Village's best hunter	Pimar	Furniture maker, friend of Bagan B'Pari
Maridel	Bricker with a majestic beard	Pinarin	Village Constable
Mebari	Ragpicker, married with two children	Pivilon Gilemal	Accoucheur and bucket-maker, married with five children
Mel'Banar	Village's oldest human resident, a wealth of local lore	Pudin	Earl Esemar's tax collector
Mi'Ipore	Fisherwoman, married with two adult sons	Pumel	Retired miner, provides rooms for the night to other miners for a small fee, racist
Milar	Human slave held in Kynthla's Warehouse		Cooper, widower with three adult sons
Milubar	Glassblower, married with		

Punar'Las	Nervous ploughwright looking for a little help during deliveries	Tefane	Tall, plump bread maker
Punas	Weaver, husband of Degovi	Telafe Sofala	Accomplished dramaturgist from Bet Kalamar, waiting on her twin sister Nifale
Puril	Cattle husbandman and journeyman taxidermist, friend of Bagan B'Pari	Toloba Bemelo	Prospering merchant, opposes slavery, older sister of Vorogin
Ramelar Apiba	Intermediate Secretary to Earl Esemar	Tugurk Vekthrak	Retired hobgoblin miner, allows those of his kind to stay overnight for a small fee
Resipel	Huskster and dog owner, married with three children	Valorel	Drover, Badiril's youngest son
Robinel Apiba	Junior Secretary to Earl Esemar	Vasipar Esemar	Earl and ruler of Tiwidu
Rokilar Apiba	Head Secretary to Earl Esemar	Vesar Fonodi	Blacksmith and weaponsmith, prankster
Rekimo Darelas	Failing stonemason, local thug leader militia	Vigil	Bookbinder, married with five children
Sala	Merciful Fate acolyte, snob	Venolo	Basketweaver, admirer of Gimaru Hasimel
Satilo	Village Constable	Volaro	Fellmonger and wererat
Solemar	Earl Esemar's guard-dog trainer	Vorogin Bemelo	Jeweler, younger brother of Toloba
Suvikar	Cheese-maker, Minion of Misfortune	Wynachala Tadrالاen	Elven bowyer/fletcher, racist
Sivilat Rilonar	Brother and killer of Lobikar, deceased		

Tiwidu is a living, breathing town and its inhabitants do not merely stay in their homes waiting for PCs to interact with them. Use the following table in order to determine who the PCs may run into while they are walking down the street, if you want to generate a random group of onlookers, or for any other purpose.



001–010	Sheriff Hadigar Dataras-if back in town (63. Sheriff Dataras' House)
011–022	Sergeant Fopimal (64. Sheriff's Office)
023–038	Contstable Pimar (64. Sheriff's Office)
039–054	Constable Narin (64. Sheriff's Office)
055–070	Constable Satilo (64. Sheriff's Office)
071–082	One of Nine militiamen (1. Town Barracks)
083–088	Mofali (2. Mofali's Shoes)
089–094	Lakin Kililar (3. Clothier's Shop)
095–100	Nola (4. Nola's- Dyer)
101–106	Pigel (5. Furniture Maker)
107–112	Fakino (6. Fakino's Quilts)
113–118	Ari (7. Ari's Rugs)
119–124	Bagan B'Pari (8. Bagan B'Pari- Leatherworker)
125–132	Naloren (Nalorem's Furs)
133–138	Lisara (10. Lisara's Ropes and Nets)
139–144	Her'Lu (Embroider)
145–152	Danthal (12. Danthal- Roofer)
153–158	Linar (13. Linar- Glazier)
159–166	Venolo (14. Venolo- Basketweaver)
167–172	Buri (15. Buri the Potter)
173–176	Wylnaehala Tadrallaen (16. Wylnaehala Tadrallaen Bowyer/Fletcher)
177–184	Harelon (17. Harelon- Carpenter)
185–192	Deru (17. Harelon- Carpenter)
193–200	Harelon's three children (17. Harelon- Carpenter)
201–206	Maridel (19. Maridel- Bricker)
207–210	Punas Henater (20. The Mauve Weave)
211–214	Degovi Henater (20. The Mauve Weave)
215–216	Lani P'Narik's (21. Lani P'Narik's House)
217–222	Vanamir (22. Vanamir- Bookbinder)
223–228	Pelasimo (24. Pelasimo's Parchments)
229–234	Nedirel (Nedirel's Candles)
235–238	Nedirel's Elderly Mother (25. Nedirel's Candles)
239–244	Garilu (26. Garilu the Herbalist)
245–252	Vesar Fonodi (27. Fonodi's Smithy)
253–260	P'Melo's (P'Melo's Meats)
261–264	Malcolel Cringuld (31. Hoof-Driven Wares)

265–270	Pumel (32. Pumel's Barrels)
271–276	Pumel's sons (32. Pumel's Barrels)
277–280	Nalik Ebitar (33. The Tiwidu Library)
281–284	Akkron Kolttan 35. Groundskeeper's Quarters
285–290	Akkron Kolttan's Children
291–294	Akkron Kolttan's Wife
295–304	Fozwarz Razeska (37. The Shaky Salamander Shack)
305–312	Halfing Stableboys (36. Stables of the Shaky Salamander's Shack)
313–316	Bouncers (37. The Shaky Salamander's Shack)
317–326	Razeska Halfings (37. The Shaky Salamander's Shack)
327–332	Maparel (44. Maparel the Porcher)
333–338	Kibiga (45. Kibiga the Sheepshearer)
339–344	Kynthla's hired hands (46. Kynthla's Bunhouse)
345–350	Kynthla's Guards (48. Kynthla's Guardhouse)
351–358	Kynthla & personal guards (49. Kynthla's House)
359–360	Felipen Lusipel (50. Head Groundskeeper)
361–370	Footpads (51. Groundskeeper's Bunkhouse)
371–376	Suvikar (52. Suvikar the Cheese-maker)
377–382	Lirigel (53. Lirigel- Clerk of Kynthla)
383–388	Fedilano (57. Fedilano the Wheelwright)
389–394	Loma Ripago (58. Loma Ripago- Engraver)
395–400	Loma Ripago's Husband (58. Loma Ripago- Engraver)
401–406	Horigon Darelas (59. Horigon and Rekimo - Stonemasons)
407–416	Rekimo Darelas (59. Horigon and Rekimo - Stonemasons)
417–426	Rekimo's Flunkies (59. Horigon and Rekimo - Stonemasons)
427–436	Aga Senaras' (60. Aga Senaras' Residence)
437–442	Milubar (61. Milubar- Glassblower)
443–448	Khojash Janrosh (62. Khojash Janrosh- Apothecary)
449–450	Somelar (65d. Guesthouse)
451–458	Barela (66. The Pigonar Houses)
459–466	Moralen & Cronies (66b. Secret Brothel)
467–472	Lasare (67. Lasare's Spices)
473–476	Bitakir Metak (68. Bitakir Metak- Hatmaker)
477–486	Felapil Ripago (69. Felapil Ripago's House)
487–492	Malamaridor Bereclyaen (Malamaridor Bereclyaen's House)
493–498	Pamarin P'Narik (72. Pamarin P'Narik's House)
499–506	Hekgul Diannik (74. Hekgul Diannik's House)

507–512	Pivilon Gilemal (76. Pivilon Gilemal's House)
513–518	Tefane (77. Tefane-Bread Baker)
519–526	Puril (78. Puril's House)
527–534	Telafe Sofala (79. Telafe Sofala's House)
535–540	Resipel (80. Resipel- Huskster)
541–546	Nar'Korin (81. Nar'korin- Fueller)
547–552	Myzkan Syjakie (Myzkan's - Bottelier)
553–558	Lanorir Gamerin (83. Lanorir Gamerin-- Locksmith)
559–566	Pinarin (84. Pinarin - Accoucheur)
567–570	Ma'Poro (85. Ma'Poro the Huntsman's House)
571–578	Kema (86. Kema the Fortune Teller)
579–584	Mabina (88. Mabina-Lorimer)
585–590	Badirill (89. Badarill-Haymonger)
591–596	Bemelo's Hired Hands (90b. Bemelo's Bunkhouse)
597–604	Toloba Bemelo & Personal Guards(Toloba Bemelo's House)
605–610	P'Melik Ar'Tari (92. P'Melik Ar'Tari-Money Changer)
611–618	Tugurk Vekthrak (93. Tugurk Vekthrak's House)
619–624	Volaro (94. Volaro-Fellmonger)
625–630	Punar'Las (95. Punar'Las the Ploughwright)
631–636	Fabaru (96. Fabaru the Soap Maker)
637–644	Lebarel Badril (98. Drover's House)
645–652	Nerigel Badril (98. Drover's House)
653–660	Valorel Badril (98. Drover's House)
661–664	Gimaru Hasimel (101b. Gimaru Hasimel's House and Infirmary)
665–668	Sala (101c. Sala's Cottage)
669–672	Fike (101d. Fike's Cottage)
673–678	Nal'Kar (102. Nal'Kar the Butcher)
679–684	Vorogin Bemelo (104. Vorogin Bemelo-Jeweler)
685–690	Kilaki (105. Kilaki-Coffin-Maker)
691–692	Mel'Banar (106. Mel'Banar's House)
693–696	Minoba (107. Minoba's House)
697–700	Basegor Lakifa (110. The Lakifa Family House)
701–708	Lakifa family member (110. The Lakifa Family House)
709–712	Pudin (111. Pudin's House)
713–718	Korele (112. Korele-Greengrocer)
719–724	Gava (113. Gava the Egglar)
725–730	Inadu (114. Inadu the Broom-Dasher)

731–736	B'Relar (115. B'Relar-Whipcorder)
737–742	B'Relar's Wife (115. B'Relar-Whipcorder)
743–750	Debavu Fanapa (117. The Fanapa Family House)
751–758	Fanapa Family Members (117. The Fanapa Family House)
759–762	Nad'Vik (119. Nad'Vik's House)
763–770	Nad'Vik's Wife (119. Nad'Vik's House)
771–776	One of Nad'Vik's three sons (119. Nad'Vik's House)
777–784	Mebari (120. Mebari-Ragpicker)
785–792	Mebari's Husband (120. Mebari-Ragpicker)
793–798	Hin'Mara (121. Hin'Mara the Kempster)
799–806	Holpal Kuseki (123. The Kuseki Family House)
807–814	Nelana Kuseki (123. The Kuseki Family House)
815–822	Other Kuseki Family Member (123. The Kuseki Family House)
823–828	Govima Mafanar (124. Govima Mafanar's House)
829–834	Govima's Maidservants (124. Govima Mafanar's House)
835–838	Fat Vigel (126. Fat Vigel-Mortician)
839–000	Roll Twice (indicated persons are interacting). On any further roll of 839-000, roll again and add indicated person to the crowd.



Rumor Table (d20 roll)

This table can be used whenever the GM wants to randomly give out rumors to the PCs while they interview NPCs or listen in on the conversations of others.

If the same tale comes up in a re-roll, just read off the entry again. Attribute repeated results as some patrons liking the sound of their own voice. Alternately, GMs can add/substitute their own rumors to the table, giving Tiwidu their own personal signature.

1 - *"Neighbor spotted a ghost the other night, flying over the rooftops before heading off to the northwest beyond the wall. I'm never leaving my house except during daylight hours for now on!"*

The villager who claimed to have spotted this 'ghost' actually saw the end result of a falcon flying into Vesar Fonodi's (27) trousers. The pants were hanging off a clothesline for drying when the unfortunate bird was zeroing in on a mouse that zipped under the cover of the hanging garments. The falcon freed herself of the trousers once outside of Tiwidu and is currently flying east for better hunting grounds... and less stress.

2 - *"That hermit-halfling has been spotted again yesterday. Should learn some manners, that one. The boys patrolling the walls spotted that fink urinating on the very timbers that protect our town! I hope Cringuld turns that scalawag away the next time that little varmint shows up for goods! Vandals should not be served!"*

The 'hermit-halfling' was actually the goblin mage Kelarz (see 'Shadow Over Tiwidu') in disguise again. He was not taking a leak on the walls. Instead, Kelarz was spreading a foul-smelling concoction filled with pheromones known to lure gnoles. Kelarz hopes to attract the small group of the humanoids he spotted east of the village closer to the settlement. Kelarz has a stronger version of the brew ready to use when his and Ferdal's plan comes to fruition (see 'Gnole Problem Here' for details).

3 - *"Sheriff Dataras and his men have been out hunting that mountain lion for two weeks now. We need those guards and our Merciful Hand back!"*

This rumor is in reference to Hadigar Dataras's mission in eradicating the mountain lion threat

northeast of Tiwidu. The Sheriff commandeered half the village's guards and the priestess Gimaru Hasimel for the task, leaving those left behind to pick up the slack. More than a few villagers feel that Tiwidu is now more vulnerable than usual, and they are right.

4 - *"That bowyer Tadrалаen has had three apprentices in as many months, and they've all disappeared within a couple weeks while under her wing. It's more like they are resting under the dirt where her targets are set up in the practice area."*

Wylnaehala Tadrалаen (16) is a pretty hard boss, and her last few assistants left in a huff. Only by coincidence did the latest three leave during the evening hours with no one noticing. Any PC who happens to be the child of Wylnaehala could dispute the rumor or perpetuate it, depending on his or her upbringing.

5 - *"I heard the strangest laugh two nights ago. It was coming over the wall from the east. Made the hairs stand up on the back of my neck."*

This villager heard the hyena-like laugh of the nearby gnoles. The large humanoids are slowly overcoming their fear of Tiwidu with Kelarz applying pheromones to the settlement's walls (see Rumor # 2).

6 - *"Earl Esemар has not come out of that mansion of his for many a month, except at night. I can't remember the last time he held morning appointments. Do you think...? Nah!"*

Earl Vasipar Esemар (65e) is neither a vampire nor a morning person. Esemар has been a night owl for most of his life and, being a noble, he enjoys the privilege of conducting business during his own hours, and no one else's.

7 - *"An odd sound is coming from the northwest well. Sounds like a low moan, like some lost soul stumbling in the dark. Fair to say the other two wells seem to have longer lines now."*

The underground river that fed this well has dropped off a bit in the last few weeks, causing a change in the flow's acoustics as it sluices through the subterranean tunnels. This variance now produces echoes that sound similar to ghostly groans but are completely natural.

8 - *"Remember that dwarf a couple months back, walking down the street like he owned the place? You know, the one with the red braids in his black beard? I guess he got enough stares to beat feet on out of here. Have not seen him since."*

Forgrum Ferdal, (see 'Shadow Over Tiwidu') when he first arrived to this region, tested the reaction of the villagers to his presence. Sure enough, most of the humans' attitude towards the dwarf was negative, ranging from giving him a wide berth to an outright verbal assault. These incidents have only reaffirmed Forgrum's hatred towards the taller race. Whatever business Forgrum needs done with the village he now conducts through the goblin mage, Kelarz.

9 - *"Lock your doors, I say! Them lizardfolk to the east are getting bold, staring at our boys in the fields while they tend the horses. Won't be too long before 'em scalers make a grab and drag off one of us for dinner!"*

One of the lizard man tribes that originates from L'Finidu Valley is attempting to enter a trading relationship with Tiwidu but wants to observe the comings, goings, and activities of the village's inhabitants to gauge how best to approach the strange beings. The chieftain of this tribe will likely enter the village and seek the Earl out on the matter within three months, unless hostilities somehow erupt...

10 - *"Bagen B'Pari is fixin' to retire soon. I'll miss that old goat. He made my son a suit of studded leather that makes him look like a proper soldier! I hope I get an invite to Bagen's party."*

This rumor is in reference to the leather worker Bagan B'Pari (8) and his impending retirement. He is well liked in the village, and a retirement party has been planned for him. Depending on the PC's actions in 'Shadow Over Tiwidu,' the leather worker's party could be well remembered for the wrong reasons.

11 - *"The Earl is wrong in thinking of expanding the wall to increase the space available in the cemetery. There are a couple crypts holding some 'undesirables' that can be removed to free up some space. The occupants don't count as true villagers anyway."*

This villager (Resist Persuasion 23), along with many of his compatriots, is in disagreement with the Earl's recent rezoning proposal. When asked who the 'undesirables' are, the gossipier - once seeing that the PC talking is neither a dwarf nor associated with one

of the stout folk - will state that two crypts are full of those demi-humans and have no place taking up valuable room. On the chance that a dwarf is part of the party, the villager will hastily say the vaults are filled with uncivilized people from beyond the mountains, and then he will seek a seat near the bouncers and speak no more on the subject. As long as the conversation remains friendly, the villager will reveal that a group of dwarves originating out of the P'Garik Hills to the south constructed two crypts in the cemetery around eight decades ago. If pressed further (a skill check against his Resist Persuasion), he will recall the name of the exact location - P'Sal (or Shalelock) Hill. (See 'Shadow Over Tiwidu' for details.)

12 - *"You see the looker that's been staying here the last few days? Her name is Fenire. A sight for the eyes, she is! I heard her talk too. Words so full of culture you can hear them echo throughout the whole room. Should have her read the menu as people are walking in. Razeska would probably sell more of that gruel he calls food then."*

Fenire Rumele, a charismatic rogue from Balelido, has perfected the guise of a noblewoman enough that the regular patrons of the Shack believe she is, indeed, of noble blood. She is the quest-giver in 'Shadow Over Tiwidu' and 'Strangers on the Trail.'

13 - *"You'll find better cows with Kynthla. Bemelo just does not have a good eye when it comes to livestock. Half of her herd looks like it is about to keel over. Shame."*

This rumor is in reference to the rivalry between merchants Kynthla (49) and Toloba Bemelo (91). Kynthla has ordered Felipen Lusel (50) and his minions (51) to sneak acorn bits into the feed of Bemelo's cattle. This act has caused a few fatalities among the herd.

14 - *"Seen more merchants around here the last few weeks. A few of them got deep into their cups last week. One came up to me, slapped me on the shoulder, and asked where the 'bridged house' was located. He leered at me when he said it, too. His fellows clamped a hand over his mouth and promptly took him to his room so he could sleep it off. Makes me wonder what is going on at the Pigonar House."*

The 'Pigonar House' (66) is actually two houses that are connected by a suspended wooden bridge. A brothel, Tiwidu's best kept secret to the villagers at

least, has sprung up at this location and some traveling merchants know to be on the lookout for the structures' connecting feature. A woman named Barela is in charge of the brothel and hopes to keep her business on the quiet side for a while longer.

15 - *"There are a few dunderheads among us to be sure. A storm was brewing last week. Almost everyone headed for his or her home. ALMOST! Some robed idiot was running around the archer butts just as the lightning was coming in. Probably became a pile of ash that was washed away by the rain. Dumb sot."*

This bar patron happened to spot Suvikar (52) taking the extremely long route to Esemar Grove (23) to pray to his god, the Creator of Strife. Suvikar never feels more alive than when dodging lightning during violent storms. If pressed (overcoming a Resist Persuasion score of 13), this bar patron can recall that the figure's robes were made from a variety of different colored fabrics.

16 - *"Don't see what the fuss is about. Most of all the slaves sold at Kynthla are dwarves. Not useful for getting things out of your cupboards to be sure, but good for hard labor. I may get a few helping hands for my farm tomorrow."*

Kynthla's auction house has caused a bit of stir among residents. The Fhokki merchant has begun to sell slaves with her other wares. Much like Rumor #11, if this gossip notes that a dwarf is with the party, he will make a point to generalize his statement enough to just say he does not mind slavery.

17 - *"Heed my words, youngin. There be rats the size of donkeys wandering the south side of town at night. In the middle of the street I seen 'em, being all defiant like they own the place. Keep a club at your side at night... or don't bother stepping outside to begin with!"*

This gossip was quite drunk when he spotted Volaro (94) in his rat-form one night last week. The amount of ale consumed that evening was enough to blur this patron's vision, making him think he spotted a few giant vermin all clustered together. If pressed (overcoming a Resist Persuasion score of 12), the patron will state that he spotted the giant rats at Bemelo's auction house (100).

18 - *"Aga took a blow to the coin purse last week. She refused to sing for Rekimo just because his father has a couple slaves chained up back at the house. I suspect if the Shaky Salamander were to close, that little bard would have to pack up and start somewhere fresh."*

Aga Senaras (60), a troubadour, hates slavery with a passion. One night last week at the tavern, the stonemason Rekimo Darelas (59) asked her to play "Backs Till Breakage," a tune that epitomizes the 'virtues' of slavery. She promptly walked out of the tavern, followed by the jeers of Rekimo and his cronies. Rekimo has had a crush on Aga since she came of age and is perplexed by her attitude towards him. This infatuation has manifested into a desire into making sure she loses her freedom at some point. Once this realization is reached, Rekimo will go out of his way to make the strong-willed Aga his property.

19 - *"All this building and new faces! I suppose it is all good and everything, but I think Earl Esemar should take things a bit more slow. We have a wall around this village for a reason!"*

Many of Tiwidu's longtime residents are concerned with the rapid-fire changes occurring in their village. Earl Esemar knows that his little fiefdom will likely not reach the size of Balelido within his lifetime, but he hopes to become a large thorn in the side of Baron Rewano's commerce. Some of Tiwidu's newcomers are honest folk looking to seek out a living, but others see opportunities of a different sort popping up from the village's budding prosperity (Felipen Lusel of 50 being a prime example).

20 - *"That mountain lion ain't the only predator roamin' the farmers' fields! One of 'em horned devils with the face of a bull was stumbling across the road about a month ago just north of the gate! Probably performing some ritual to summon up more of its kind!"*

This patron did not spot a minotaur or some type of devil. Vesar Fonodi (27) has a well-wrought horned helmet hidden in the back of his smithy and every so often, after a few tankards of ale, decides to run at the very edge of the perimeter of town with the bovine-head on. Vesar knows the time it takes for a patrol to make a full circuit around Tiwidu and uses that knowledge to his advantage whenever he gets a wild hair.

