

Shadowglade

Hearth & Home

By Nate Petersen

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Shadowglade: Hearth & Home

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Introduction

Welcome to **Hearth & Home**, a collection of rules and materials to help you develop more fully fleshed out towns and villages.

This document is assembled and written with an eye on its use for the world of Shadowglade, a world steeped in the tradition and history of our own world. The rules and guides herein are modeled after Middle Ages Europe, particularly France and Germany. Though we tend to think of Brittain as the home of the modern fantasy, much of our perception actually stems from the mainland and central Europe, home of both dense woodlands and wide, open farmlands, which provides an excellent backbone for generic fantasy in the first place and the ideas herein.

These pages collect a number of excellent OGL and historical resources in one book for the creation and development of towns and villages, as well as some new rules, materials, and expansions on the assembled material. Some of this will seem familiar; many rules and tables are culled from the various Pathfinder books that discuss the matter and worldbuilding. This material has been included for the sake of a more complete guide on village design and many of the tables, rules, and options have been expanded as well to provide new options to grow your own settlements.

This document is written specifically to cover the smaller villages and settlements; cities and metropolis', super-cities, are practically campaign settings unto themselves.

Towns & Villages

The world of Shadowglade is a somewhat fluid one. Aside from the large established cities, there are a great number of smaller villages that dot the landscape. Due to a variety of circumstances, however, most are short lived. Often this has a good deal to do with the population; after a couple of generations, the population thins out, the younger folk head off to stake their own claim and the old guard dies back until eventually all that is left are empty buildings and long shadows. Other times there are foul methods afoot, including bandits & raiders, slave drivers, and violent animals. Occasionally, however, a village simply up and disappears. At times it seems as though the population just evaporated into thin air, other times a whole village, including structures and outlying folk, disappear all together with no sign or trace they were ever there.

As a result, maps cannot be entirely trusted in the realm. Trade routes are watched closely and the towns along these paths remain fairly stable, but occasionally raiders

take a keen eye toward a fat trading village. Cartographers have quite a brisk trade because of the instability, and every several years mount expeditions of their own in an effort to map the countryside...as it is at the moment.

As a Game Master, this situation provides ample opportunity for you to use and manipulate the geography as you see fit. Towns, and thereby sanctuary, can be placed right in front of a party, or a group can be set up for a series of hooks and encounters. Jobs exist, guarding or leading cartographer caravans through the Midlands, and a disappearing village makes for one interesting piece of bait...

This also means random village generation is more applicable. To help in the creation of a village off the cuff, use the following tables and information. These will generate small towns with a variety of potential notes; weave them together to create a complicated environment, use them separately to introduce diverse hooks into the campaign, or just grab a quick bit of shut eye and some basic provisions before hitting the road.

Life in the Big City

The rules contained herein are designed toward building and emulating small towns and villages but can easily apply in larger cities and settings as well.

Generally speaking, wards and districts in large cities form around social constructs; races or clans, religions, professions, etc. A big city of several thousand folks can be broken down into a dozen or so wards and districts, each of which can be treated and built as a small city using these rules.

Some facets will be city wide, while others will pertain only to a given district. The outer rim of several large cities, for example, will be more heavily agriculture, while closer to the center of town more merchantile or government functions will dominate. Likewise, trust in one district may correlate to better or worse trust in another district or it may have no bearing what-so-ever; the Shallows of a fishing or waterfront ward may love the characters, but that has little to no factor in the opinion of those who live in the Heights.

Travel & Distances

Historically, villages were small and numerous; the large cities common to several of the fantasy campaigns weren't so common in reality. Rather, most people lived in a number of settlements relatively short distances from each other. These distances factor in to village population, placement, and traffic and are an important part of the discussion of villages.

On average, a village is about three miles away from another settlement of some sort, be it another village of equal size or a larger town. These can generally be as little as one mile apart up to around five miles. Greater distances are possible but exceedingly rare; the villages of the day formed an interlocking web of communication and interdependence. Small, isolated villages a great distance from each other are almost unheard of except in frontier regions where these folks are indeed left to fend for themselves.

Looking at overland travel rates, (Table HH-1) shows that the average player character can move about 24 miles a day. This assumes about eight hours a day, which is fairly reasonable from early morning to mid afternoon, allowing characters to settle for the evening. Shorter distances include distances of about 3 miles in an hour.

At a distance of 3 miles, other villages can be reached in about an hour, allowing information and goods to travel between a few villages rather quickly.

When dealing with "common" folk, not adventurers, it is important to remember that they don't keep going in one direction. Very often, their trips into any town are intended only to acquire items, updates on important news, and check on the town, after which they return home in the same day.

For a shorter distance, 3 miles, this is about two hours round-trip. This offers a good deal of time to take care of business about town and probably make it back home well before dark to tend to matters at home. At 6 miles, two hours in one direction, that is about a half a day, four hours, on the road. This leaves a few hours in town, but not much time back home once business is settled. For this reason, folks at greater distances make trips to town once a week or once a month with the intention of spending that one day doing all they need to so they can spend the rest of their time tending to their homes, fields, and the like.

Popular thinking says that most folks traveled less than 10 miles away from where they were born, and this isn't a bad rule of thumb.

Table SHH-1: Movement and Distance

Speed	15 ft.	20 ft.	30 ft.	40 ft.
<i>One Round (Tactical)*</i>				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (×3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (×4)	60 ft.	80 ft.	120 ft.	160 ft.
<i>One Minute (Local)</i>				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (×3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (×4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
<i>One Hour (Overland)</i>				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
<i>One Day (Overland)</i>				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

** Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.*

Population

Villages and small towns range in population, some from quite small to rather large. Historical towns fall around 700 residents, generally meaning a range of between 200 and 1,200 residents is reasonable. Smaller settlements are possible, but make up an increasingly rare portion of the settlements out there.

Pathfinder and the OGL system classify villages in the following order: thorp (20 or less), hamlet (21 to 60), village (61 to 200), and small town (201 to 2,000). Larger settlements, cities, are classified as large town (2,001 to 5,000), small cities (5,001 to 10,000), large cities (10,001 to 25,000), and metropolises (more than 25,000); these settlements are a bit large for the scope of this document.

The official term for the settlement is based population, for which ranges are found on *Table HH-2: Population Ranges* (which also determines which columns to use for the following charts as well). You can select a population befitting of a town that size or use the indicated roll to randomly determine your population. Of that number, only a fraction will actually live *in* town; many will orbit the town in small farming plots. We have also made a small adjustment to the range for small towns, adjusting it a bit to reflect historical settlements.

Table HH-2 also includes the option to randomly determine your village type; roll a d20 roll and match the result to the chart. As discussed, thorps and very small settlements aren't common; possible, but not common. A village or small town is much more likely, reflected in the better range on which to roll these.

Density

Population density is the measure of how many people there are in a given area. This is telling of a number of features, from cost of living, sanitation, resources, etc. The easiest scale for dealing with our villages is persons per acre (An acre is about 44,100 sq. feet; 210 feet to a side. On a tactical map, this forty-two 5 foot squares to a side, or 1764 squares total).

A larger city, it will have a dense population, a large number

Table SHH-2: Population Ranges

d20	Settlement Type	Population Range	Random Population
1	Thorp	Fewer than 20	d10+10
2-8	Hamlet	21-60	d4+2 x10
9-15	Village	61-200	2d10+2 x10
16-20	Small Town	200-1,200	2d6 x100

of people per acre. This is because large cities are often walled, forcing people into a smaller space than in say a rural area, which is considerably more open.

Generally, the chart provided below (*Table HH-3: Population Density*) should provide reasonable densities for your settlements. It can happen, however, that a population is more or less densely packed than suggested. A small town, for example, could simply have a greater deal of space around it perfect for housing, farming, and the like without the pressures of a defined wall or similar physical impediment. As a result, it will be less densely packed as its residents cover more territory. Where this happens, drop the density by a level, so that the small town is about as dense as a village, or a village as dense as a hamlet.

Size

Using Table HH-3, we can also determine the size of our settlements very easily. Take your population and divide by the desired density. This gives us our size of the village in acres! You can also determine the number of buildings and structures within the space by following to the fourth column, "Average Number of Structures (per acre)"; multiply our size in acres by an appropriate number of structures. This will be used ahead in discussing **Amenities**.

Table SHH-3: Population Density

Community Size	Population Range	Population Density (adults/ acre)	Average Number of Structures (per acre)
Thorp	20 or less	10	5
Hamlet	21-60	10-20	5-10
Village	61-200	20-30	10-15
Small Town	201-1200	30-40	15-20

Placement

Villages aren't scattered helter-skeleter throughout the land, their placement has purpose. Very frequently villages arise around an important feature that allows the village to thrive and the contents of the village, the people and businesses that survive, reflect this. How you choose to engineer the village is up to you; ahead are some examples on the process.

Geological Features

The primary option for village placement builds from an important geological feature. This is often how historical villages were built; a loose, handful, of homesteads surround a natural feature, such as a spring or well, and the community builds around that.

Likewise, a river is another strong feature. Frequently rivers are the first highways for travel and sources of power, such as the site of a mill driven by the constant current of the waters.

Trade towns can spring up at various points in the waterway where the waters are calmer and the space along the banks allow for safe docking and departure. These towns have a relatively constant population level, even if the residents aren't always the same.

A grain mill would be a destination for surrounding agriculture communities, bringing farmers from the surrounding area to the site to deal with their grains; grind it for flour for their own use, sell excess to make a bit of extra money to purchase necessities, etc. These sorts of communities would likewise see a lot of trade, as farmers meet vendors for their needs and to barter surplus materials.

A lumber mill, however, would be a bit different. Again a purveyor of necessities, the majority of the population would be workers at the mill and on the river. Additional housing would be present for workers of various lumbering companies, though they would spend much of their time in the camps. Offices for the various companies doing business would also be present. These sorts of villages would be more business than others, meaning light population and closer ties to the central economic feature.

At the very end of the journey are suitable, natural ports. Harbors from the worst ravages of an unforgiving sea, many early settlements spring up in these havens for seagoing vessels. From here, ocean travelers can dock, reload, and rest while still having easy access to the open seas.

Harvest sites are another locale where villages spring up. Quarries and lumber camps, for example, require support,

shelter for the workers, access to resources, etc. These villages come to depend on the resource as much as the harvesters depend on the village, something seen the world over even today. What begins as support for an endeavor becomes a full-fledged town itself, dependant on that endeavor to keep itself functional.

Civilized Features

Sometimes the "natural" feature isn't natural at all, but man-made. The most common of these is trade routes, as discussed partly above, but others are possible as well.

Villages spring up around points in trade routes, sort of arteries, that lead into or away from larger settlements. As various routes converge or diverge from a point a town or village can arise. These are often a day or so away from a larger settlement and are very much geared toward supporting travelers. They act as a way station for travelers, a last opportunity to collect supplies, a convenient meeting ground for groups destined for the larger settlement or a parting point for those destined for different reaches.

We might instead start with a crossroads in place of a river, as discussed above. A juncture of travel between larger settlements, it could easily be expected to find a town at that point, a stop for weary travelers. That very idea makes an inn spring to mind, and two doesn't seem so unlikely in an area with a significant amount of travel. From there, what else do travelers need or want? A blacksmith to reshoe horses or mend wagons would do well where travelers stop frequently. Merchants may set up small squares where they can peddle their wares before they themselves hit the road. Suppliers of provisions could help such travelers restock for their journey, etc.

The concept of damming a river isn't all that new either. Frequently dams would be constructed to manage the flow and overflow of a river and to provide irrigation for farmlands. Settlements would spring up around the maintenance of such constructs, in effect becoming a destination for which roads would be beaten toward.

Forced

You may try to force a particular locale in a design just as governments may try to force settlements as well. Very often settlements are built to coincide with natural boons or arise due to necessity as discussed above, but occasionally it is in someone's interest to plant a settlement in a particular place. These locations still have to follow the basic ideas, but do so in unusual fashion.

First, some settlements are constructed at the border between nations or territories. The settlement acts as the eyes and ears of the supporting power. In effect these settlements are built as settlements that support a harvesting of natural resources; the harvest here is information.

While they strive to support themselves, settlements such as these are still dependant on imports from outside the area for support. Markets, inns, vendors, find support in these towns providing for the people that which they cannot provide for themselves.

Second, some settlements are a part of a larger strategy. By placing and supporting a thriving settlement in one location, one power may be able to block another power from access to resources, territorial claims, or another matter of significance.

Resources are often the driving factor in any settlement. Occasionally it happens that some resources are a "must have" and to acquire it requires intensive support. These sorts of settlements resemble logging camps discussed above. Sometimes, however, the location of the resource isn't very habitable or accessible by itself. It is too valuable to leave though so those attempting to harvest the material set up shop as close to the material as they can. The distance still has to be manageable, however, which means no great distances.

Finally, combining several of the ideas above, some settlements act as outposts, way stations. They are planted at the edge of an inhospitable region, defining the civilization at the edge of that border and providing the last provisions and spring board into the unknown.

Placing A Created Village

The above points discuss building your village based on what it is near, what could come from a given feature. It can work out just as well in the opposite fashion as well, placing an already created village based on its contents.

Distances

Finally, distances will factor into the placement of villages. Distances from resources as discussed above, but also distances from other settlements.

In the *Distances* topic discussed earlier, we mentioned that settlements are usually 3 miles between each other. Bear in mind the numbers given are averages. They can and will vary slightly between other settlements. Generally, you can expect that smaller settlements will be a bit closer together, enjoying their independence but being close enough to a neighbor for the additional support. Larger settlements which are more capable of self sufficiency can be further from other settlements because they don't need the same level of support.

Large settlements, like large towns, cities, and metropolises, will frequently have smaller settlements closer as they seek the protection and access the larger towns possess.

Amenaties

Village population also determines what amenities the town naturally supports. Businesses differ in terms of what they need to collect in order to survive which means some establishments thrive in sparse conditions while others would flounder.

Using the Table

The table provided here, *Table HH-5: Professions and Amenaties*, gives a list of common professions and establishments sought out in most fantasy campaigns. The numbers accompanying each entry indicate the Population Requirement of the profession, how many residents the town should possess to host at least one businessman of that type. These were figured off of a number sources, namely starting with the tax tables of Paris in the years 1292 and 1293. They were then stacked against similar OGL tables to arrive at values that work decently for a fantasy campaign setting with a realistic twist.

The Population Requirement indicates how many people are necessary in a community to support that individual and their craft, which also translates to likelihood of that profession appearing in a given village. Beggars, for example have a PR of 7; of a village, one out of seven are likely a “begger” or similar sort without income and relying on others. This doesn’t always mean a street begger, though; the kindly hermit that the village sends extra produce to or the listless individual that has settled into the town and does odd jobs and sleeps in a local stable could be beggars for the purposes herein.

An innkeeper, for example, requires a general population or foot traffic of 1,300 people to sustain the business. When people live within a half of day’s travel not many folks are going to stop and stay frequently. Even if some local folk end up stranded for a night almost everyone will know everyone in the town, meaning that they can find somewhere to stay for an evening pretty easily. Thus, small communities of 400 or 500 folks cannot generally support an inn.

That said, these communities don’t exist in a vacuum. While that small town by itself couldn’t support an inn, out of a cluster of four or five such towns one of those just might include an inn. Factoring in the population of four towns, each with a population of 400, gives us 1,600 folks, more than enough to support the inn.

Without looking at numerous settlements to construct the odds, we can use population to determine the chances a single town has a given establishment. Divide the population of the settlement in question by the Population Requirement of the establishment; this is the percentage chance the town has the establishment. In the case of our

inn, 400 divided by 1,300 gives us a 30% chance of there being an inn in our town, independent of what the make up of surrounding towns looks like.

The additional columns break down the odds of a particular sort of person appearing in a particular village type. A cleric or clergyman, for example, is 40% likely to appear in a Thorp of 20 people and 80% likely to appear in a Hamlet of 40 people.

Anything listed in excess of 100% indicates the settlement is likely to have multiples of these sorts: a small city of 600 people, for example, will have 85 or 86 beggars or generally jobless folks, a dozen clergymen, and so on. Of course, these numbers can be tweaked higher based on the qualities of the settlement or other, story-based, factors. A holy site is more likely to have more clergymen, for example, or a lawless city to have more thieves. Numbers can also be rounded up to include just one more of a given profession as a partner, rival, or whatever the needs dictate.

Once you get past small cities of 600-1000 people, you can generally expect to find at least one individual of a given profession among the citizenry unless there are exceptional or particular circumstances in play: a fish monger, for example, is unlikely to appear in a city market that is landlocked without a major body of water for days in any one direction.

How Many Establishments?

Using *Table SHH-3: Population Density* and the basic information provided therein, we can figure out, roughly, how many buildings are in our village. A little further tweaking will give us the number of establishments. For simplicity’s sake, we’re going to use a small town of 400 adults with a population density of 35 adults/acre for a total size of just over 11 acres. We’ll also say there are a larger number of structures, including barns and storehouses, so we’ll set that to 20/acre. This gives us a grand total of 229 structures that make up our village.

What exactly that make up is depends heavily on the sort of local economy that is present. Most areas will be heavily slanted toward agriculture, with fewer thriving mostly on trade, and fewer than that thriving on tourism and travel. Use the following table, *Table SHH-4: Local Economies*, to determine the breakdown of structures.

Table SHH-4: Local Economies

Primary Income	Structure Breakdown
Agriculture	88% farm & residence, 10% craftsmen & business, 2% government & religious
Trade	80% residence, 14% craftsmen & business, 6% government & religious
Tourism & Travel	60% residence, 24% craftsmen & business, 14% government & religious

Using the above settlement with 229 structures and an Agricultural background, we would have 202 of the structures as farm and residence related, 22 craftsmen and businesses, and 5 government and religious structures. If we switch to a heavier trade base, we would have 183 residences with some, but not much, of that as farm or agricultural. Of the remainder, 32 structures would support businesses and craftsmen, and 14 would house government or church offices.

Always remember as well; most folks lived within their "establishment". This is simple for innkeepers of course, but even blacksmiths and merchants simply stayed in a second story or attachment to the business.

Table SHH-5: Professions and Amenities

	Population Requirement (1 per X)	Odds of Appearing In This Village			
		Thorp (Ave. Pop. 20)	Hamlet (Ave. Pop. 40)	Village (Ave. Pop. 130)	Small Town (Ave. Pop. 600)
Beggars	7	286%	571%	1857%	8571%
Housewives, Househusbands	10	200%	400%	1300%	6000%
Laborers	10	200%	400%	1300%	6000%
Elderly/Infirm	12	167%	333%	1083%	5000%
Servers (taverns, inns, restaurants)	35	57%	114%	371%	1714%
Guards (private)	50	40%	80%	260%	1200%
Clergy members	50	40%	80%	260%	1200%
Porters	60	33%	67%	217%	1000%
Peddlers	60	33%	67%	217%	1000%
Apprentices	70	29%	57%	186%	857%
Domestic Servants	90	22%	44%	144%	667%
Sailors	100	20%	40%	130%	600%
Students	100	20%	40%	130%	600%
Thieves	100	20%	40%	130%	600%
Guards (city, governmental)	100	20%	40%	130%	600%
Journymen	100	20%	40%	130%	600%
Mercenaries	100	20%	40%	130%	600%
Furniture Makers	120	17%	33%	108%	500%
Cobblers	120	17%	33%	108%	500%
Warehousers	125	16%	32%	104%	480%
Clothiers, Used	125	16%	32%	104%	480%
Grocers	125	16%	32%	104%	480%
Officials	150	13%	27%	87%	400%
Prostitutes	160	13%	25%	81%	375%
Launderers	160	13%	25%	81%	375%
Dairy sellers	160	13%	25%	81%	375%

Furriers	160	13%	25%	81%	375%
Bricklayers	175	11%	23%	74%	343%
Weavers	200	10%	20%	65%	300%
Tailors	200	10%	20%	65%	300%
Slaves	200	10%	20%	65%	300%
Livestock merchants	200	10%	20%	65%	300%
Pages	225	9%	18%	58%	267%
Drapers	250	8%	16%	52%	240%
Flowersellers	250	8%	16%	52%	240%
Guides/touts	250	8%	16%	52%	240%
Barbers	250	8%	16%	52%	240%
Basket Makers	250	8%	16%	52%	240%
Tavern Keepers	250	8%	16%	52%	240%
Potters	250	8%	16%	52%	240%
Carpenters	250	8%	16%	52%	240%
Paper/Parchmentmakers	250	8%	16%	52%	240%
Wheelwrights	275	7%	15%	47%	218%
Jewelers	300	7%	13%	43%	200%
Bakers	350	6%	11%	37%	171%
Caravaner	350	6%	11%	37%	171%
Masons	350	6%	11%	37%	171%
Soapmakers	400	5%	10%	33%	150%
Cooks	450	4%	9%	29%	133%
Watercarriers	500	4%	8%	26%	120%
Traveler	500	4%	8%	26%	120%
Chandlers	500	4%	8%	26%	120%
Rat Catchers	500	4%	8%	26%	120%
Mercers	520	4%	8%	25%	115%
Coopers	520	4%	8%	25%	115%
Pawnbroker	560	4%	7%	23%	107%
Pastry Makers	560	4%	7%	23%	107%
Engravers	560	4%	7%	23%	107%
Midwives	600	3%	7%	22%	100%
Grooms	600	3%	7%	22%	100%
Wine Merchants	620	3%	6%	21%	97%
Haberdashers	620	3%	6%	21%	97%
Silversmiths	700	3%	6%	19%	86%
Scabbard Makers	700	3%	6%	19%	86%
Tinkers	750	3%	5%	17%	80%
Saddlers and Spurriers	800	3%	5%	16%	75%
Fishmongers	800	3%	5%	16%	75%
Butchers	800	3%	5%	16%	75%
Doctors, Unlicensed	800	3%	5%	16%	75%
Purse Makers	850	2%	5%	15%	71%
Wool Merchants	900	2%	4%	14%	67%
Toymakers	900	2%	4%	14%	67%

Blacksmiths	900	2%	4%	14%	67%
Goldsmiths	900	2%	4%	14%	67%
Fishers	1000	2%	4%	13%	60%
Beer Merchants	1000	2%	4%	13%	60%
Artists	1000	2%	4%	13%	60%
Nannies, Governesses	1000	2%	4%	13%	60%
Plasterers	1000	2%	4%	13%	60%
Herbalists	1000	2%	4%	13%	60%
Spice Merchants	1000	2%	4%	13%	60%
Leatherworkers	1000	2%	4%	13%	60%
Tanners	1100	2%	4%	12%	55%
Rope Makers	1100	2%	4%	12%	55%
Buckle Makers	1120	2%	4%	12%	54%
Harness Makers	1200	2%	3%	11%	50%
Painters	1200	2%	3%	11%	50%
Roofers	1200	2%	3%	11%	50%
Cutlers	1200	2%	3%	11%	50%
Fullers	1200	2%	3%	11%	50%
Glaziers	1200	2%	3%	11%	50%
Woodcarvers	1250	2%	3%	10%	48%
Woodsellers	1250	2%	3%	10%	48%
Inn Keepers	1300	2%	3%	10%	46%
Doctors, Licensed	1360	1%	3%	10%	44%
Mendicants	1400	1%	3%	9%	43%
Copyists	1500	1%	3%	9%	40%
Glass Makers	1500	1%	3%	9%	40%
Hay Merchants	1500	1%	3%	9%	40%
Storytellers	1500	1%	3%	9%	40%
Bathers	1500	1%	3%	9%	40%
Millers	1500	1%	3%	9%	40%
Rug Makers	1500	1%	3%	9%	40%
Sculptors	1500	1%	3%	9%	40%
Brothel Keepers	1500	1%	3%	9%	40%
Locksmiths	1500	1%	3%	9%	40%
Instrument Makers	1500	1%	3%	9%	40%
Minstrels	1600	1%	3%	8%	38%
Jongleurs	1600	1%	3%	8%	38%
Jesters	1600	1%	3%	8%	38%
Acrobats, Tumblers	1600	1%	3%	8%	38%
Teachers	1650	1%	2%	8%	36%
Bleachers	1680	1%	2%	8%	36%
Shipmakers	1700	1%	2%	8%	35%
Moneychangers	1800	1%	2%	7%	33%
Bookbinders	1800	1%	2%	7%	33%
Vintner	1900	1%	2%	7%	32%
Glove Makers	1900	1%	2%	7%	32%

Brewers	1900	1%	2%	7%	32%
Bowyer/Fletchers	1900	1%	2%	7%	32%
Skinners	2000	1%	2%	7%	30%
Gardeners	2000	1%	2%	7%	30%
Booksellers	2000	1%	2%	7%	30%
Wetnurses	2000	1%	2%	7%	30%
Sage/scholar	2000	1%	2%	7%	30%
Girdlers	2000	1%	2%	7%	30%
Religious souvenir sellers	2000	1%	2%	7%	30%
Armorers	2100	1%	2%	6%	29%
Weaponsmiths	2100	1%	2%	6%	29%
Advocates (lawyers)	2200	1%	2%	6%	27%
Illuminators	2500	1%	2%	5%	24%
Tilers	2500	1%	2%	5%	24%
Perfumer	2500	1%	2%	5%	24%
Librarians	2500	1%	2%	5%	24%
Judges	2500	1%	2%	5%	24%
Historians	2500	1%	2%	5%	24%
Distillers	2500	1%	2%	5%	24%
Navel Outfitters	3000	1%	1%	4%	20%
Writers	3000	1%	1%	4%	20%
Undertakers	3000	1%	1%	4%	20%
Satirists	3000	1%	1%	4%	20%
Potionmakers	3000	1%	1%	4%	20%
Engineers	3000	1%	1%	4%	20%
Dentists	3000	1%	1%	4%	20%
Professors	3500	1%	1%	4%	17%
Restaurantiers	3500	1%	1%	4%	17%
Grain Merchants	4000	1%	1%	3%	15%
Navagators/Pathfounder	4000	1%	1%	3%	15%
Tax Collectors	4000	1%	1%	3%	15%
Vestment Makers	4000	1%	1%	3%	15%
Tobacco merchants	4000	1%	1%	3%	15%
Taxidermists	4000	1%	1%	3%	15%
Architects	4000	1%	1%	3%	15%
Clock Makers	4000	1%	1%	3%	15%
Astrologers	4000	1%	1%	3%	15%
Slavers	4500	0%	1%	3%	13%
Diplomats	4500	0%	1%	3%	13%
Bankers	4500	0%	1%	3%	13%
Alchemists	4500	0%	1%	3%	13%
Town Criers	4500	0%	1%	3%	13%
Bellmakers	5000	0%	1%	3%	12%
Cartographers	5000	0%	1%	3%	12%
Dye Makers	5000	0%	1%	3%	12%
Inventors	6000	0%	1%	2%	10%

Local Flavor

The flavor of every locale is different. Environment, politics, lore, all change the attitude of an area.

Local Lore

Table HH-6: Local Lore contains a number of potential notes about the area. Read over them and see if any spark any ideas or randomly select some. Three gives a good number of either separate hooks or potentially inter-related issues on which to build a story.

Rumors

If small towns are good for anything, it's rumors. Yet the locals aren't automatically willing to share their hard earned local lore with just anyone. It generally takes a DC 10 Diplomacy check and 1d4 hours of interacting with locals at the market, in taverns, or elsewhere to earn a rumor, but at the GM's whim, an NPC might offer up a random (or even specific) rumor at any point during an adventure. Even false rumors may encourage PCs to seek out parts of town or the environs where adventure or trouble awaits.

Nonstandard Government

Occasionally some areas have a non-standard form of government. The typical assumption of Shadowglade is that villages are led by a mayor, elected periodically or for life or potentially appointed by a larger power, that is generally lawful good, neutral good at worst.

The nonstandard government table, *Table HH-7: Nonstandard Government*, covers unusual occasions, places where a national power or religion takes center stage over and above the normal flow.

Unusual Influences

Outside even the nonstandard government, there are forces that influence local governments, standard or no. These include supernatural forces as well as natural threats, human and inhuman alike. These are unlikely to be in the center of town calling the shots, but they do influence village policy and could potentially be the real power behind the office, the "official" representative of the village nothing more than a puppet. Likewise, the actions of the outside force could influence village policy from anything mundane such as the banning of certain colors that might offend a beast within the woods to curfews, distrust of folks with particularly features such as eye color or unusual height, etc. *Table HH-8: Unusual Influences* lays out several of these options.

Table SHH-6: Local Lore

1	A close town is threatening violence for control of farmland.
2	A local artisan is widely renowned.
3	A local doctor is said to be performing grisley experiments.
4	A local feature is purported to have healing powers.
5	A local person is suspected of performing magic.
6	A new "secret society" is growing in the area.
7	A new, henceforth unidentified, creature has been spotted in area.
8	A recent action has apparently brought misfortune upon the village.
9	A recent death of a powerful figure has left the area in unrest.
10	A renowned local artisan is really a fraud.
11	A resident is organizing a new political power.
12	A strange structure appears from time to time in nearby woodlands.
13	An iconic murderer was from the area.
14	Ancient powerful item said to reside near area.
15	Area bandits are becoming more brazen.
16	Area barkeep reputed hero.
17	Area barkeep reputed villain.
18	Area claims to be town of Harvest Moon lore, hotly contested with another town.
19	Area good for seeing rare or unusual animals.
20	Area has long-held enmity with neighboring area.
21	Area home to firebrand witch hunter.
22	Area home to many coincidences.
23	Area in trade dispute with nearest major power.
24	Area in trade dispute with neighbor.
25	Area is abundant with life
26	Area is home to a level 3 Sage of Westmin, who holds regular lessons and lectures.
27	Area is infested with insects.
28	Area is infested with vermin.
29	Area is near a noble's keep.
30	Area is near an abandoned noble's keep.
31	Area is significantly poorer than it would appear.
32	Area is significantly wealthier than it would appear.

33	Area is site of altered natural laws.
34	Area is sparse of life.
35	Area known for extreme devotion to faith.
36	Area perpetually bleaker than surrounding areas.
37	Area perpetually surrounded by fog/mist/haze.
38	Area reputed to have weak moral character.
39	Area seems eerily familiar to visitors.
40	Area site of former battlefield.
41	Area under martial law/soon to be under martial law.
42	Area woodlands ravaged in destructive forest fire.
43	Area woods said to be home to monstrous beast.
44	Cache of rare minerals recently discovered.
45	Cannibals are said to reside in the distant hills.
46	Cleric was wrongly accused of witchcraft and burned at the stake.
47	Clerics common in area.
48	Common items scarce in area.
49	Community gravesites regularly disturbed.
50	Con artists have been active in area, faking animal attacks.
51	Con artists have been active in area, faking hauntings.
52	Con artists have been active in area, false merchants.
53	Con artists have been active in the area, selling fake potions & cures.
54	Earth tremors occur regularly.
55	Evidence surfaces locally challenging Erislanian Church on Asurik.
56	Evidence surfaces locally challenging Erislanian Church on Erislan.
57	Evidence surfaces locally implying an inversion of Erislan and Asurik's positions and powers.
58	Evidence surfaces locally wherein Asurik portrayed as God of the Dead, Dying, and Death, not God of Killing/Destruction, etc.
59	Fighters common in area.
60	Former resident became significant leader in Ire.
61	Former resident became significant leader in Mir.

62	Former resident became significant leader in Northport.
63	Former resident became significant leader in Shadowglade.
64	Former resident founder/rediscovers of pagan faith.
65	Former resident had special gift/ability.
66	Former resident inventor/mad scientist.
67	Former resident was a wise leader, sought after in area.
68	Former resident was a witch/warlock.
69	Former resident's cruelty widely known.
70	Former resident's generosity widely known.
71	Foul odors in area, linked to caverns.
72	Foul odors in area, linked to cemetery.
73	Foul odors in area, linked to sewage disposal.
74	High ratio of mentally ill or psychotic persons in area.
75	Illness in town, concealed.
76	Illness in town, obvious.
77	Illness in town, over exaggerated.
78	Irregular numbers of wild animals around area.
79	Lands around area home to rare herbs or vast quantities of beneficial herbs.
80	Local area scorched in mysterious fire.
81	Local cave is cursed...
82	Local cave is home to spirit...
83	Local caves contain Ancient Temple to Rheana.
84	Local caves contain Ancient Temple to Asurik.
85	Local caves contain Ancient Temple to Erislan.
86	Local caves contain Ancient Temple to local spirits
87	Local caves contain definitive proof of Erislanian dogma.
88	Local caves contain evidence contradicting Erislanian churches.
89	Local caves contain evidence of ancient beasts, monsters.
90	Local caves contain feral animal lairs.
91	Local caves contain pre-Upheaval carvings.
92	Local expansions reveal pre-Upheaval foundations.
93	Local government widely perceived as corrupt.
94	Local grove is cursed...

95	Local grove is home to spirit...
96	Local home/homesite is cursed...
97	Local home/homesite is home to spirit...
98	Local lake/pond is cursed...
99	Local lake/pond is home to spirit...
100	Local leader is a Cleric of Erislan.
101	Local leader is believed to be ghost/dead.
102	Local leader is believed to be under control of Iber.
103	Local leader is believed to be under control of Ire.
104	Local leader is believed to be under control of Mir.
105	Local leader is believed to be under control of Northport.
106	Local leader is believed to be under control of Shadowglade.
107	Local leader is believed to be vampire.
108	Local leader is believed to be werewolf.
109	Local leader is believed to be worshipper of Asurik.
110	Local leader is specially gifted.
111	Local rock/outcropping is cursed...
112	Local rock/outcropping is home to spirit...
113	Local tree is cursed...
114	Local tree is home to spirit...
115	Local waterfall is cursed...
116	Local waterfall is home to spirit...
117	Majority of folks find the area surprisingly mundane.
118	Monsterious insects seen around area.
119	Monsterious rodents seen around area.
120	Monsterious spiders seen around area.
121	Mysterious deaths in area.
122	Mysterious destruction/property damage in area.
123	Mysterious disappearances of citizens in area.
124	Mysterious disappearances of travelers in area.
125	Mystics, Darkened Skies sect believe area a layline of mystical/divine power.
126	Native residents of the area have a common, hidden, trait.
127	Native residents of the area have a common, obvious, trait.
128	No blacksmith in area.
129	No inn in area.

130	Non-Iren female exhibits druidic abilities.
131	Population is overwhelmingly female.
132	Population is overwhelmingly male.
133	Population is overwhelmingly older, aged 50+.
134	Population is overwhelmingly young, aged 25 or less.
135	Population lacks any youth, aged 25 or less.
136	Rangers common in area.
137	Rarer items unusually common in area.
138	Recent assassination attempt has local leader(s) concerned.
139	Recent expansion has revealed ancient cemetary/burial grounds.
140	Records indicate that this location is home to the grave of an important hero, lost to legend.
141	Residents have a poor work ethic.
142	Residents have a strong work ethic.
143	Residents unusually facinated with magic.
144	Residents unusually facinated with undead.
145	Residents unusually facinated with alternative faiths.
146	Residents unusually facinated with technology.
147	Retired Shadowglade official resides in town, reclusive.
148	Rightful ruler in area is missing, people are worried about him/her.
149	Rightful ruler in area is missing, several vie to fill power vaccuum.
150	Rogues common in area.
151	Ruined foundations and overgrown structures common in area.
152	Rumors persist of dire threats and calamity to befall town.
153	Some residents quietly remark about hearing voices in nearby area.
154	Something fell to the earth from the skies some time ago.
155	Strange beasts seen in area woods.
156	Surrounding lands are unduly taxed.
157	The local water supply has recently become tainted.
158	The local water supply has recently begun to run thin.
159	Theivery is rampant in community, but most feature theft of mundane or unusual items.
160	There has been an influx of settlers in the area recently.

161	There is a growing crime problem in the community.
162	There is a growing rodent infestation in area.
163	There is growing malcontent among population.
164	There is growing religious tension in the area.
165	Travel to area more difficult than similar treks.
166	Unexplained famine plagues local crops.
167	Unfortunate happenings and dark rumors in the area attributed to myth, legend, and are disregarded.
168	Unfortunate happenings and dark rumors in the area dwelled upon by residents.
169	Unfortunate happenings and dark rumors in the area seen of harbinger of worse things to come.
170	Unliving creatures have been sighted in the area.
171	Unusual travelers passed through recently.
172	Water is unusually scarce recently.
173	Water levels are unusually high recently.
174	Wealthy merchants are being killed in their homes.
175	Weather patterns harsher in immediate area than in other areas close by.

Table SHH-7: Nonstandard Government

1-2	Cleric, Iberian Church of Erislan
3	Iberian Inquisitor
4	Ire Warpriest
5	Known Torchbearer HQ
6	Known Torchbearer, individual
7	Known Torchbearer, team (2+)
8-9	Clerics, Iren Lord of the Stars
10-11	Merchant Guild
12-13	Mir Guard
14-15	Northport Guard
16	Pagan faith
17-18	Shadowglade Guard
19	Suspected Torchbearer
20	Thieves Guild

Table SHH-8: Unusual Influences

1	Asurik Cult. Hidden, violent. Numerous disappearances result of cult rites.
2	Asurik Cult. In control of community.
3	Asurik Cult. Secretive.
4	Asurik Cult. Suspected, suspected members avoided.
5	Haunting. Active, replays tragic event.
6	Haunting. Active, seeks closure.
7	Haunting. Active, seeks vengeance.
8	Haunting. Active, violent.
9	Haunting. Passive, unusual occurrences.
10	Haunting. Subdued; excessive paranormal activity will awaken.
11	Shadow organization. Known, avoided.
12	Shadow organization. Suspected.
13	Undead. Intelligent.
14	Undead. Lore.
15	Undead. Scavengers, ghouls.
16	Vampyre. Hidden.
17	Vampyre. Known, controlling.
18	Vampyre. Known, reclusive.
19	Vampyre. Suspected.
20	Witch/Warlock. Beneficial to community.
21	Witch/Warlock. In actual control of community.
22	Witch/Warlock. Known, avoided.
23	Witch/Warlock. Suspected, ostrisized.
24	Witch/Warlock. Unknown, plotting.
25	Wyre, Clan. Active in local affairs, dominates.
26	Wyre, Clan. Stays out of local politics.
27	Wyre, Clan. Supportive of local affairs.
28	Wyre, Clan. Suspected, ostrisized.
29	Wyre, Exiled. Active in local affairs, dominates.
30	Wyre, Exiled. Raids local farms, homes.
31	Wyre, Exiled. Retreats to area.
32	Wyre, Outcast. Fed offerings of animals monthly.
33	Wyre, Outcast. Fed offerings of citizen(s) monthly.
34	Wyre, Outcast. Feeds periodically.

Trust in a Small Town

In the realm of Shadowglade the PCs spend quite a bit of time interacting with and exploring the small towns that dot the countryside. Unfortunately, as strangers to the town, often during a particularly bad time, they aren't initially trusted. Yet as the days roll by, they are faced with numerous opportunities to build upon the town's trust and, eventually, become well liked by the citizens, earning discounts on purchases, free room and board, or perhaps even greater rewards for their good deeds.

Trust

A town's overall trust in the PCs is expressed by a numerical value—a Trust score. This score is shared by the entire party—acts of individual members can affect this total just as surely as acts the entire group takes part in. When the characters arrive in town, the PCs have a Trust score of 20. They can raise their Trust score by doing good deeds, respecting the townsfolk, or completing quests.

Losing Trust

In addition to certain events in an adventure, there are three general ways the PCs can lose Trust points.

Outsiders: Frequently these small towns are beset by their own troubles, with which they want no outsiders involved for fear of shame, meddling, or any other reason. While such a state exists, the PCs lose 1 point of Trust at sundown should they remain in the village.

Obvious Crime: While rumors and whispers of PCs committing crimes are not enough to lower their Trust score (their delight at the opportunity to spread such rumors somewhat offsets this for the locals), every time a PC openly commits a crime in town, the group loses 3 points of Trust. If the crime is particularly violent, the point loss is doubled.

Townsfolk Deaths: Each time a citizen dies under questionable (unnatural) circumstances, the PCs lose 1 Trust point. If the PCs are obviously and directly responsible for the death, or made to appear that way, they lose 6 Trust points.

Table SHH-9: Trust

Trust Score	Purchase Price	Diplomacy Modifier	Reaction	XP Reward
0 (Hated)	Not Applicable	Not Applicable	Angry Mob	—
1-15 (Loathed)	+20%	-4	—	—
16-20 (Disliked)	+10%	-2	—	—
21-25 (Neutral)	—	+0	—	—
26-30 (Liked)	-5%	+2	Friendly locals	400
31-35 (Trusted)	-10%	+4	Free healing	800
36 or higher (Admired)	-20%	+6	Cohort	1,200

Effects of Trust

The table below summarizes the effects of Trust as the PCs accumulate or lose points.

Trust Score: This value indicates the party's current Trust score.

Purchase Price: This lists the surcharge (if a positive value) or discount (if a negative value) the PCs get to all purchases in excess of 10 gp made within the village.

Diplomacy Modifier: This lists the penalty or bonus that the PCs gain on all Diplomacy checks made in town when interacting with citizens.

Reaction: This column lists a specific reaction or reward that the town grants to the PCs upon reaching that level of Trust.

With the exception of "Angry Mob" (which only occurs at the lowest level of Trust, and goes away as soon as the PCs work their way out of this level of distrust), reactions are cumulative.

A party that gains the maximum Trust possible gains the benefit of all the positive reactions.

XP Reward: Award this to the party the first time they reach this level of Trust.

Angry Mob: If the PCs' Trust score drops to 0, they become hated in the village - unless they accomplish a great deed or completely disguise themselves, they can no longer gain Trust points in town. No one in town will sell anything to them, and all Diplomacy checks involving citizens automatically fail. Worse, if the PCs don't quickly leave town, an angry mob is bound to form soon with the intent to capture and imprison the PCs. In a best-case scenario, the mob simply runs the hated PCs out of town, but at the GM's whim, the mob might simply cut to the chase and lynch them all.

Friendly Locals: Most locals smile and greet the PCs by name when they cross paths on the street. Children are often seen pretending to be heroes similar to the PCs, while

the PCs themselves might find villagers willing to buy them a drink at the tavern, invite them to dinner, or even steal them away for a romantic encounter. The specific awards of this level will vary, from gifts of minor items at the local store to free room and board at the local inn.

Free Healing: At this point the town's head priest offers the PCs healing free of charge as long as they're in town - he'll only charge for expensive material components for any spells he casts for them.

Cohort: At the highest level of trust, the PCs can gain the direct aid of some of the town's more powerful NPCs. The sheriff might agree to accompany them on an adventure for the sake of the town, for example. Exactly how this benefit plays out is up to the GM. (Chapter 9 of the **Pathfinder RPG GameMastery Guide** provides dozens of NPC stat blocks for just such occasions.)

Optional Rules for Trust

Above are the basic rules for trust and their own mechanics, reproduced for convenience as it is a wonderful system for this campaign setting. Ahead are a number of optional rules for handling Trust in Shadowglade particularly. These are not all necessary to use the basic trust rules, just different methods to use trust including methods by which trust may begin higher or lower than the neutral twenty.

Should an effect elevate trust to a new stage by virtue of starting effects, such as party makeup or an initially higher community trust to begin with, it is recommended that the party not be awarded the experience points for "reaching" that level of trust.

However, should circumstances erode the party's trust in the community and, through their own actions, they can earn that trust back it is perfectly acceptable to reward them then. The important thing is to not hand out experience simply because circumstances started the party with an elevated trust level.

Different Kinds of Trust (Optional Rules)

Trust varies. What impacts trust varies by the community, determined by their views, goals, and social mores. Ahead are some different communities and the trust they could require. Note, many of these are penalties for actions; each adventure should award trust as appropriate to the nature of their actions and the community make up.

Pious A pious community's faith is inseparable from their identity. As such, anyone who shares their faith is welcome while anyone who does not is looked at askance. Likewise, actions taken that promote their faith, ideals, or morals are looked on favorably whereas actions taken that contradict their faith are looked down upon or potentially bring more dire consequences. This can include mundane faiths

and rituals such as prayers before a community meeting or meal or observing certain days or holidays. This also includes more important, or more morally questionable actions; the Salem Witch Trial, for example, was a religiously and community driven act where accusations were taken at face value and prosecuting "witches" was a moral imperative.

Blasphemy: A party member committing an obvious act of blasphemy costs the party up to 6 Trust points.

Contradictory Action: Performing an action that contradicts the faith, or refusing to engage in a community act meant to bolster or pay homage to the faith can cost the party between 1 and 3 Trust.

Obviously Different Faith: At sunset of each day, the party loses 1 Trust if they harbor a member of an obviously different faith or if their difference of faith becomes known.

One of the Flock: Whenever a party member publicly honors a tradition of the faith for the first time, the party earns 1 Trust.

One Of Us: The party begins with an additional 3 Trust per party member who is an obvious adherent to the local faith.

Notorious Notorious communities are dens of scum and villainy, but there is still honor among thieves. They gauge their trust and loyalty based on the words, deeds, and associations of someone, not vague ideals and not abstract laws. When you are accepted as a part of such a community you are family, but once you have earned the enmity of these groups may the heavens have mercy on your soul.

Cross the Line: Business is business, this the community understands. But going after family is another matter entirely. Should the party become responsible for the death of a community member, especially while pursuing the law, they have crossed the line and lose between 6 and 10 Trust.

Johnny Law: At sunset of each day, the party loses 1 Trust if a member is of an obviously lawful alignment or a member of an obviously lawful organization.

Not Bad: Whenever a party member publicly stands up for the community or predominant family for the first time, the party earns 1 Trust.

Smell A Rat: Should a party member take an action grounded in a lawful stance to the detriment of a member of the community, the party loses between 1 and 3 Trust.

You're Alright: Whenever a lawful or good character allows a minor indiscretion to "slide" for the first time, the

party earns 1 Trust and does not incur a loss of Trust at sundown for harboring a lawful character.

Others

Many other communities take different aspects of life quite seriously. These aspects can color the community's ability to trust others, especially outsiders. Feel free to explore a variety of communities and develop similar concerns as appropriate.

Singular Trust (Optional Rules)

Trust is intended to represent the faith the community has in the party. For a group with a diverse makeup, however, it may work out that every person has a unique disposition and with it acceptance in the community.

Under these rules, each party member tracks their own trust. Initial effects that elevate the party's trust elevate all member's individual trust. Effects that alter trust increase or decrease the trust of the individual and raise or lower the trust of the rest of the party by 1/2 the amount, rounded up.

Home Field Advantage (Optional Rules)

This rule is appropriate for singular trust optional rules. Characters who grew up in towns or neighborhoods are more apt to be more welcome. Unless the character has a particularly dark background, consider that character's starting trust in the city or neighborhood of their origin to be higher. Use the following chart to determine starting trust levels.

Table SHH-10: Home Field Advantage Trust

Alignment	Trust Modifier
Lawful Good	+6
Good	+5
Chaotic Good	+4
Lawful Neutral	+3
True Neutral	+2
Chaotic Neutral	+1
Lawful Evil	+0
Evil	-1
Chaotic Evil	-2

Please note: lawful evil is tolerated and not penalized only because the character is known; while the community may not like the individual, they know what to expect of them and trust that, while they might do despicable things, they are less likely to break any laws.

When not using singular trust rules, average the modifier for the whole of the party to track the response of the town to the group as a whole.

Society & Trust (Optional Rules)

When using settlement traits and qualities in your campaign setting, consider tying Trust to the settlement's Society score. A positive Society is more friendly and welcoming, easing new travelers into a community and adding the community's Society to the initial Trust score, whereas a negative score lowers that initial Trust, representing a more close-minded community less interested in outsiders.

Troublemakers (Optional Rules)

Accusations are a terrible thing, especially in small town life. Those making accusations, especially those that seem unfounded, run the risk of alienating the populace and bringing the community's wrath down upon them.

Whenever the party would interact with NPCs in the community and attempt to turn the community against an individual, the community's trust plays an important factor. The Diplomacy modifier as a result of trust levels speaks to how much the community believes the party, but comparative trust determines what happens after.

When the party makes an accusation against a community member, the community member is always assumed to have greater trust than the party; this person grew up in the town, has been a resident for a significant amount of time, etc. Thus, calling out a community member with what the community believes to be false accusations can be damaging. Failure of any Diplomacy check made to negatively alter the attitude of community members about one of their own results in a loss of 1 to 3 Trust.

Outsiders are a bit of a different story, but not by much. Comparative trust plays a greater role here: when making an accusation about an outsider the community weighs its own trust in both sides. Challenging an outsider with a higher trust is dangerous and can result in the loss of several trust points, 2 to 5, as the party appears to be instigating and bringing outside matters into the community. Challenging an outsider with lower trust is less dangerous overall, as similar failures lower trust by 1 or 2 points, but the trade off is the other outsider earns trust by the same margin. Thus, multiple, unfounded, accusations against an outsider of lower trust could quickly cause the town to turn as they place less trust in the party and more trust in the other outsider who is being unfairly persecuted.

In neither case is trust rewarded for success; such circumstances either award their own success in protecting the town or are terribly unfortunate events in the first place that no one in town would want to see come to pass anyway.

Additional Settlement

Features

The **Pathfinder Gamemastery Guide** introduced the Settlement Stat Block and associated features, indicating special or unique modifiers to the area. Perhaps, because of the shadow council of thieves who run the city it is easier to bribe folks, or because of the good will of the community strangers are more welcome.

Ahead are some additional features rooted in Shadowglade's environment and rules provided herein but ultimately suitable for almost any campaign setting.

Settlement Government

Garrisoned: The settlement is home to a military or mercenary garrison who oversee the law of the land. (*Law +4; Crime and Society -2; -5 Danger*)

Guilded: The settlement is overseen by a consortium of guilds whose first interests are always to protect their profits. (*Corruption and Economy +3; Law and Society -3*)

Settlement Qualities

Black Market: The settlement is home to an unspoken but well known black market. (+2 *Crime, Economy, Lore; Society -2*)

Friendly: The settlement is genuinely friendly and open. (+2 *Society; -2 Crime*)

Isolated: The settlement is isolated, by choice or environment. (-2 *Economy, -5 Trust*)

Open Society: The settlement, while not directly friendly, is an open book with no secrets to speak of. (+2 *Lore and Society; -2 Law*)

Trade Stop: The settlement exists along a trade route. The actual residential level is quite low, but because of the influx of travelers it is capable of supporting a more diverse group of trades and craftsmen. (+2 *Economy, add 1000 to the population when determining supportable professions and amenities*)

Character Traits

Characters interact with these small communities; many of them will hail from such small burghs. Consider offering the following traits when using these included rules.

• One Of Those Faces

You have "one of those faces" that people can't seem to resist.

Benefit: Whenever the party would gain Trust, they gain 1 additional Trust point.

• Razzle-Dazzle

Your big city ways confuse and awe the quiet country folk.

Prerequisite: cityfolk race

Benefit: Because of the curiosity of your visit, you do not suffer the penalties of being "disliked" in a community. Locals want to learn more about you, even if you are off-putting. Further stages of negative trust still apply however.

• Small Town Kid

You grew up in a small town and understand the struggles these people face. While traveling, you have a way of speaking with and interacting with these folks that allays their fears.

Benefit: At sundown your character's presence outweighs the effect of up to one other party member should the group otherwise lose trust with the community. For example if a lawful member is in the party while visiting a notorious community, your presence prevents the party from losing a Trust point. If there are two lawful members of the party, however, you still lose the one point.

Old Nobside Reserve

LN small town

Corruption -2; **Crime** +0; **Economy** +0; **Law** +0; **Lore** +0; **Society** +0

Qualities Holy site, pious

Danger +0

DEMOGRAPHICS

Government Council (appointed officials with elected mayor)

Population 1528; **Size** 44 sq. acres, 748 structures

Noteable NPCs

Kendrick Guyett Former Iren cleric, now mayor-elect (male cityfolk cleric5/expert2);

Dane Benet Retired Shadowglade Knightguard captain (male normalfolk fighter5/expert1)

MARKETPLACE

Base Value 10,000 gp; **Purchase Limit** 60,000 gp

Old Nobside Reserve, also called Old Nob, is something of a tourist town several miles from the southern coast in the Midlands. A bustling city of about 1600 folks, it is a through-point for the smaller villages deeper into the woods as well as a destination for the faithful.

The city is home to a spring said to perform miraculous wonders in the name of Erislan. A point of pride for the Iberian Church to the Lord of the Stars, the spring is one of their few mainland havens for the faith. Here they have erected a number of public bath houses, free to all though supported by generous donations by patrons. They are a popular stop for weary merchants on their way through to the darker woodlands and a mecca of sorts for those who cannot make the trek to Ire itself.

The city is governed by a former Iren cleric, Kendrick Guyett (male cityfolk cleric5/expert2), a stern and proud man who governs the city by the laws of Erislan.

As a result of both the shrine and their mayor-elect, the city is a pious and just city. Crime is low, corruption non-existent, and the people fair and just.

Old Nob isn't exactly the warmest of cities, however. Many of the residents have adopted the stoic ways of their leader and a certain strict interpretation of the church doctrine. Men and young boys of the city are a serious lot, rarely cracking a smile in public. They carry about their lives in an incredibly regimented fashion, refusing to deviate from their daily schedules. The women of the city are likewise rigid, adopting many of the niches of Iren women, tending to the homestead and flocks, education, and basic management of the city.

Residents of particular interest include the reclusive Dane Benet, a retired Shadowglade knightguard officer. Little is known about the man except that he maintains an apartment in the city, but he is rarely seen there. Some believe he is there to keep an eye on Guyett for his home city, others assume there must be something about the shrine that intrigues the enigmatic Order of the Ebon Throne. On the rare occasion he is questioned about it, however, Benet simply smiles and recommends the questioner have a rest at one of the many bath houses the city is famous for.

Trust In Old Nobside

Old Nob is a town dedicated to worship of Erislan. As a pious town under the rule of a former Iren cleric, law and order are the primary focus for the citizenry. As a tourist destination they have tempered their expectations slightly but prefer outsiders leave as quickly as possible. The following matters will affect trust in the town.

Eyes of the Cleric: Iren law is stern, as is Kendrick Guyett. At sunrise, the party loses 1 Trust if a member of the party is of a chaotic alignment.

Overstayed Welcome: On the fourth morning the party remains in town, and on every morning thereafter, the party loses 1 Trust unless Liked.

Welcome Guest: At sunrise, the party gains 1 Trust if a member of the party is of Iren heritage.

Legend of the Springs

The story goes that many years ago, around the time of the Nights of Ember Rain when the drought choked the land, a young man had settled near the springs. Day in and day out he worked the fields, but without the rains the fields were for naught.

One night, as he was praying as he did every night before bed, the property began to shake and the walls of the house rattled. Rushing outside, the young man was just quick enough to see a brilliant beacon of light shining from the heavens and racing toward his home and property. Seconds later, the bolt of light struck the small, rocky outcroppings just beyond his tilled lands. Racing out to see what it was, he found the bolt had dug deep into the rock-face and earth, from which sprang a brilliant, clear, clean, flow of water, sweet to the taste and warm to the touch. The water would be used through the summer to irrigate his drought-stricken fields, which grew fuller and stronger than any he had ever seen before. The crop that fall fed many villages near him, all grateful for the blessings Erislan bestowed upon him.

As word spread about the miraculous spring water, more and more people flocked to his farm and, slowly, a village sprang up around it, which continues to grow to this day.

Old Nob Spring Water

Aura faint good; **CL** -
Slot - ; **Price** 30 gp; **Weight** 1 lb.

DESCRIPTION

As holy water, though after consuming a bottle you gain a +3 alchemical bonus on Fortitude saving throws against disease and poison for the next hour. If already infected, you may also make two saving throws (without the +5 bonus) that day and use the better result.

While it only “costs” 30 gp per bottle, the amount is the minimum suggested donation to the Iren Church to the Lord of the Stars to take a bottle with you. Only one bottle is allowed per patron per month, and the clerics managing the dispersal of the waters keep accurate records. As such, a character often only possess one bottle at a time.

While it isn't fully explained, a week after the water has been bottled it begins to lose its potency. For each week after the first, it grants a weaker bonus, starting at +3, then +2, +1, and finally +0, when it is treated as a basic flask of holy water.



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