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GM'S MISCELLANY:
VILLAGE BACKDROPS II



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GM'S MISCELLANY: VILLAGE BACKDROPS II

Village Backdrops are short, richly detailed supplements that each present a single village ready to insert into almost any home campaign. Perfect for use as a waystop on the road to adventure, as an adventure site themselves or as PC's home, Village Backdrop present the details so the busy GM can focus on crafting exciting, compelling adventures. This GM's Miscellany collects together the second twelve Village Backdrops, along with bonus, never seen before material, together in one place.

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Thank you for picking up the free version of *GM's Miscellany: Village Backdrops II*; we hope you enjoy it. If you want more cool details about the villages herein check out the full version of *GM's Miscellany: Village Backdrops II*!

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ABOUT THE DESIGNERS

Christian Alipounarian has been wasting copious amounts of time gaming since 1981. He joined the Living Greyhawk campaign staff in the nineties as regional adventure coordinator and editor for the Kingdom of Keoland region. He has written many rounds of modules for not just that campaign but also for the RPGA's Living Kingdoms of Kalamar and Living Death campaigns, as well as for the independent Legends of the Shining Jewel. He was a playtest lead for the 4th Edition Dungeons & Dragons game and is a contributor to products produced by Empty Room Studios Publishing and Raging Swan Press. He holds an undergraduate degree in history and a graduate degree in social science. He lives in northern New Jersey with his cat, Ava.

Alexander Augunas lives outside of Philadelphia, USA where he tries to make a living as an educator. When he's not shaping the future leaders of tomorrow, Alex is a freelance writer for esteemed Third-Party Publishers for the Pathfinder Roleplaying Game such as Radiance House (Pact Magic Unbound series) and Raging Swan Press (Alternate Dungeons series) and acts as a co-host and blogger on Know Direction's Private Sanctuary Podcast, where he has earned the nickname, "The Everyman Gamer." Recently, Alex has forayed into the realm of First-Party Freelancing and also operates his own publishing company, Everyman Gaming, LLC.

John Bennett makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to

the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

Creighton Broadhurst lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An *Ennie Award* winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at creightonbroadhurst.com.

Robert Brookes was one of the top 4 finalists in Paizo Inc's RPG Superstar 2014 competition. He is a freelancer with a background in video game design both as a content designer and concept artist and leverages that experience in his tabletop design. You can find more of his design insights and OGL creations at his personal Pathfinder blog, the Encounter Table encountertable.blogspot.com.

Alex Connell loves games of all sorts. He plays tabletop games, computer games, Xbox games, board games and card games. Pathfinder, EVE Online, Skyrim and Agricola are some of his favourites, in no particular order. Raging Swan has been one of his favourite third-party publishers for the Pathfinder RPG, and it's a thrill to be writing for them.

Alex is married to another gamer, and they have one son. They live in Ohio, in the middle of nowhere (as it turns out, everywhere in Ohio is the middle of nowhere). When he's not

gaming, Alex is a pastor, most recently serving as a pastor for teens and their families in Ohio. Useless fact: Alex played a Fire Wizard in his most recent campaign.

Greg Marks is an evil mastermind directing his criminal army of precocious felines from the birthplace of gaming: Lake Geneva, Wisconsin. He and his cat minions have worked on products for multiple editions of Dungeons and Dragons including *Complete Scoundrel*, *City of Stormreach*, *Dragon Magic*, and *Dungeon Delve*. They have written numerous adventures for the RPGA along with administering many of their organized play campaigns with Living Forgotten Realms being the most recent. Greg and his cats have also contributed repeatedly to all incarnations of Dragon and Dungeon Magazine, and co-authored several products for Fantasy Flight Games' Midnight setting including: *Star and Shadow*, *Hammer and Shadow*, *Legends of Shadow*, and *Honor and Shadow*. He has previously worked for Raging Swan Press on *So What's the Zombie Like, Anyway?*, *Dungeon Dressing: Secret Doors*, *Dungeon Dressing: Thrones*, *Wilderness Dressing: Travellers* and *Dungeon Dressing: Gates & Portals*.

Brian Wiborg Mønster hails from Denmark the ancient Viking kingdom, where he lives with his overbearing wife and two young sons, whom he trains to be wizards, although it seems that a bard and a barbarian is most likely result of his manipulation. He has played RPGs since 1990 and has tried a variety from AD&D, Call of Cthulhu, TMNT, and Star Wars, the old D6 version mind you, not the modern D20. Today it is Pathfinder he mainly plys his evil trade in.

He started GM'ing mainly because he thought the dungeons he explored were built by kind-hearted souls, he was convinced that a trap should aim to kill or at least seriously maim, because why else would you bother with using the trap to protect your precious dungeon? This idea was sparked by his exposure to Grimtooth the Troll and his magnificent traps. He has been

called an evil GM but he usually just replies "I am a realistic GM, and you take 65 points of damage, so roll up a new character!" Apart from rpgs he also enjoys everything Sword and Sorcery be it books, comics, RPGs, or movies, especially Conan.

C.M. Simpson lives in Canberra, Australia, where she studies mischief, writes copious scribblings designed to drive the most patient of scholars to madness, and plays paparazzi to the local wildlife. As well as this piece for Raging Swan, she has written and edited for Wizards of the Coast, Goodman Games and Lyrical Press, but now spends much of her time writing and publishing her own fantasy, science fiction, speculative fiction and poetry, while swapping beta reads with other writers. Her adventures, endeavours photographs, and occasional opinion can be found at cmsimpson.blogspot.com.au and her sporadic forays into making pictures can be found at cmsimpsonartandphotography.blogspot.com.au.

Mike Welham has been gaming off-and-on for over 30 years. While he has played using numerous game systems, he has always had a fondness for Dungeons & Dragons and its offshoots. The third edition of Dungeons & Dragons renewed a flagging interest in roleplaying games, but the introduction of Pathfinder sparked a long-dormant desire to write for roleplaying games. Mike has written for Clockwork Gnome Publishing, Open Design, Paizo, and Rite Publishing, and (much to his surprise) he won Paizo's RPG Superstar contest in 2012. He is quite happy with the prospect of his first publication with Raging Swan Press.

Mike lives in Kernersville, North Carolina, with his ever-patient wife, two roleplaying game-savvy children (one has started his university career, however), a puggle, three cats and a turtle. He believes the solution to the impending empty nest syndrome will be to allow more creatures of his imagination to make themselves at home.



AGRAVAINE'S REST AT A GLANCE

Agravaine's Rest is the unlikely name for a haven of half-orcs and orcs, set at the mouth of a remote mountain pass. Flanked by steep cliffs and impenetrable mountains the Rest's strategic location has brought both wealth and danger to its inhabitants.

Built around the crypt of a famed paladin crusader, the shadows lurking in the way station's past, and the secrets prowling its doorstep, could lead to the downfall of this wilderness fortress. Days from the nearest village, and weeks from the nearest town, the Rest is known as a refuge. A destination for pilgrims and travellers alike, Agravaine's Rest is the last chance for resupply before taking the pass leading through the mountains.

Manderuk, the paladin's faithful orc squire, followed the doomed Agravaine on his last adventure into the mountains and then had to bury him at their foot when they returned. He founded the Rest around his master's crypt as both a way station and memorial to his master.

Agravaine's Rest is run by a half-orc fighter, a direct descendent of Manderuk. Chagruk is firm but fair, enforcing a straight-forward set of rules to keep both the inhabitants and visiting caravans safe. The surrounding country is home to great cats, ogres, orcs and trolls, but also hides an as yet undiscovered small coven of hags.

Visitors are met with equanimity and directed to what they require most. Those showing an open dislike or hatred for orcs and half-orcs are told they are welcome to spend the night outside the walls, if they'd rather. Most choose to stay.

DEMOGRAPHICS

Ruler Chagruk (LN male half-orc fighter 9)

Government Autocracy

Population 167 (62 half-orcs, 36 humans, 30 orcs, 16 half-elves, 11 gnomes, 8 halflings, 3 elves, 1 half-ogre)

Alignments LN, NG, NE

Languages Common, Dwarven, Elven, Gnome, Goblin, Orc

Corruption -2; **Crime** 0; **Economy** +1; **Law** +1; **Lore** +1; **Society** +0

Qualities Holy site, strategic location

Danger 10; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Chagruk (location 3 or 5; LN male half-orc fighter 9) Chagruk is a skilled warrior who rules his domain with a firm hand.

Duskelgorth (location 9; NG male half-ogre expert 3) The hulking Duskelgorth runs the dry goods store.

Haskelar (location 4; NG male half-elf rogue 5/assassin 4/cleric 2) Haskelar serves the goddess of healing and redemption, but was once an assassin. He seeks peace and forgiveness.

Havgerek (location 5 or 12; male NE human fighter 5) This burly fair-haired man, has a north-coaster's fair skin, the foul mouth of a sailor and a strong sword arm.

Kavag (location 2; LG male half-orc expert 2/cleric 4) Kavag is the local smith and a priest of the god of protection and forges.

Meenaka (location 4 or 5; NE female half-orc commoner 2) Meenaka came from the mountains to serve as a tavern maid, and is now Chagruk's lover.

Wheeler (location 8; LN male giant half-orc expert 2/warrior 1) This giant of a man is both a cooper and a wheelwright.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Agravaine's Crypt:** This converted cave holds Agravaine's mortal remains.
2. **Kavag's Forge:** This locale is a place of weaponry and prayer.
3. **Lenders Lodge:** This currency exchange houses a small temple dedicated to the god of wealth and merchants.
4. **Haskelar's Hospice:** This long hall is a centre for healing.
5. **Mauler Headquarters:** This building is a hall, barracks, armoury and arena; it is home to the mercenary company Manderuk's Maulers.
6. **High Rock Hearth:** This inn is known for excellent food, comfortable beds and home-like atmosphere.
7. **Deep Wood Caravanserai:** Three hard-eyed elves run this sanctuary of peace and quiet.
8. **Wheeler's Wagon Repair Shop:** Wheeler always has a good stock of wagon wheels, canvas, rope and harness.
9. **Duskelgorth's Dry Goods Store:** No one steals from this shop – it's run by the only half-ogre in the village.
10. **The Tucker Tinkery:** This is a workshop for a small party of gnomes seeking to develop longer lasting supplies.
11. **Grekkel's Gardens:** Villagers tend vegetable gardens here.
12. **Tilkerek's Drinking House:** This establishment caters mostly to the Maulers, caravan guards and drivers.

MARKETPLACE

Resources & Industry Hospitality, protection, trade

Base Value 550 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 5th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Agravaine's Rest, the following items are for sale:

- **Potions & Oils** *cure light wounds* (50 gp), *shield of faith* (50 gp)
- **Scroll (Divine)** *aid* (150 gp), *divine favour* (25 gp)
- **Weapon** *screaming bolt* (267 gp)
- **Wondrous Item** *horn of fog* (2,000 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Agravaine's Rest. A successful check reveals all the information revealed by a lesser check.

DC 10: Agravaine discovered the pass, and died after being wounded by trolls. Agravaine's squire founded the village.

DC 15: Agravaine's squire fell in love with, and married, Agravaine's daughter. The way station attracts a lot of orcs and half-orcs wishing to break free of racial prejudice.

DC 20: The cause of Agravaine's death is unknown. While most think it was caused by his injuries, rumours suggest a darker power was behind the attack and his death.

DC 25: Some of the creatures in the nearby mountains are showing signs of being organised by something, or someone.

VILLAGERS

Appearance Many of the villagers are of orcish descent, and have dark hair, tan to olive green or brown skin and green, brown or dark brown eyes.

Dress The villagers dress tidily according to their trade, and most carry a simple weapon for personal protection.

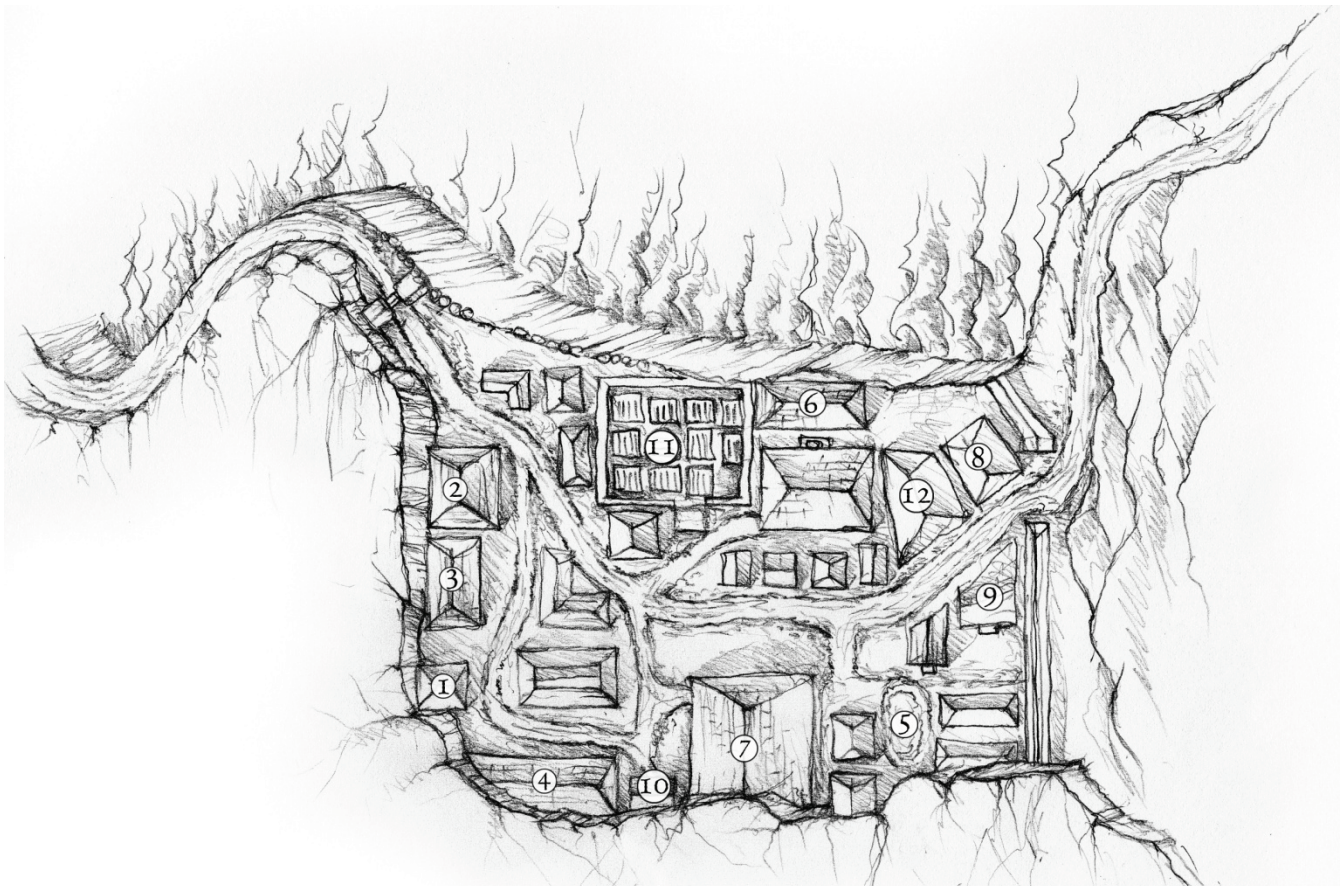
Nomenclature *male* Chagruk, Manderuk, Kavag, Oskvan; *female* Meenaka, Kelika; *family* Tinker, Smith, Wheeler, Innkeep.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Agravaine's Rest and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

| D6 | RUMOUR |
|----|--|
| 1 | Havgerek, one of the Maulers, is volunteering for more night work. Some say he is afraid of sleeping. |
| 2 | Haskelar lost his entire family in a plague on the coast and cannot bear the sea. That's why he became a healer. |
| 3 | Something evil is abroad in Agravaine's Rest. The shadows near Agravaine's tomb seem filled with menace. |
| 4 | Meenaka occasionally goes into the mountains alone, but nothing seems to bother her. |
| 5* | One of the children dropped a loaf of bread in the street and it exploded. He won't say who gave it to him. |
| 6* | The misty form of Agravaine's ghost has been seen walking the streets. |

*False rumour



CHASM AT A GLANCE

This ramshackle, rough-and-tumble village is the sole stop for many miles along a well-worn road winding through the badlands. Formerly known as Callowright, the origin of the village's new name is unmistakable – a great gorge has rent the earth here, and the ruined wreck of half the village's buildings that slid into the ravine can still be seen below. A crazy latticework of rope bridges crisscross the chasm connecting ledges and caves. Skulking around in the chasm's shadowy depths are the rarely-seen deep dwarves – the evil duergar – who have been united by tragedy into an uneasy but mutually beneficial alliance with the villagers. Adventurers often come to Chasm, for arms and armour of adamantine, mithral and other more exotic materials may be found here.

DEMOGRAPHICS

Ruler Mayor Kuno Allahan (NE male human bard 5) and Clanmaster Urgot Hellhammer (LE duergar barbarian 2/fighter 4).

Government Contested

Population 198 (101 humans, 81 dwarves (all duergar), 6 half-elves, 4 elves, 3 half-orcs, 3 halflings)

Alignments LN, LE, N, NE

Languages Common, Dwarven, Undercommon

Corruption +2; **Crime** -3; **Economy** +1; **Law** +2; **Lore** -1; **Society** 0

Qualities Prosperous, racially intolerant (non-duergar dwarves)

Danger +0; **Disadvantages** none

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Annelben Khune (Location 1; CG female human rogue 7) Khune is the proprietor of The Slide, the town's sole inn. She's mainly honest, but sometimes cheats evil folk.

Burr Kander (Location 3, LN male human expert 5) Kander is Chasm's most renowned weaponsmith. He lives in a small house adjacent to the smithy.

"Daft" Fulco (Location 8, CN male human druid 3) Every few weeks, a strange but familiar figure wanders into Chasm. This old fellow is wild-eyed and dishevelled, his mismatched clothes almost in tatters.

Pyvanel Aldarrae (Location 6, N male elf expert 4) This elf hardly looks like a smith, with a slender build even by the standards of his kind. He is the proprietor of Aldarrae's Steel Skin and lives in a small apartment over the shop.

Katredies Pick (Location 2, NG male human expert 3) Katredies runs The Dour Beagle. He is one of the few people who views the opening of the chasm as a positive event.

Vennisair (Location 11, LN male half-elf [appears human with *hat of disguise*] sorcerer 8) Publicly the owner of the Chasm Trading Post, he is in truth the only surviving apprentice of the sorceress Jeriaster whose digging led to the calamity that befell the village. He conceals his identity with a *hat of disguise*.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **The Slide:** Once a sprawling inn and tavern known as The Roadside, this structure straddles the great earthen rift.
2. **The Dour Beagle:** With the destruction of The Roadside's taproom, The Dour Beagle became the only bar in town.
3. **Kraken's Arms:** Burr Kander and a trio of harried apprentices work the forges of this armsmith.
4. **The Holy House:** This square structure has unadorned stained glass windows. Inside, shrines to various deities can be found.
5. **The Web:** Rope bridges crisscross the chasm and provide access to the duergars' mines.
6. **Aldarrae's Steel Skin:** Pyvanel Aldarrae and his two elven apprentices forge all manner of metals into armour.
7. **The Old Well:** This well is boarded up and sealed tight with crisscrossing planks and bolts.
8. **The Tower:** The tower that was Chasm's genesis still stands in the village; it hangs perilously over the edge of the chasm.
9. **Cavern Entrances:** All entrances to the duergar caverns are guarded; access for non-duergar is forbidden.
10. **The Stone Heroes:** A quartet of statues stand here.
11. **Chasm Trading Post:** The Chasm Trading Post is home to Vennisair, a quiet, intense trader who has driven all competitors out of business.

MARKETPLACE

Resources & Industry Mining, smithing, trade

Base Value 1,300 gp; **Purchase Limit** 7,500 gp; **Spellcasting** 1st; **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6 (arms and armour only)

When the PCs arrive in Chasm, the following items are for sale:

- **Armour** elven chain (5,150 gp), mithral shirt (1,100 gp), +1 *scale mail* (1,200 gp), +1 *full plate of light fortification* (5,650 gp), +1 *glamered leather armour* (9,160 gp).
- **Potions & Oils** *bless weapon* (50 gp), *cure light wounds* (50 gp), *darkvision* (300 gp), *neutralize poison* (750 gp).
- **Scrolls (Arcane)** *lightning bolt* (375 gp), *unseen servant* (25 gp), *wall of fire* (1,125 gp).
- **Weapons** cold iron masterwork longsword (330 gp), +1 *ghost touch greataxe* (8,320 gp).

GOVERNMENT TYPE: CONTESTED

A contested settlement has more than one ruler. These rulers compete among themselves for control of the settlement. (*Corruption* +2; *Law* +1).

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about the village. A successful check reveals all the information revealed by a lesser check.

DC 10: Chasm is a village that stands along a trade route that passes through badlands. It got its name because years ago, a rift opened and sent half the place careening into the fissure. Dwarves are not welcome in Chasm.

DC 15: The people of Chasm have a peace agreement with a clan of duergar who bring forth rare metals from their mines. Skilled village smiths forge the metal into arms and armour.

DC 20: A sorceress built a (now abandoned) tower in the village. The sorceress disappeared at the same time as the chasm opened and the duergar emerged. Few believe this is a coincidence. Her fate, and that of her apprentices, is unknown.

VILLAGERS

Appearance Dusky skinned with slight yellow undertones, rich black or deep brown hair, and almond-shaped eyes. Most are well-tanned, with those spending a great deal of time outdoors having almost leathery skin.

Dress They dress in loose-fitting, cool clothing, often stained red by the rust-coloured mud of the badlands.

Nomenclature *male* Alaric, Horsa, Odo, Warin; *female* Adela, Frida, Ima, Saxa; *family* Batini, Fosi, Njars, Ubi.

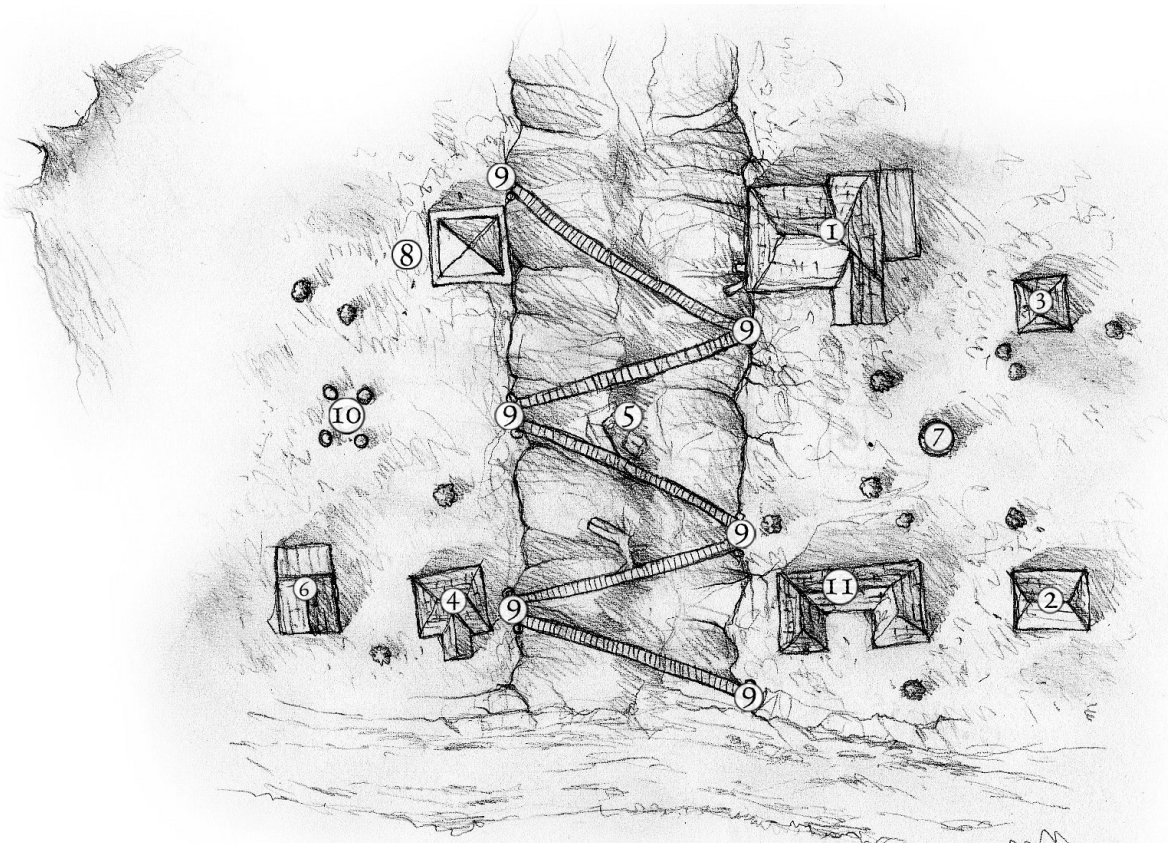
WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6 RUMOUR

| | |
|----|---|
| 1* | The tower has a secret passage that leads to the duergar caverns. It is magically warded. |
| 2 | The creature that lived in the old well was a devil accidentally summoned by Jeriaster's apprentices. The creature was bound inside a magic circle, but the circle was compromised when the chasm opened. |
| 3 | The four petrified adventurers would reward their rescuers handsomely if someone could find a way to restore them. |
| 4 | "Daft" Fulco is a druid. He was driven insane when he saw something no one was meant to see. Now he just grows vegetable and mumbles to himself. |
| 5 | Mayor Allahan is a cultist of some sort of evil being. He is intent on bringing the being's influence to Chasm and has been skimming money from the village's coffers to do so. |
| 6 | Burr Kander of the Kraken's Arms isn't looking too well lately. Some say he's dying. |

*False rumour



HJALWARD AT A GLANCE

Thousands of years ago, the Vurdfell Spine stood as the western bastion of the sprawling frost giant kingdom of Isgiltur. Little remains of Isgiltur; now these lonely, snow-capped peaks are famed only for their inhospitable terrain. One remnant of Isgiltur is the Hjalward, a colossal wall of stone following the Vurdfell Spine for nearly 200 miles, crossing over the crown of Mount Kalisford. It is an engineering marvel, sixty feet thick and 200 ft. tall, supported by flying buttresses. Every ten miles rises a 500 ft. tall watchtower, called an augan in Giant. Each was crowned with an iron brazier that—when filled with timber and lit—can be seen by adjacent augans.

Today, one third of the Hjalward stands at its full height and only nine of its 196 augan remain intact. Thirty-seven breaches rent the wall; some created by monstrous incursions, others by time itself. Most of the intact augan stand in remote portions of the Vurdfell Spine, serving as lairs for monsters.

A surviving augan on Mount Middenvurd's southern slope is the centre of a young frontier village of miners come to find fortune in the shadow of giants. Named after the monolithic ruin, the village has a rough history speckled with silver and blood. Founded seven years ago, it began as a prospecting camp after Olan Hammersfell discovered silver deposits in the Wolfsbane basin at the foot of Mount Middenvurd. Trekking up the mountain, following the flow of the Wolfsbane River, Olan found not only surface deposits of silver in the higher reaches of the mountain beneath the snow and ice, but also the ruin once tended by the land's departed giant masters.

DEMOGRAPHICS

Ruler Olan Hammersfell

Government Autocracy

Population 188 (182 humans, 4 dwarves, 2 half-elves)

Alignments LN

Languages Common, Giant

Corruption +1; **Crime** -1; **Economy** +0; **Law** 0; **Lore** +0; **Society** -1

Qualities Prosperous

Danger 0

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Alvar Rurig (location 1; N middle-aged male human expert 3)
Alvar was a skilled weaponsmith in his youth, but an injury that took his right hand hobbled his career.

Bael Siegeram (location 6; LN male dwarf rogue 6) Explorer and entrepreneur, Bael is convinced the village is sitting on a vast cache of magic from the lost kingdom of the frost giants.

Ioder Thamm (location 7; N old male human adept 4) Priest of Aether, god of the dead, and chief bureaucrat in Hjalward, Ioder serves as Hjalward's steward.

Olan Hammersfell (location 7; LE middle-aged male human expert 4) Olan Hammersfell was a member of the Wolfsbane Hollow thieves' guild. He retired after sixteen years of service, only to find his fortune silver prospecting.

Shom Falwell (location 3; N male human warrior 4/rogue 1) Olan's oldest friend secretly works for the thieves' guild.

Uther Longbarrow (location 7; LN male human fighter 7) A major in the Wolfsbane Hollow army, Uther is Hjalward's captain of the guard under orders of Wolfsbane's burgomaster.

Vivia Dilacretti (location 8; NG middle-aged female human bard 5) Storyteller, merchant and fortune-teller, Vivia is the representative of the ethnic Valyn immigrants in Hjalward.

NOTABLE LOCATIONS

Most of Hjalward comprises mining lodges and tents. A few locations, however, are of interest to adventurers:

1. **Rurig's Mill:** Great heat emanates from this large stone and wood lodge. Its barn doors are frequently left wide open.
2. **Sorting Yard:** This open air slate-roofed shelter is surrounded by enormous stone furnaces and smelters.
3. **The Blackened Bucket:** This ramshackle two-storey wood lodge perches on the banks on the Wolfsbane River.
4. **Sundered Emporium:** This enormous ruin of crumbling stone walls sixty feet high in places surrounds a menagerie of tents, shacks and other shelters serving as Hjalward's marketplace.
5. **Shrine of Aether:** A stone etched with the holy symbol of Aether, god of the dead, crowns this pile of rubble.
6. **Bael's Expeditions:** Covered in mammoth bones, this is a large, squat wood lodge.
7. **The Augan:** Scaffolding surrounds the bottom of this 500 ft. tall tower. Its upper reaches are in various states of ruin.
8. **Caravan Grounds:** Horse-drawn carriages and caravans park here for mutual protection.
9. **Hammersfell Mine:** This mine is a labyrinth of hand-carved passages, some dangerously close to the surface.

MARKETPLACE

Resources & Industry Hunting, metalworking, lead, silver, iron
Base Value 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd;
Minor Items 2d4; **Medium Items** 1d4; **Major Items** —

When the PCs arrive in Hjalward, the following items are for sale:

- **Potions & Oils** *cure light wounds* (50 gp)
- **Scrolls (Arcane)** *endure elements* (25 gp)
- **Scroll (Divine)** *create food and water* (375 gp)
- **Wondrous flask of curses** (*eversmoking bottle*) [cursed]

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Hjarward. A successful check reveals all the information revealed by a lesser check.

DC 10: Hjarward gets its name from the enormous ruined wall that cuts through it and is a prosperous mining community.

DC 15: Other than silver, lead and iron the village is famous for the occasional cache of magical treasures wrested from frozen ruins discovered up and down the mountain.

DC 20: The upper levels of the augan tower have been sealed ever since a group of adventurers died exploring them.

VILLAGERS

Appearance Covering a wide range of ethnicities, the people of Hjarward are a stubborn and resilient bunch with skin weathered by the cold and grime from working in the mine caking their clothes and hands.

Dress Most villagers dress heavily for the cold in fur and leather, though mine workers often go bare-chested due to the sweltering heat in the deeper tunnels.

Nomenclature *male* Soan, Bjern, Dali, Bomer; *female* Ael, Hrist, Lani, Wyss; *family* Coldharbor, Deepstrike, Karlslund, Moorhan.

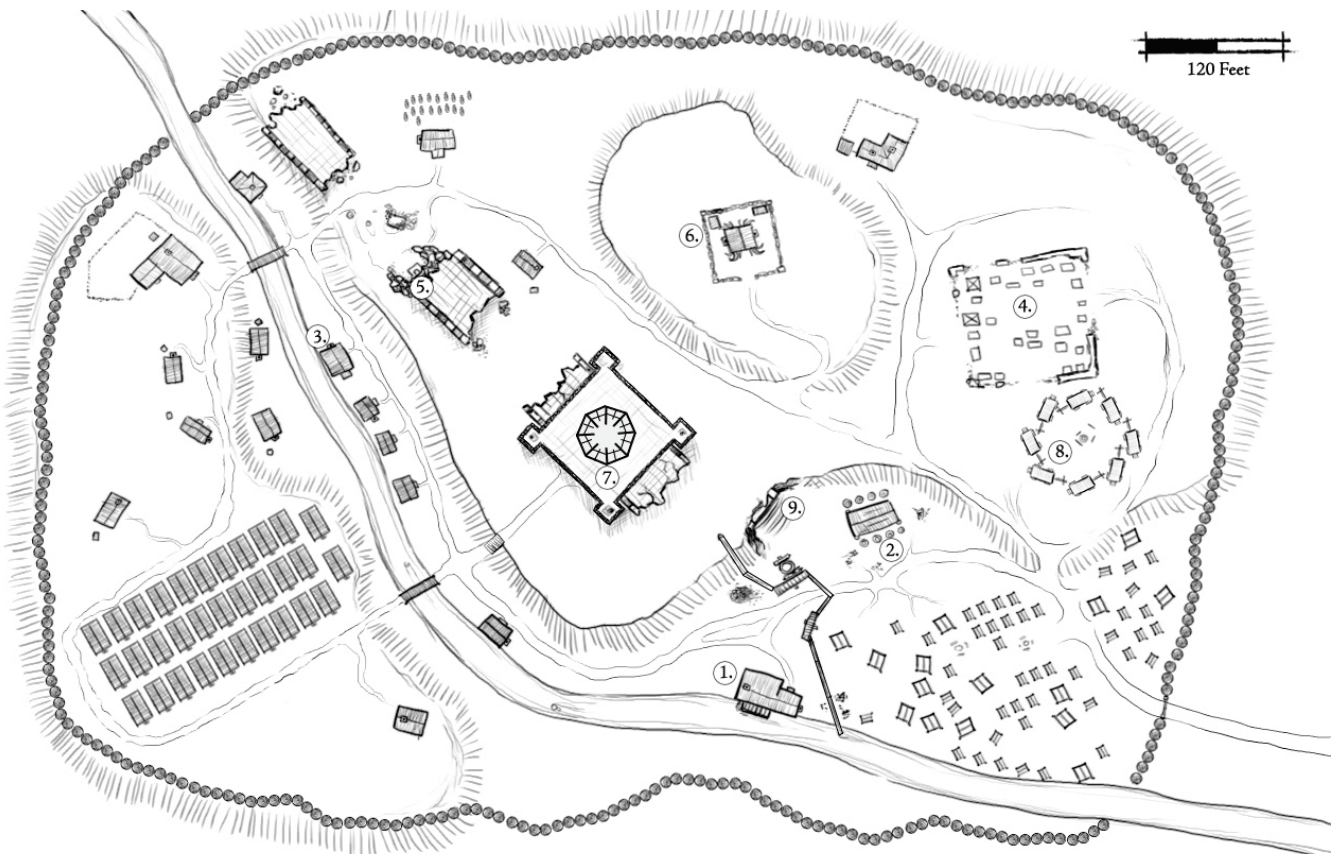
WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6 RUMOUR

| | |
|----|--|
| 1 | Mayor Olan is hiding a significant discovery regarding the vanished frost giants in the upper reaches of the augan. |
| 2* | Vivia Dilacretti cursed Alvar Rurig, causing him to chop off his own hand while working one day. |
| 3 | Miners are worried some of the older surface tunnels might cause a cave-in but Olan refuses to do anything about it. |
| 4 | One of Bael's employees claims to have spotted a winter wolf watching the village. |
| 5 | When the wind blows hard and cold at night, you can sometimes hear voices whispering in the tongue of the fallen giants. |
| 6 | The Sundered Emporium has an exquisite magic decanter recovered from nearby ruins. |

*False rumour



HULW'MA AT A GLANCE

The village of Hulw'ma (which means "Sweet Water" in a nearly forgotten local dialect) encircles a large oasis in the deep desert. While not often visited, its water makes it a valuable stop for those crossing the sands. However, what makes the village unique is its patron: Musheer the Living Water. Believed by locals to be the divine avatar of the life-giving water, this corrupted marid has inspired a church of devoted followers that demand a tribute from all travellers partaking of the holy water and drive away those who blaspheme his holy demand for donations.

Despite the strength of the theocracy of the Living Water, resistance to its rule grows. Hiding in the ruins of the forgotten city of Xa'niphan and calling themselves the Survivors of Fortune, or Naji Su'ad, the exiles rob both passing caravans and the citizens of Hulw'ma alike.

DEMOGRAPHICS

Ruler Zaahir Amaal, Speaker of Tranquil Waters

Government Theocratic autocracy

Population 67 (58 humans, 8 half-orcs, 1 orc)

Alignments CN

Languages Common, Orc

Corruption -5; **Crime** -3; **Economy** -3; **Law** -2; **Lore** -2; **Society** -3

Qualities Holy Site, insular

Danger 0; **Disadvantages** Hunted

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Brave Brak Gloomaxe (location 6; CG male orc fighter 4) Brave Brak is the leader of the Bloody Blades mercenary company that has recently come to Hulw'ma. Brave Brak smells profit in Hulw'ma for his band of soldiers for hire, but he is beginning to suspect the theocracy may not have the best interest of the populace at heart.

Farraj Al'Usaim (location 7; CN male human fighter 2/rogue 2) Farraj leads the Naji Su'ad, who lurk in the lands surrounding Hulw'ma, robbing caravans, exploring the ruins and fighting against Musheer's tyranny. He is known for his daring exploits, walking the streets of Hulw'ma in disguise and stealing water directly from the sacred oasis.

Musheer (location 2; CE male marid) Corrupt and evil, Musheer is a capricious monster who has set himself as a deity to gather wealth and power. He attracts worshippers by offering magical "blessings" or wealth, taken from tributes previously passed on to him. However, with a foul craving for the flesh of sentient creatures it is not uncommon for some supplicants to simply disappear.

Shakib Al'Amin (location 4; N male human expert 3) Shakib deals in used items; with no questions asked about their origin. Whether Zaahir offers him items collected from the tribute that were not worth giving to Musheer or the Naji Su'ad are

fencing items taken from travellers, they end up in Shakib's market stalls, polished and ready for resale.

Wayfiyah (location 5; NE female human commoner 2) The beautiful daughter of a local spice merchant, Wayfiyah believes herself to be the chosen one of Musheer and has begun a secret relationship with him that not even Zaahir knows about. In order to please her divine lover, she uses her charms to lure young men to the oasis that they might be offered up to her consort as living tribute.

Zaahir Amaal (location 3; CN male human druid 9) The Speaker of Tranquil Waters is the high priest of Musheer and the earthly ruler of Hulw'ma. He is utterly devoted to the marid, believing him to be an avatar of the water, and will brook no questions to his master's desires.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Isle of Tribute:** Offerings to the Living Water are delivered to a tall obelisk inscribed with prayers to Musheer on this small island, barely larger than a wagon.
2. **The Oasis of the Living Water:** The oasis and its water are the focus of daily life in Hulw'ma. It is also Musheer's home.
3. **Temple of Serene Ripples:** Topped with a broad onion dome, the temple is the centre of Hulw'ma's religious and civil authority. Services are given by the Speaker of Tranquil Waters every dawn and dusk.
4. **Bazaar of Rediscovered Delights:** The offerings in the market are always varied, but Shakib and his wares are a staple.
5. **Halifa Spices:** The Halifa family spiceworks dries, grinds and sells a number of rare desert spices to those who pass through Hulw'ma. What is not sold here is shipped to larger cities when the caravans are able to escape the raids of the Naji Su'ad.
6. **Welcome Lantern Inn:** The Welcome Lantern is the only place in Hulw'ma for visitors to find food and comfortable lodging.
7. **Ruins of Xa'niphan:** The ruins of a forgotten city pierce the sands, offering refuge to those who seek to escape the theocracy of the Living Water.

MARKETPLACE

Resources & Industry Divine relics, resale goods, spices, water
Base Value 400 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 5th;
Minor Items 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Hulw'ma, the following items are for sale in the Bazaar:

- **Potions & Oils** *cure light wounds* (25 gp), *endure elements* (50 gp), *remove disease* (750 gp)
- **Scroll (Divine)** *cloak of shade* (25 gp), *endure elements* (25 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about Hulw'ma. A successful check reveals all the information revealed by a lesser check.

DC 10: Hulw'ma is a small village that has sprung up around one of the few oases available to those attempting to cross the desert.

DC 15: Visitors to Hulw'ma must provide a tribute to the local religious authority in order to draw from the village's water supply.

DC 20: Stories say the oasis is inhabited by a divine spirit that can grant wishes to those who please it by offering lavish gifts.

VILLAGERS

Appearance Natives of Hulw'ma have black hair, brown eyes and tanned skin. Hair is usually worn straight and is generally longer for women than men.

Dress Given the temperatures and brutal sun, clothing is usually loose fitting and lightweight. Veils and turbans are common, as is gold jewellery.

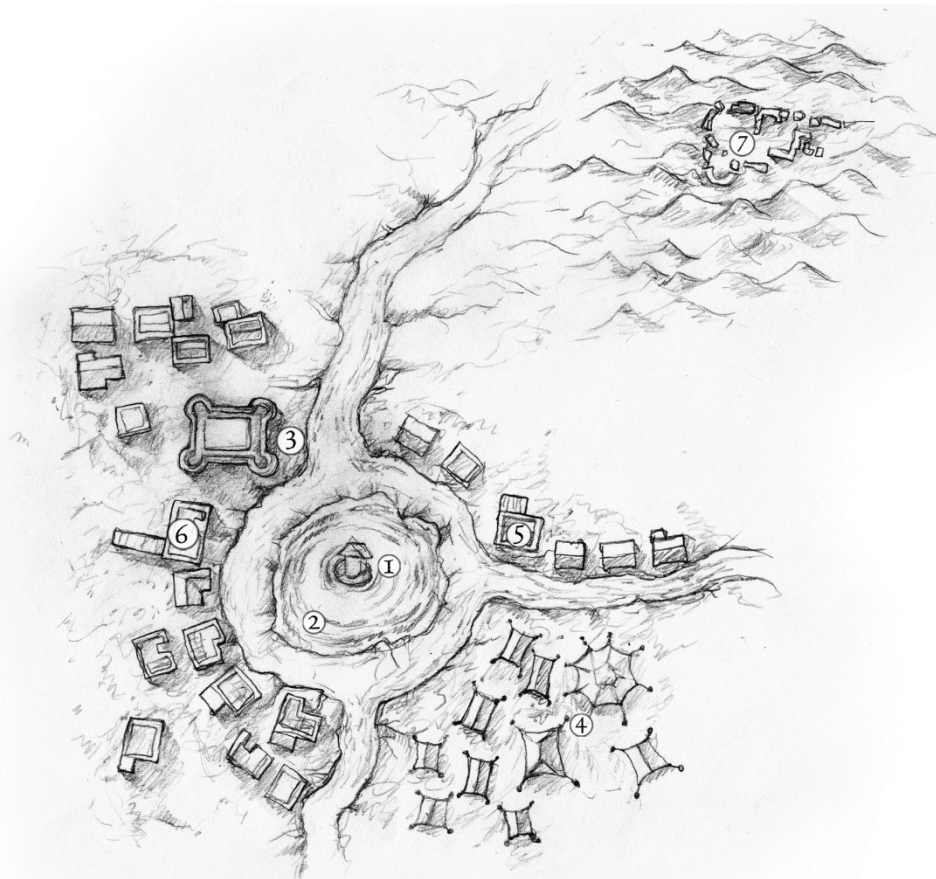
Nomenclature *male* Abdul, Fariq, Nasir; *female* Lunah, Rasha, Ulfah; *family* Al'Amin, Al'Aziz, Halifa, Zayan.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

| D6 | RUMOUR |
|----|--|
| 1* | The Naji Su'ad worship a fire demon from the deep desert. It grants them immortality but drives them insane. |
| 2 | The Bloody Blades can be hired for just about anything, but they have refused several jobs offered them by the Temple of Serene Ripples. |
| 3 | Several lone pilgrims have disappeared from Hulw'ma in the night. |
| 4* | Supplicants to the Living Water can earn their fondest wish if they please him enough. |
| 5* | The bazaar is filled with secret booths for those in the know or the very lucky, where one can buy magical artefacts recovered from the ruins of Xa'niphan. |
| 6 | Beware travel to Hulw'ma. The temple of Serene Ripples demands a tribute and has been known to forcibly take all of your belongings if they feel your tribute is not worthy of the Living Water. |

*False rumour



KINGSFELL AT A GLANCE

Kingsfell stands in a strategic location upstream from the extensive saltmarsh sprawling outwards from the River Ost's muddy banks. The village straddles the road looping around the marsh's sodden bounds and consequently many travellers stop to rest and recuperate after their harrowing journey.

The paladin Mira Lankinen rules Kingsfell with a firm, fair hand, as her family has done for generations. However, an elder shade of fell aspect lies upon the village. Centuries ago, a great battle was fought on the site. After the slaughter was done, the dead were interred in burial mounds about which the village eventually grew. Some of the dead rest uneasily and wait for the return of their ancient enemies and a resumption of the slaughter. This malice and hate are beginning to leach into the villagers' psyche creating an aura of unease over Kingsfell.

DEMOGRAPHICS

Ruler Mira Lankinen

Government Overlord

Population 174 (148 humans, 12 half-orcs, 11 halflings, 3 dwarves)

Alignments NG, LN, LG

Languages Common, Orc, Halfling

Corruption +3; **Crime** -3; **Economy** +1; **Law** +3; **Lore** +1; **Society** -3

Qualities Historic site, strategic location

Danger 0; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Elen Araral (location 6; LN female dwarf wizard [diviner] 4/cleric 3) Elen has traced the legend of Thegn Delthur Werlan's final battle to Kingsfell and is preparing to begin digging into the village's various burial mounds.

Heimo Eskola (location 5 & 8; N male human expert 2/wizard [universalist] 1) A failed wizard, but successful merchant, Heimo is the richest commoner in the village.

Issodair Highhill (location 2; NG male halfling bard 3) The young and dynamic owner of the Rat and Cup is popular throughout the village.

Merla Shortstep (location 5; CN female halfling rogue 2/expert 1) Merla runs Eskola's, but is less than honest; she has been skimming a small take off the top for years.

Mira Lankinen (location 4; LG female middle-aged human paladin 5) The lord of the village is beloved by her subjects.

Riku Markku (location 1; N male middle-aged human expert 2) The taciturn miller is often seen poking about in the exposed mud of the Ost's banks, when the tide is out.

Tuervo Eerola (location 7; LN male human cleric [Conn] 3) This pompous, but well-meaning, priest leads Conn's congregation.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Redshank Mill:** Here dwells the taciturn miller Riku Markku and his family. Because the Ost is a tidal river, the family keeps odd hours.
2. **The Rat and Cup:** This inn offers a homely, basic welcome to travellers. Those on a budget stay here, while the well-to-do end up at the Weary Traveller.
3. **The Kingstones:** Five carved stones of stout dwarven warriors surround a sixth regal-looking dwarf atop this burial mound.
4. **Vigil:** This towering fortress stands atop the highest of the burial mounds. Deep below its foundations lie the mouldering, jumbled bones of hundreds of orcs.
5. **Eskola's:** This large shop has an eclectic range of goods.
6. **The Weary Traveller:** Kingsfell's best inn, The Weary Traveller provides welcome rest to those visiting the village.
7. **Hall of the Lawgiver:** Dedicated to Conn, the hall is the spiritual heart of the village.
8. **Heimo's House:** This large, well-appointed house overlooks much of the village. Here dwells the failed wizard and wealthy merchant Heimo Eskola and his family.
9. **Shrine of the Shining Light:** This temple of Darlen also serves as a watchtower. Few worship here beyond the Lankinens and their retainers.

MARKETPLACE

Resources & Industry Farming, fishing

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 5th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Kingsfell, the following items are for sale:

- **Armour** +1 scale mail (1,200 gp)
- **Potions & Oils** *hide from undead* (50 gp)
- **Scrolls (Arcane)** *fog cloud*, *rope trick* and *arcane lock* (475 gp)
- **Wand** *misdirection* (8 chgs., 720 gp)
- **Weapons** +1 sling (2,300 gp), +2 rapier (8,320 gp)
- **Wondrous Items** *boots of speed* (12,000 gp), *chime of opening* (3,000 gp)

HISTORIC SITE

The settlement stands on a site of historic importance. This site could be a fallen temple, ancient burial ground or the site at which an ancient, powerful ritual was enacted. (*Lore* +1; *increase spellcasting by 2 levels*).

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Kingsfell. A successful check reveals all the information revealed by a lesser check.

DC 10: Standing on the banks of the River Ost, Kingsfell is a busy place. Many travellers and merchants stop in the village, which is quite prosperous as a result.

DC 15: The village sprawls about several ancient burial mounds. Farmers often turn up splinters of bones and rusting metal in their fields. A battle was once fought on the site.

DC 20: Fanciful ancient legends place a long-dead king's crypt somewhere under the village.

VILLAGERS

Appearance Predominantly dark of hair and pale of skin, the villagers of Kingsfell typically have dark or light brown eyes. Light-coloured eyes are rare among them.

Dress Villagers working in the fields wear drab, sensible clothes; those with businesses in the village dress in more colourful, fashionable clothes.

Nomenclature *male* Aaro, Ilari, Ossi, Uljas, Vesa; *female* Alma, Elena, Irina, Pia, Ulla; *family* Alanen, Hirvonen, Leino, Varala.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Kingsfell and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6 RUMOUR

| | |
|----|--|
| 1 | An ancient king slumbers beneath the earth waiting for the return of an elder evil. When the time is right, he will return to smite it down. |
| 2 | Every now and then, farmers tending their fields plough up bones or rusted, broken weapons and armour. |
| 3 | The treasure of the slain lie interred with their owners within the village's burial mounds. |
| 4 | Riku Markku is odd. At low tide, he is often seen poking about in the Ost's muddy banks. For what is he looking? |
| 5* | Fell things dwell in the depths of the Ost. Odd ripples have been seen and strange tracks have been found on its banks. |
| 6* | Teuvo Eerola shares a very close, personal relationship with both his acolytes. |

*False rumour



PRAYER'S POINT AT A GLANCE

The quaint village of Prayer's Point has always been blessed with prosperity, but in recent decades that prosperity has blossomed. Named for the favourite meditation spot of a legendary paladin of yore, Prayer's Point attracts travellers looking to find their fortunes in the lost ruins of a dwarven hold and pilgrims who believe the village's namesake, Prayer's Rock, is touched by divinity. Residents certainly believe the village is blessed, for the waters of Angel's Bay glows as pure as truegold each morning as the sun rises and children born in Prayer's Point often show traces of the divine: nowhere else in the known world has as high a concentration of locally-born aasimar children and these children are often born to families with no history of divine contact.

Still, even such a tranquil place as Prayer's Point isn't without its problems. Some villagers whisper lycanthropes in the nearby forest, Nirvana, are the only explanation for the sudden disappearance of the forest's animal life and the strange howls echoing through the woods at nights. Drunk beggars claim ghosts walk the city's graveyard and that strange, rotting carcasses float down Angel's Run towards the bay but such claims are often dismissed by most as the ramblings of superstitious oafs. In fact, resentment between Prayer's Point's growing mercantile and aristocratic elite and the poor grows by the day as more and more folk are evicted from their homes due to inflated property taxes designed to drive them from the village. And underneath this class warfare and superstition lies the horrible truth: terrible, unnatural things that crave nothing more than wanton death lurk within Mount Hoarfrost.

DEMOGRAPHICS

Ruler Neelah Strongblood

Government Autocracy

Population 180 (98 humans, 62 aasimar, 10 halflings, 4 dwarves, 2 elves, 2 half-elves, 2 kitsune)

Alignments LG, NG, N, LN

Languages Common, Celestial, Elven, Sylvan

Corruption 0; **Crime** +0; **Economy** +1; **Law** +2; **Lore** +0; **Society** +0

Qualities Tourist attraction

Danger +0

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Creig Broadton (location 8; LN male human cleric 2) Prayer's Point's only residential cleric, Creigh spends most of his time tending the village's graveyard.

Delilah Silversheen (location 4; NG female aasimar bard 2) Deliah's store, Silversheen Odds and Ends, is the only establishment in the village selling adventuring gear.

Evorn Whisperleaf (location 7; LG male elf paladin 4) Evorn dwells in Beggar's Haunt and protects and tends its denizens.

Hans Trueblood (location 3; LG male aasimar paladin 6) Prayer's Point's finest son, Hans has become a champion of his home.

Kyomi Weifeng (location 2; NG female kitsune rogue 3) The owner of Prayer's Point's treasured inn, Kyomi keeps to herself in fear of prosecution from the villagers.

Neelah Strongblood (location 3; N female aasimar aristocrat 3) Prayer's Point's mayor loathes her reliance on the coin of travellers and seeks to make the village self-sufficient.

Rodrick Yarlson (location 4; LG male dwarf expert 3) The blacksmith of Prayer's Point, Rodrick was exiled from his home in youth for a crime he didn't commit.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Prayer's Rock:** Sitting in the village square, this stone is the subject of many legends and is the village's namesake.
2. **The Lass & Lady:** Kyomi Breezeblessed's inn has a reputation among travellers for its quality and comfort.
3. **Village Hall:** Erected before Prayer's Rock, the town hall acts as the legal and economical heart of Prayer's Point.
4. **Silversheen Odds and Ends:** Prayer's Point's general store is stocked with exotic goods brought to the village by pilgrims.
5. **Angel's Bay:** Fed by Angel's Run, the shores of this bay glisten like truegold in the morning light.
6. **Rainbow Bridge:** Named for its iridescent dwarven panelling, this bridge glistens like its namesake in the morning sun.
7. **Beggar's Haunt:** Those too poor to own homes in Prayer's Point have taken to living under the Rainbow Bridge.
8. **Elder's Cradle:** Across Angel's Run from Prayer's Point lies Elder's Cradle, the final resting place of the village's dead.
9. **Nirvana:** Named after a legendary celestial realm, this nearby forest boasts a high concentration of celestial animals.
10. **Mount Hoarfrost:** Looming above Prayer's Point, Mount Hoarfrost is a majestic mountain with a dark secret.

MARKETPLACE

Resources & Industry Animal game (hunting and fishing), lumber, tourism

Base Value 600 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Prayer's Point, the following items are for sale:

- **Potions & Oils** *oil of align weapon* (good only), *cure moderate wounds* (2), *protection from evil*
- **Scrolls (Arcane)** *haste*
- **Scroll (Divine)** *magic circle against evil*

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Prayer's Point. A successful check reveals all the information revealed by a lesser check.

DC 10: Prayer's Point is a small village at the mouth of Angel's Run. Mothers who spend most of their pregnancy there reportedly have an unusually high chance of birthing an aasimar.

DC 20: Prayer's Point is named for a legendary paladin who would meditate at Prayer's Rock each day while he prepared his holy magic before climbing Mount Hoarfrost to do his god's work. The villagers believe this is the source of the unusual powers of Angel Bay's waters.

DC 30: Aether Dawnbringer, the paladin of legend, fought against horrible monsters from the depths of the Abyss dwelling within the hollow heart of Mount Hoarfrost.

VILLAGERS

Appearance The villager's are well dressed and practice excellent hygiene. Most model their appearances after aasimar, using makeup to hide blemishes and bleach to lighten their hair.

Dress The people of Prayer's Point favour bright, plain clothing reminiscent of clerical garb. Wealthy villagers trim their clothing with precious metals and jewels.

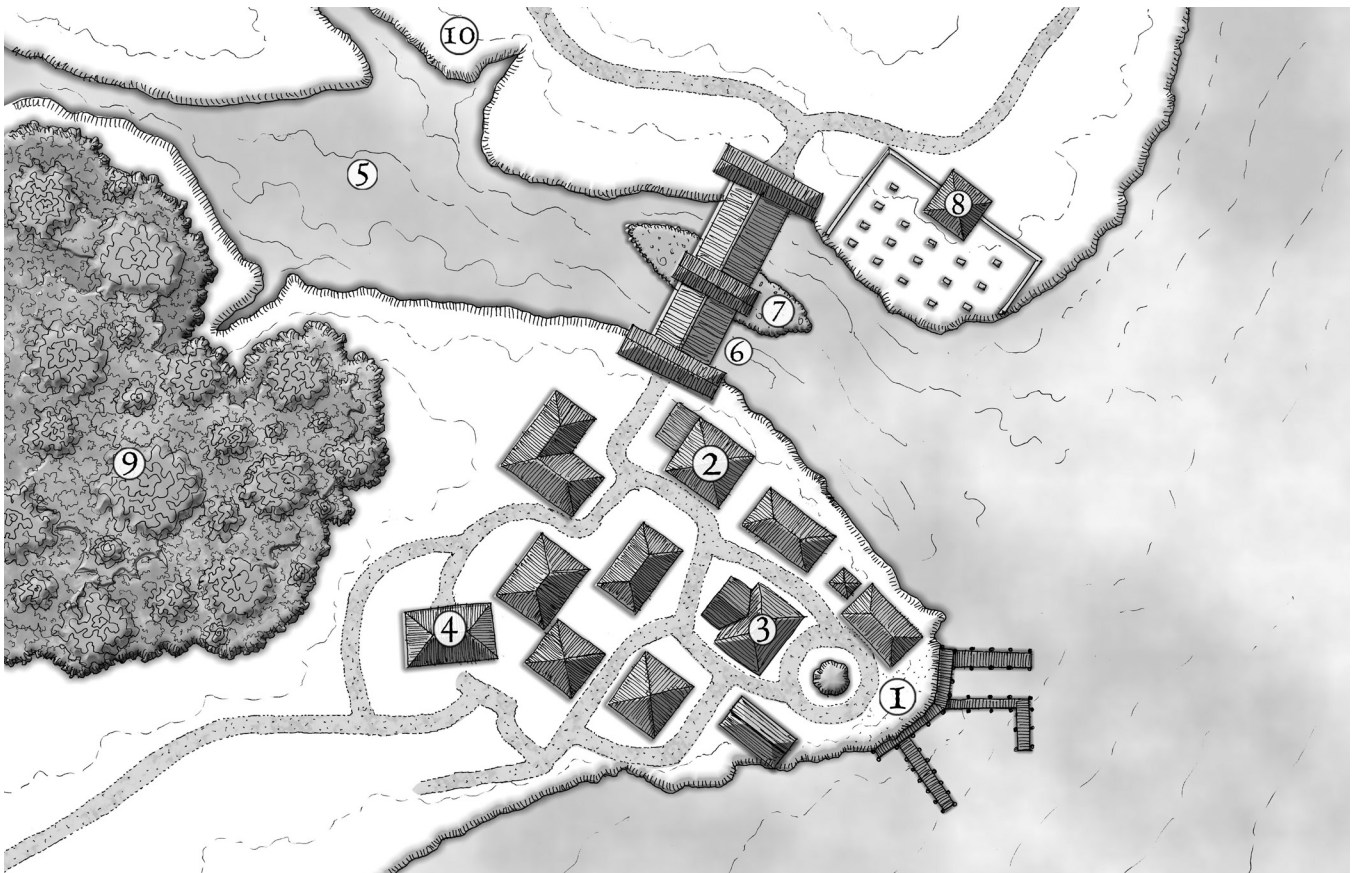
Nomenclature *male* Bar, Hans, Olaf, Sven; *female* Anna, Delilah, Hannah, Neelah; *family* Broadton, Silversheen, Strongblood.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Prayer's Point and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

| D6 | RUMOUR |
|----|--|
| 1* | A family of werefoxes dwells in Nirvana. |
| 2 | Humanoid body parts sometimes float down Angel's Run towards the bay. |
| 3 | Game has become scare in Nirvana, the nearby forest. |
| 4* | The cleric of Elder's Rest has been seen digging up graves in the middle of the night to use in dark rituals. |
| 5 | Women who spend much of their pregnancy in Prayer's Point have an unusually high chance of birthing an aasimar children. |
| 6 | Mount Hoarfrost used to house a dwarven hold, but the hold and its residents mysterious vanished centuries ago. |

*False rumour



REFUGE AT A GLANCE

An uncharted atoll, the secret isle of Refuge is a haven for pirates and cutthroats. Its laws are few: pay your due to the Buccaneer King, every Captain gets one vote and do not cheat or kill your fellow pirates. Without witnesses, that last one is more of a guideline. Life here is short, brutal and filled with golden opportunity for those willing to seize it at the point of a sword.

DEMOGRAPHICS

Ruler Captain Nye, the Buccaneer King

Government Autocracy (elected by a majority of Refuge's pirate captains)

Population 190 (132 humans, 11 dwarves, 7 half-elves, 23 half-orcs, 4 halflings; 13 other); population can swell to several hundred if all the crews are in residence at once

Alignments CE

Languages Common, Dwarven, Halfling, Orc

Corruption +1; **Crime** +0; **Economy** -4; **Law** -6; **Lore** -1; **Society** -5

Qualities Notorious, Prosperous

Danger +30; **Disadvantages** Hunted

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Athela (location 8; CE female wereshark ranger 4) Athela is a squat, solid woman with a voracious appetite. With a mob of weresharks and lacedon allies, there is nowhere on the isle she cannot sate her hunger.

Bloody Nib McFullen (location 4; LE male dwarf fighter 1/rogue 3) Nib runs the warehouse and by extension, most trade on the island. He has a reputation for fairness and violent reprisals against those who cheat their fellow pirates.

Captain Morgein (location 3; N male human fighter 1/wizard 1) Allus Morgein is a conniver who chafes under the violent and chaotic rule of Captain Nye. He has quietly begun building a coalition of the reasonable and the ostracized so that he might challenge Nye when the next election is called. Morgein is the captain of the *Intrigue*.

Captain Nye (location 5; CE male human fighter 5) Olger Nye is a brutal drunk who has held the title of Buccaneer King for the last three years using a combination of bribes and terror.

Captain Vask (location 3; CE male half-orc barbarian 3) The captain of the *Night's Fury*, Zik Vask and his crew are vicious monsters responsible for the fearsome reputation of Refuge's pirates. They rarely leave anyone alive, and have been known to eat captives they do take.

Deklan Fints (location 2; NE male human magus 3) Deklan fronts a crew for hire named the Venom of the Sea. They have no ship and work for anyone that will have them. They are extremely talented and have a diverse range of classes among their number, however, they are not the most trustworthy of pirates and have been known to be the only survivors when hired by others to help take a lucrative prize.

Eveleena Van Hollen (location 2; CN female human bard 4) The raven-haired Eveleena runs the Three Legged Cat, but only

as a cover. She is actually a clever spy for the Consortium, a group of merchants who seek to lay the pirates low.

Jingles (location 6; CG male human rogue 1) The birth of children in Refuge is not an uncommon event, but few are cared for by their parents. Instead, they band together into gangs of cutpurses and thieves that infest the Maze. Jingles, a happy-go-lucky lad whose name comes from the sound of his mark's pouch as he runs away with it, leads one of the most successful gangs, the Minnows.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Harbour Chain House:** This lighthouse controls the raising and lowering of the massive spiked chain that guards the harbour.
2. **The Three Legged Cat:** The largest inn and brothel in Refuge, the Three Legged Cat is neutral ground where many a blood-soaked coin is spent.
3. **Docks:** The sheltered docks of Refuge are open to any pirate crew who chooses to dock. At any time, there are at least three ships in port. When a storm beckons or an election has been called, there may be twenty or more.
4. **Nib's Warehouse:** Bloody Nib McFullen owns the warehouse where pirate crews sell their stolen goods or trade for the supplies they need.
5. **King's Manor:** Built into the side of the dormant volcano, the King's Manor is the tallest point on the island. Home to Captain Nye, the Buccaneer King, the King's Manor is home to many drunken revels and the occasional blood sport.
6. **The Maze:** The floating wrecks in this part of Refuge are closely packed and filled with danger.
7. **The Cutlass:** The Cutlass is the largest and most powerful of Refuge's pirate fleet and rarely strays far from home. Nye keeps it close to protect the island.
8. **The Tubes:** Lava tubes riddle the island below the waterline, and are avoided by the pirate crews. Unbeknownst to the dangerous men and women of Refuge, a far greater danger lairs here.

MARKETPLACE

Resources & Industry Coral, fish, pearls and stolen booty

Base Value 700 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Refuge, the following items are for sale:

- **Potions & Oils** *potion of sanctuary* (50 gp)
- **Scrolls (Arcane)** *charm person* (25 gp), *gust of wind* (150 gp)
- **Scrolls (Divine)** *alter winds* (25 gp), *water walking* (375 gp)
- **Wondrous Items** *pirate's eye patch* (2,600 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about the village. A successful check reveals all the information revealed by a lesser check.

DC 10: Piracy is on the rise and the scoundrels go to ground when organized resistance is raised. No one seems able to find them but rumours persist of a secret safe harbour somewhere on the open sea.

DC 15: Those in the know speak of a place called Refuge where pirates can find a haven, sell their plunder and purchase their fill of rum and women.

DC 20: Refuge is ruled by a king elected by a majority of the other pirate captains. It is a violent place with few laws. Only the captains and their navigators know its exact coordinates.

VILLAGERS

Appearance If there is any uniform appearance among the diverse pirates of Refuge, it is a general unkempt dirtiness wrapped around a package of aggression, steeped in strong ale.

Dress Most residents of Refuge generally dress as common sailors, regardless of their profession. Boots, bandanas and loose shirts are common.

Nomenclature *male* Hob, Jahk, Padney, Tobias; *female* Beetha, Gatia, Mai, Sallee; *family* Carabis, Werk, Zalleny.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Refuge and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6 RUMOUR

| | |
|----|---|
| 1 | The Consortium's man o'wars sent to stamp out piracy get closer to finding Refuge every day. Someone in Refuge is a rat selling out his brothers. |
| 2 | A lot of people disappear in Refuge. A lot more than one might expect, even for a town filled with scallywags and brigands. |
| 3* | Captain Morgein is a witch who trucks with demonic forces. It won't be long before Captain Nye puts him down. |
| 4* | A vault is hidden in the foreman's office of Nib's Warehouse. It is filled with the fortunes of hundreds of prizes; enough gold to buy a kingdom. |
| 5 | Those who displease Captain Nye may find themselves fighting for their lives in the Pit; a small, private sand-filled arena in the King's Manor. |
| 6* | The crew of the Night's Fury keeps a baby linnorm as a pet to which they feed their captives. |

*False rumour



RIFTHAMMER AT A GLANCE

Hidden in the cool shadows of the two-mile deep Arnafiq Rift, Rifthammer is a secret sanctuary nestled in the bosom of an unforgiving desert. Built into the sides of the chasm, Rifthammer straddles the divide with arched stone bridges of exquisite dwarven craftsmanship.

Four thousand years ago, the site was home to an ancient temple-city of now forgotten faith that sank deep into the world following a violent earthquake. The ruins of this ancient temple lie hidden miles below Rifthammer in the lightless depths of the Arnafiq Rift.

The prideful and insular dwarven families of Rifthammer settled here 1,508 years ago after being exiled from their ancestral hold when their ancestors fell on the losing side of an inter-clan political dispute. For centuries, the dwarves lived prosperous and secluded lives until 553 years ago when the emergence of a disease of unknown origin ravaged its population. While the dwarves survived the initial outbreak, it returned a century later to claim more lives and has followed this pattern ever since. Called stoneshame, the disease turns living flesh into solid stone. Some of Rifthammer believe stoneshame is a curse laid on their bloodline by their gods, while others insist it was brought to Rifthammer by foreign traders. The mystery of the disease's origin is unknown to the dwarves of Rifthammer, for every time they have successfully expunged it the stoneshame re-emerges a generation later. Many, though, believe the ruins far below Rifthammer hold answers. Due to their prideful nature, however, the dwarves of Rifthammer have refused outside help and hide away those afflicted from the prying eyes of outsiders.

DEMOGRAPHICS

Ruler Senior Councillor Chekorak Angbannar

Government Council

Population 122 (120 dwarves, 2 humans)

Alignments LG

Languages Common, Dwarven

Corruption -3; **Crime** -9; **Economy** -3; **Law** -2; **Lore** -5; **Society** +3

Qualities Insular, superstitious

Danger 0; **Disadvantages** Plagued (stoneshame)

NOTABLE FOLK

Most of the population are nothing more than hardworking dwarves. A few, however, are of interest to adventurers:

Bijor Fulwernn (location 7; LN female dwarf fighter 3) Member of the Rifthammer council and guard captain.

Chekorak Angbannar (location 2; LN male dwarf aristocrat 3) Senior Councillor of Rifthammer.

Foveg Einhannar (location 4; CN male dwarf expert 3) Surly, old blacksmith and former council member.

Ingmir Angbannar (location 2; NE female dwarf rogue 2) Chekorak's daughter and explorer.

Oreg Bakkar (location 7; NG male dwarf warrior 3) City guard and husband to Bijor; infected with stoneshame.

Pariq Hanbaurn (location 1; N male dwarf expert 3) Member of the Rifthammer council and leader of the trade guild.

Quinar Shanmassan (location 6; NG male human witch [death] 3) Scholar and researcher come to Rifthammer to study the ruins. Offers services as a doctor to locals and travellers.

NOTABLE LOCATIONS

Most of the village comprises normal homes. A few locations, however, are of interest to adventurers:

1. **Council Hall:** A once opulent council hall that has fallen on hard times.
2. **Angbannar Home:** The residence of the Angbannar family.
3. **Abandoned Temple:** Formerly the home of Rifthammer's clergy who perished from stoneshame.
4. **Foveg's Hammer:** Largest forge and smithy in Rifthammer.
5. **Tenderlands:** Tiered gardens carved into the rift walls.
6. **Quinar's Home:** Residence of foreign necromancer Quinar and his young daughter.
7. **Rifthammer Garrison:** Home to the Rifthammer guard's depleted ranks.
8. **Animal Pens:** Pens for containing and raising giant lizards and other unusual animals used as livestock in Rifthammer.
9. **Deepwell:** A public clockwork paternoster pump designed to haul water up from the depths of the rift two miles below.
10. **Endra Mine:** A network of tunnels carved into the chasm where copper, tin and iron is mined. Depleted areas also serve as tombs.
11. **The Lift:** Hand-powered wooden lift to ferry cargo to and from the surface or down into the rift.

MARKETPLACE

Resources & Industry Stone, textiles, iron, copper

Base Value 400 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 1st; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Rifthammer, the following items are for sale:

- **Potions & Oils** *potions of cure light wounds* (2), *potion of barkskin*, *oil of magic weapon*
- **Scrolls (Arcane)** scroll of chill touch

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know something about Rifthammer. A successful check reveals all information revealed by a lesser check.

DC 10: Rifthammer is a remote dwarven settlement hidden hidden in the shadow of a deep chasm, populated by insular dwarves who dislike outsiders.

DC 15: The dwarves of Rifthammer are reclusive but highly resourceful and are not dependant on trade to survive. However, their numbers are dwindling.

DC 20: An ancient temple predating Rifthammer once sat on this spot, but was swallowed by the desert when the Arnafiq chasm opened below it.

VILLAGERS

Appearance Rugged and hardy the dwarves have darkly tanned skin and coarse black hair. They favour braided hairstyles and beards.

Dress Loose-fitting robes of earth tones accented by glass and iron jewellery, often times braided into their hair. Primary colours of red and yellow are dyed in blocky patterns on sashes denoting family association.

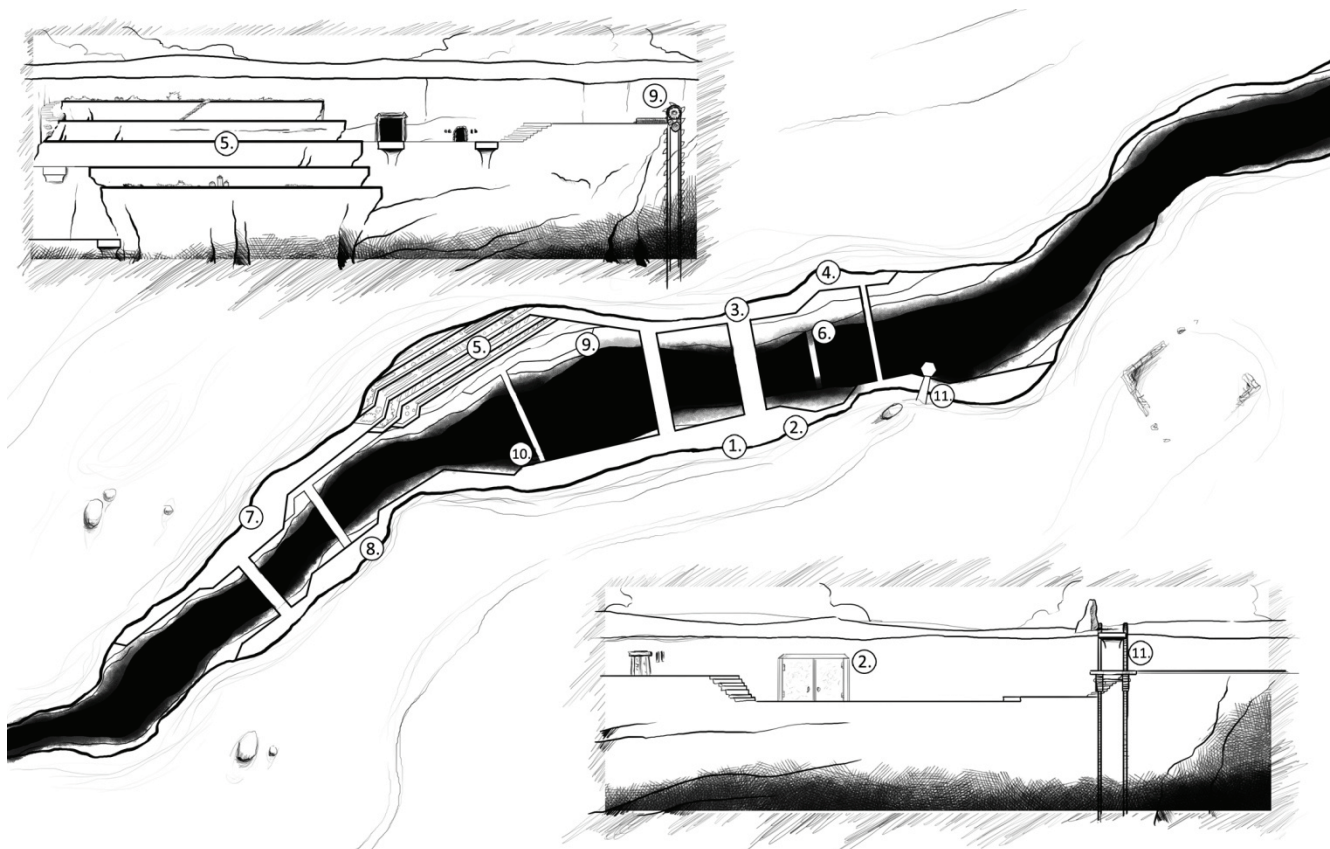
Nomenclature *male* Crajor, Derhkan, Enjar, Girjen, Halok; *female* Berun, Ciriq, Ferqia, Sirni, Tiljac; *family* Aunbren, Clengrad, Fronmirn, Kastriman, Wandrunn.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

| D6 | RUMOUR |
|----|---|
| 1 | Rifthammer is large enough to be considered a city, but its small population leaves it classified as a village. |
| 2* | The dwarves of Rifthammer are actually elementals whose natural form is that of a statue. |
| 3 | Deep below Rifthammer lies an ancient ruin of a forgotten religion. None alive have ever seen it. |
| 4 | The outlander Quinar rudely inquired about the absence of burial sites in Rifthammer. |
| 5* | If you listen to the wind blowing down into the rift you can hear the songs of the priests who died when their temple sank into the deep. |
| 6 | Rifthammer is protected from sandstorms due to its location, but is occasionally plagued by violent elementals and other creatures. |

*False rumour



RIVERBURG AT A GLANCE

In the Darkclaw Forest, just below the point where three rivers meet and form the Greater Gurden River which flows lazily to the coast, stands the village of Riverburg. It rises from the muddy waters on sturdy poles, and stilts supporting the platforms on which the buildings stand. The Singing Bargeman Inn was the beginning, built 240 years ago, as a safe place to rest for the bargemen travelling up and down the rivers. Over the years, more platforms have been built and connected to each other, slowly transforming the lowly river inn into a village. The name Riverburg was first used as a sarcastic name for the village by the bargemen, referring to the mostly ramshackle look of most of the platforms, but the name stuck and the villagers liked the grandiose sounding name. Today Riverburg is known for the river guides making their living guiding barges through the treacherous waters of the three rivers upstream.

DEMOGRAPHICS

Ruler Mayor Tarden Neuporter

Government Autocracy

Population 178 (161 humans, 11 halflings, 4 half-elves, 2 half-orcs)

Alignments NG, N, NE

Languages Common, Halfling

Corruption +1; **Crime** +2; **Economy** +2; **Law** -1; **Lore** +1; **Society** +1

Qualities Notorious, strategic location

Danger +10; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

“Boss” Huggins (location 2; NE male human rogue 5) Boss Huggins is the guildmaster of the Rivermen’s Guild. A big bald, sweaty man, he is rarely seen without his two bodyguards Trask and Grask (NE male half-orc fighter 3)

Father Olgart (location 6; NG male human cleric 5) An elderly cleric of the Goddess of Light. He is currently trying to raise funds to restore the local temple.

Jarelia (location 8; CG female human expert 2) Jarelia runs the Dusky Sylph, the local brothel.

Old Pew (location 7; N male human fighter 7) Old Pew is the local drunkard; he is usually trading tall tales for drinks at the Singing Bargeman.

Shallya Radover (location 5; CG female human expert 3) A slim, silent woman. She is in charge of the market platform and settles the many minor disputes between vendors.

Syll Jollybottom (location 1; CN male halfling bard 2) The eldest Jollybottom brother entertains the guests at the Singing Bargeman, and enjoys trading tales with travellers.

Tarden Neuporter (location 3; LN male expert 2) Tarden is a small man with rat-like features; he has been the mayor for the last eight years.

Vill Jollybottom (location 1; LN male halfling expert 2) Syll’s younger brother. He is tall for a halfling, and works as a bartender and cook at the Singing Bargeman.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **The Singing Bargeman Inn:** One of the few two-storey buildings in Riverburg, the Singing Bargeman is also the only inn. It caters mostly to bargemen travelling up and down the river. The whole Jollybottom family lives in the adjoining building (and work in the inn).
2. **Rivermen’s Guildhall:** A big one-storey building, intricate woodcarvings of bargemen and other river scenes decorate its walls.
3. **Tarden Neuporter’s Home and Office:** A small, unimposing house serves as the mayor’s home and offices; here he oversees Riverburg’s daily affairs.
4. **“Boss” Huggins Home:** This plain-looking house, provides no clues as to who lives within.
5. **The Market Platform:** This large platform is where the villagers buy, sell or barter their goods.
6. **The Hall of Light:** The former temple of the river god, now serves as the temple of the growing congregation of Father Olgart.
7. **Old Pew’s Home:** This ramshackle rickety house precariously balances on only three stilts.
8. **The Dusky Sylph:** A large two-storey building, only the dark blue silk draperies adorning the walls hint at what lies within.
9. **The Gate Platform:** A drawbridge connects Riverburg to the riverbank; it is also where the constabulary have their office.
10. **The Moaning Caves:** The caves located a few miles into the Darkclaw Forest occasionally emits long drawn moans. Legends tell the caves connect to the Ebon Realm.

MARKETPLACE

Resources & Industry Fishing, hunting, river guides

Base Value 700 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Riverburg, the following items are for sale:

- **Armour** +1 studded leather (1,175 gp)
- **Potions & Oils** cure light wounds (50 gp)
- **Scrolls (Arcane)** water breathing (375 gp)
- **Scroll (Divine)** delay poison (150 gp), water walk (375 gp)
- **Weapons** +1 flail (2,308 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Riverburg. A successful check reveals all the information revealed by a lesser check.

DC 10: Riverburg is built on the Greater Gurden River, originally as a place to provide rest and safety to the rivermen.

DC 15: Today very few barges make the trip up river without a guide from the Rivermen's Guild.

DC 20: The biggest danger to the barges and their crew on the river is the Darkclaw River Pirates.

VILLAGERS

Appearance Most of the villagers seem to have a smear of dirt on their clothes at all times, the Rivermen's Guild members are an exception to this as are the workers at the Dusky Sylph.

Dress The villagers dress in practical well-worn clothes related to their jobs. Hunters wear browns and greens while fishermen favour brighter colours such as yellow or red. The members of the Rivermen's guild are easily recognizable in their light blue shirts and white trousers.

Nomenclature *male*

Djens, Holger, Svert,

Tallion, Walen; *female*

Hilda, Ursula, Wika;

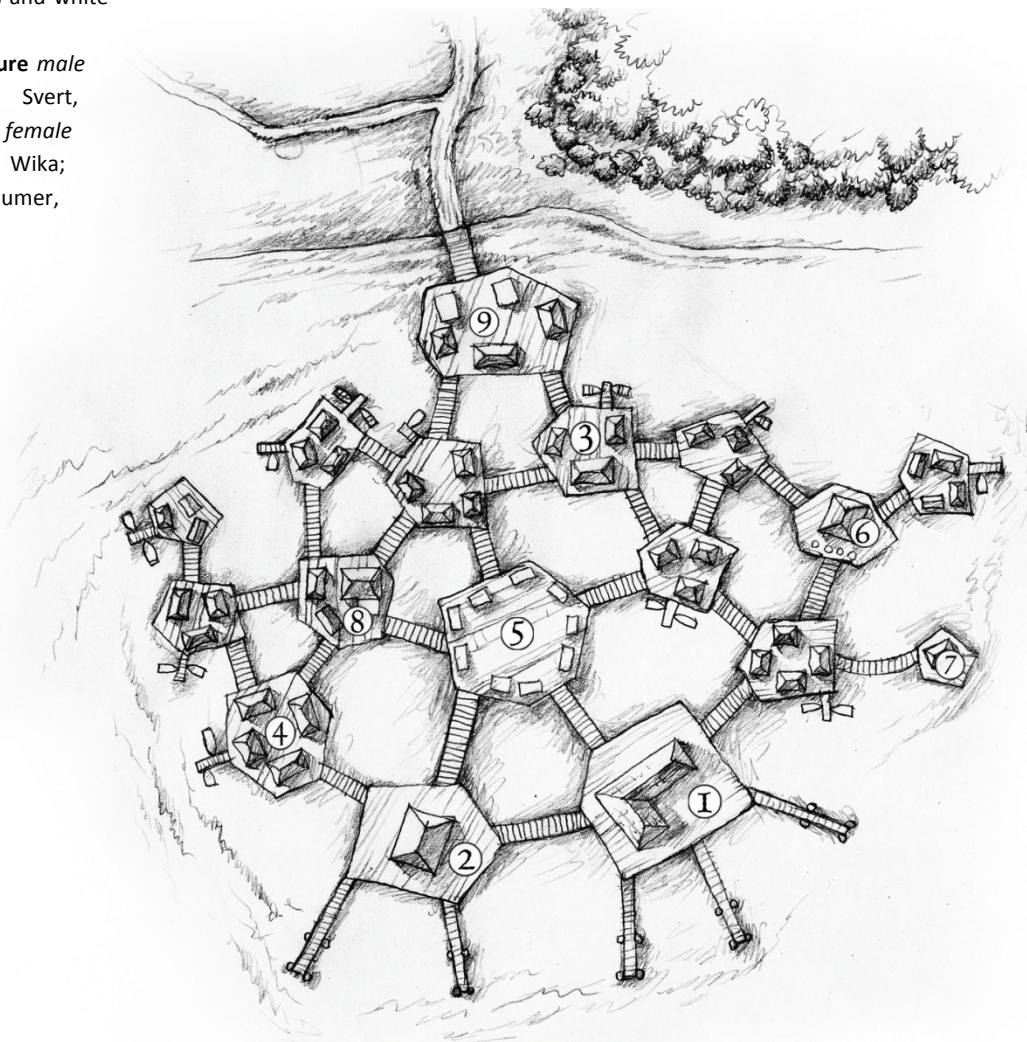
family Baumer,

Dellier, Hanster

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

| D6 | RUMOUR |
|---------------|---|
| 1 | There is treasure in the Moaning Caves; treasure and death. |
| 2 | Father Olgart has been seen visiting the Dusky Sylph, but no one knows why. |
| 3 | You can get anything on the market platform if you know who to ask. |
| 4* | Jarelia consorts with demons I say, lust demons to be sure...but demons nonetheless. |
| 5 | On foggy nights, Boss Huggins has been seen rowing up river with one of his bodyguards. |
| 6 | There is more to Old Pew than meets the eye. |
| *False rumour | |



STAR RUN FALLS AT A GLANCE

The shimmering waterfall known as the Star Run cascades 353 ft. into a large, deep pool about which the elven settlement of Star Run Falls rests in the shade of the surrounding forest. Star Run Falls' citizens live an almost idyllic life in homes magically formed within the trunks of the trees. Open to outsiders, traders regularly come upriver to trade with the elves for fish and furs or consult with the wizards at its small academy. Some visit just to marvel at the Star Run. Even fey visit the elves from time to time with a few of the mysterious creatures being familiar faces in the village. The elves, in turn, keep the surrounding area free of predators such as the goblins lurking nearby.

Recently, a small group of human villagers took refuge in the village after their homes were destroyed in a raid perpetrated by a rising force of goblins and hobgoblins. Though generally less insular than most elven communities, the elves struggle to accept the permanent presence of humans in the village.

However, a new fear grips the village, one that threatens its peaceful tranquillity. An entity only known as the Crimson Shadow King has arisen in the forest, gathering a band of goblinoids including hobgoblins and bugbears about his banner. Elven mothers fear the sudden chirping of crickets drowning out the birdsong in the predawn mornings for that is when it is said the Crimson Shadow King appears to steal newborn elven babies for some unknown, dire purpose. In truth, the Crimson Shadow King is seeking to raise his own army of dark elves to add to his twisted, labyrinthine realm deep within the forest.

DEMOGRAPHICS

Ruler Guardian Ferleden Tayaos (CG male half-elf fighter 3/wizard [universalist] 3)

Government Council

Population 167 (127 elves, 20 half-elves, 15 humans, 5 gnomes)

Alignments CG, LG, NG, LN, N, CN

Languages Elven, Common, Sylvan

Corruption -1; **Crime** 0; **Economy** 0; **Law** -3; **Lore** -2; **Society** +4

Qualities Academy, tourist attraction

Danger 0; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Grimish Featherknocker (location 1; CG male gnome expert 3) A personable gnome, Grimish runs the village inn, the Star Landing.

Unya Ilyren (location 5; CG female elf ranger 4) Star Run Falls' former guardian, Unya now runs a successful general store.

Alera Solwyn (location 6; CG female elf aristocrat 1) A princess in hiding, Alera fled to Star Run Falls with her guardian, Balas.

Balas Solwyn (location 6; NG male half-dragon unicorn) Alera's guardian, Balas disguises himself as her grandfather.

Hol Stannish (location 4; N male human commoner 2) One of the human refugees, Hol represents his people's interest in the village.

Ferleden Tayaos (location 2; (CG male half-elf fighter 3/wizard [universalist] 3)

Appointed guardian, Ferleden's duties include defence of the village.

Dalaros Vynardis (location 7; CN male elf aristocrat 3) A recent arrival, Dalaros takes great interest in local politics.

Twyno/Twyna Veshara (location 3; CG female/male elf wizard 7) The elven twins who share one body run the local academy.

Ziz (location 9; CN female pixie) A fun loving pixie, Ziz enjoys bathing in the waterfall's pool and playing tricks.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **The Star Landing:** The village's one inn, it contains a slender tower offering a panoramic view of the Star Run.
2. **Council Hall:** The village council conducts their business in this elaborate hall formed from the intertwining of many trees.
3. **Star Falls Academy:** Young elves learn magic here under the tutelage of the elven twins, Twyno and Twyna Veshara.
4. **Bellshire:** The human refugees live in this small district.
5. **Unya's General Store:** This general store is a trade hub for merchants coming upriver.
6. **Solwyn House:** Alera and her guardian, Balas, live in this small house in an attempt to hide her true identity.
7. **Dalaros's House:** After losing favour at an elven court, Dalaros now lingers in this modest house, plotting his return to power.
8. **The Star Run:** Thousands of fireflies make this waterfall appear as a flowing river of stars, giving it its name.
9. **Star Run Grotto:** A grotto behind the waterfall serves as home to a tribe of sprites and a few other fey.

MARKETPLACE

Resources & Industry Fishing, hunting, trade

Base Value 600 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 4th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Star Run Falls, the following items are for sale:

- **Potions & Oils** *barkskin* (50 gp), *shield* (50 gp)
- **Scrolls (Arcane)** *confusion* (700 gp), *tiny hut* (350 gp)
- **Scrolls (Divine)** *summon monster I* (25 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about the village. A successful check reveals all the information revealed by a lesser check.

DC 10: Star Run Falls is an elven village that takes its name from the spectacular waterfall around which it stands.

DC 15: Recently, a group of humans arrived in the village seeking sanctuary, which the elves granted.

DC 20: Rumours of fell creatures in the forest have many of the villagers worried, especially expecting elven mothers.

VILLAGERS

Appearance Tall and slender with pointed ears and almond shaped eyes ranging from brown, grey to green, the villagers wear their dark hair long and unbraided.

Dress The villagers dress in long tunics of green, brown or dark blue. Many wear thigh high boots made from doe skin. They wear little jewellery, except slender pendants or brooches fashioned from gold or silver about a single gemstone.

Nomenclature *male* Kiyden, Norlerden, Pythos, Tarloyn; *female* Anwa, Cerles, Martya, Yevera; *family* Enderleas, Forylaen, Onmonoas, Sirlydeen

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6 RUMOUR

| | |
|----|--|
| 1 | Dalaros Vynardis used to be a noble from a distant elven court but his brash ways got him exiled to the village. |
| 2* | The human refugees plan on bringing in more of their kind to gain more power over village affairs. |
| 3 | Beware if you hear the incessant chirping of crickets in the predawn hours for the Crimson Shadow King is on the hunt. |
| 4 | Unya only stepped down as guardian because she was the one who supported allowing the humans to live in the village. |
| 5* | The grotto behind the waterfall contains a pool leading to another world. |
| 6 | Ferleden has been especially grim of late, because of the increase of goblins in the forest. |

*False rumour



SUMMERFORD AT A GLANCE

Nearly 50 years ago, Janos and Laelia Orctooth established a homestead along the Mauro River. That homestead proved to be an ideal place for passing barges travelling down river to stop to take on provisions and to dabble in trade.

As luck would have it, a few miles away, an iron mine (named Iron Hill for the vast deposits of iron deposited relatively close to the surface) was established months later. In response to this fortuitous development, the family set up a trading post around which sprang up a prosperous village. While Iron Hill is now the village's primary source of revenue, it is also its chief cause of conflict. Kobolds repeatedly attack the mine, killing many of the miners toiling therein. The families of the slain miners are eager to see the mine close, but the traders who profit from the iron brought forth from its deep tunnel are unwilling to acquiesce to their demands.

Fabius Orctooth, Janos' grandson, now serves as Summerford's mayor. His small cadre of guards help keep the uneasy and tense peace between the traders and the villagers, but are powerless to deal with the kobolds plaguing the mines.

DEMOGRAPHICS

Ruler Lord Fabius Orctooth (LN male human aristocrat 3)

Government Overlord

Population 191 (171 humans, 7 half-elves, 6 elves, 3 dwarves, 1 gnome, 1 half-orc, 1 halfling)

Alignments LN, NG, CN

Languages Common

Corruption +1; **Crime** -3; **Economy** +1; **Law** +2; **Lore** +0; **Society** -3

Qualities Prosperous, strategic location

Danger 0; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than peasants, miners or merchants. A few, however, are of interest to adventurers:

Andrus (location 5; N male human commoner 2) A survivor of a recent attack at the iron mine, Andrus can be found deep in his cups at the Rusty Rapier.

Aurelia Tuburo (location 4; NG female human commoner 1) Aurelia is the distressed wife of a deceased miner.

Brenton Ivyhurst (location 5; CG male human expert 2) The owner of the Rusty Rapier Brenton also secretly sells magic items on the black market.

Ezra Olfoot (location 9; NG female human wizard 3) A recent arrival in Summerford, Ezra lives on the outskirts of the village. Rumours of necromancy swirl about her.

Faerevar Erklen (location 6; LG gnome male inquisitor 5) Faerevar runs the foundry, but is secretly looking for enemies of his faith.

Lord Fabius Orctooth (location 1; LN male human aristocrat 3) The grandson of Janos Orctooth, the reclusive Lord Fabius is Summerford's mayor.

Ormen (location 8; N male venerable human druid 8) The Arch-druid of The Green Shrine is Summerford's oldest human resident.

Sir Titus Lytera (location 1; LN male human fighter 4) Captain of the watch and Orctooth's right-hand man.

Timaulth (location 3; CN male half-elf bard 4) Timaulth is the smooth-talking leader of the local merchants' guild.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Orctooth Manor:** The Orctooth's much expanded original homestead also houses the village guard.
2. **The Docks:** The real reason Summerford is as prosperous as it is lies in the deepwater shore on the east side of the Mauro which enables trade ships to dock.
3. **Summerford Trading Post:** Run by a guild of merchants, the trading post is the heart of Summerford's economy.
4. **Tuburo Residence:** Aurelia Tuburo's husband was recently killed in a kobold attack on Iron Hill. She is not-so-secretly campaigning for the cessation of all mining activities.
5. **The Rusty Rapier:** Brenton Ivyhurst runs the local tavern, which serves as the unofficial meeting place of the village.
6. **Foundry:** Run by Faerevar Erklen, the foundry turns iron ore from the mine into tradable ingots, which are then sent on into nearby cities.
7. **The Iron Bridge:** The only way across the river for 30 miles. Lord Orctooth charges non-residents a toll to cross the bridge.
8. **The Green Shrine:** Ormen established this druid-haven soon after the Orctooth family founded Summerford.
9. **Olfoot Homestead:** One of the latest arrivals to Summerford, this hedge wizard's home is just outside the village.

MARKETPLACE

Resources & Industry Mining, trading

Base Value 700 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d6; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Summerford, the following items are for sale:

- **Potions & Oils** *arcane mark* (25 gp), *cure light wounds** (50 gp), *disguise self* (50 gp)
- **Scrolls (Arcane)** *obscuring mist* (25 gp), *protection from law** (25 gp), *ray of exhaustion*
- **Scroll (Divine)** *locate object* (375 gp), *sound burst* (150 gp)
- **Wand** *protection from evil* (40 chgs.; 600 gp)
- **Wondrous Items** *elixir of tumbling** (250 gp)

* Item is on the black market from Brenton Ivyhurst (location 5).

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about Summerford. A successful check reveals all the information revealed by a lesser check.

DC 10: Summerford is a prosperous village whose economy is based on a trading post and a nearby iron mine.

DC 15: A large tribe of kobolds lives relatively close to Summerford and often raid the iron mine.

DC 20: Summerford is known as a trading post, but a small, discrete black market also thrives in the village.

VILLAGERS

Appearance Summerford villagers have pale skin and light coloured hair.

Dress The people tend toward warmer clothes of fur in the winter and lighter vestments during the summer.

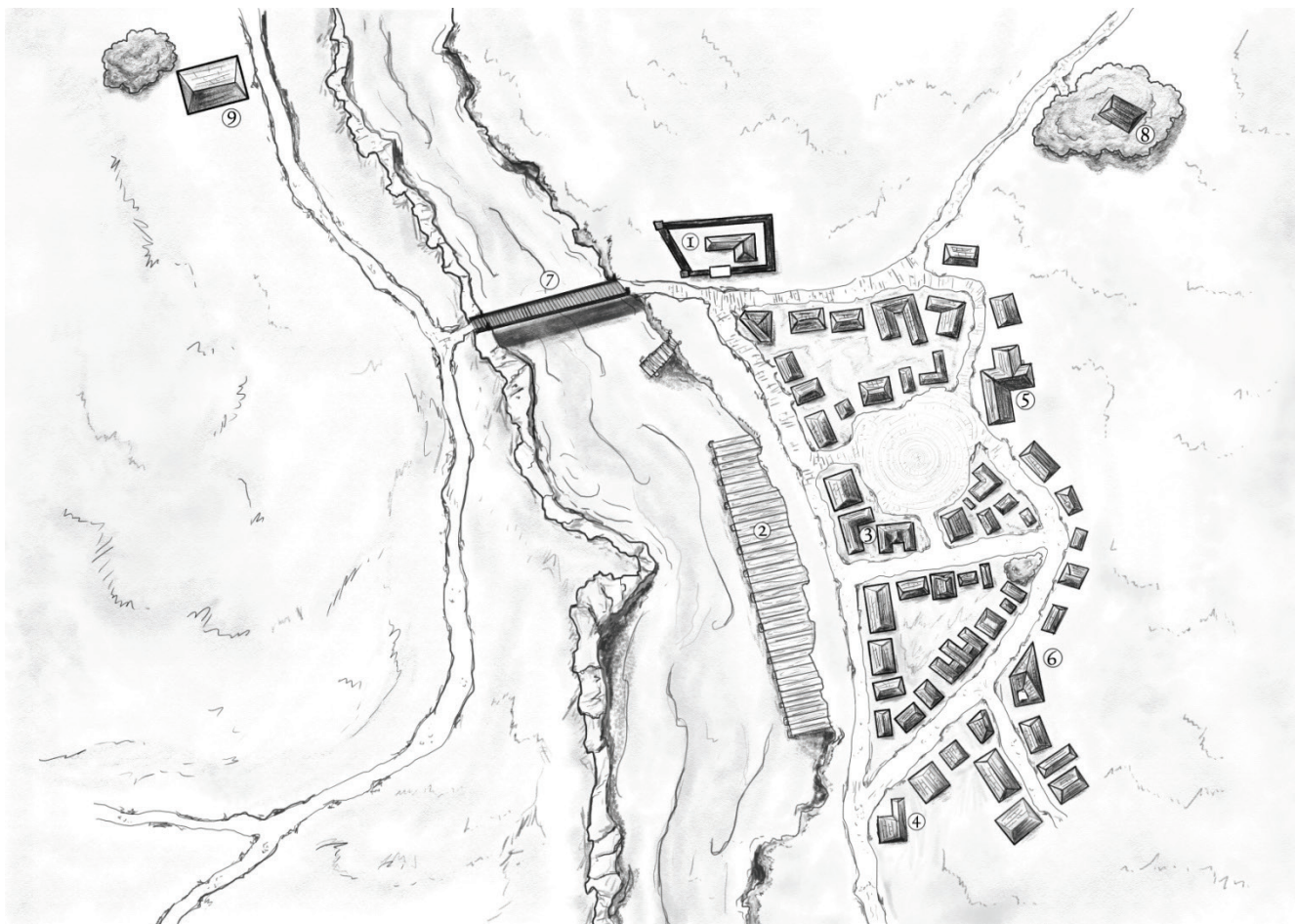
Nomenclature *male* Cassian, Felix, Marcus, Tiberius, Titus; *female* Aemilia, Drusa, Hilaria, Lucia, Sabina, Tatiana, Varinia; *family* Albinus, Cato, Galba, Nasica, Strabo, Varus.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surrounds. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

| D6 | RUMOUR |
|----|--|
| 1 | The nearby iron mine has been attacked by kobolds more than once, putting a major dent in production. The merchants are fed up with the kobolds. |
| 2 | Sometimes, the barge captains bring Brenton Ivyhurst rare magic items to sell on the black market. |
| 3 | Aurelia Tuburo lost her husband when the iron mine was attacked by kobolds. She's had enough of dead miners and is going to incite a riot. |
| 4* | The reclusive Orctooth family has been consorting with devils in order to remain in power. |
| 5* | Ezra Olfoot has been reanimating corpses; that's why she lives so close to the graveyard. |
| 6 | Faerevar Erklen, the smelter, has an elaborate, golden shrine dedicated to a gnomish god in his home. He tries to keep it hidden from visitors. |

*False rumour



TRICKLETREK AT A GLANCE

Surrounded by human towns and villages, the gnomish settlement of Trickletrek has gone by many names throughout its history, as gnomes take particular joy in a good-spirited pun or a particularly clever name. Currently named for the service it provides to travellers, things have quickly gone from bad to worse for the resident of Trickletrek. Local legends claim the gnomes of Trickletrek have dwelled in the forest they call the Great Greens since before the region's human tribes united into the kingdoms that exist today. By far the most successful gnomish settlement in the area, the gnomes of Trickletrek were until recently constructing new neighbourhoods and a bridge of dwarven design.

All this changed when a mysterious asteroid crashed into the waters of the Swishswirl Cove. In the following months, a strange sickness spread across the glades to the north, poisoning its inhabitants and causing an unnatural blight in the gnomes dwelling in Trickletrek. The village is now in a state of emergency. The ghastly illness drains the gnomes of their vibrant colouration, leaving a sickly, otherworldly colour in its wake.

DEMOGRAPHICS

Ruler Helga Hedgeman

Government Autocracy

Population 70 (43 gnomes, 24 humans, 8 halflings, 1 dwarf, 1 half-elf)

Alignments N

Languages Common, Gnome

Corruption +0; **Crime** +0; **Economy** -3 **Law** -4; **Lore** +1 **Society** -10

Qualities Rumormongering citizens, strategic location

Danger +20; **Disadvantages** Cursed, hunted

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Cezar Valeborn (location 2; NG male half-elf bard [archaeologist] 5) A lover of forgotten lore and avid studier of paranormal events, Cezar has relocated to Trickletrek from a nearby city.

Dapperfield Daisylocks (location 10; NE male colour-blighted gnome bard [animal speaker] 4) Trickletrek's local orchardist, Dapperfield was ostracized when he showed signs of illness.

Gabber Gygarian (location 9; N male gnome bard 2) Eccentric storyteller and town greeter Gabber is named for his obsession with small talk and local happenings.

Gladius Gnarlbeard (location 6; CE colour-blighted bodak) A renowned dwarven architect, Gladius Gnarlbeard went missing several days after the asteroid crashed into Swishswirl Cove.

Gunter Greatgreen (location 8; NE male colour-blighted gnome druid [blight druid] 8) The caretaker of the Great Greens vanished not long after the asteroid struck Swishswirl Cove.

Helga Hedgeman (location 1; LN female human ranger [urban ranger] 5) The mayor of Trickletrek, Helga has held this position uncontested for 14 years because of gnomish disdain for the monotony of leadership.

Kevinnen Jamear (location 2; N male halfling rogue 3) Kevinnen is a Swirlside investor who purchased the local inn after its owner perished from colour degradation.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Trickletrek Town House:** This building is generally empty as the Trickletrek gnomes hold a strong disdain for politics.
2. **Jamear's Market:** Gnomes from all over the Great Greens come here to barter and trade tales and baubles.
3. **The Trickletrek:** The path from Trickletrek down to the shores of the Great Trickle is infamously perilous. Most gnomes make their living acting as guides up and down this path.
4. **Insaneta Crossit:** Designed to make the trek across the Great Trickle easier, this incomplete bridge was never finished because of its architect's disappearance.
5. **Swishswirl Cove:** Named for its gentle whirlpool, some gnomes correlate the asteroid that struck the cove to the happenings in Trickletrek.
6. **Swirlside Construction Site:** Intended for new homes to house Trickletrek's growing populace, construction on Swirlside stopped after its architect vanished.
7. **The Rotting Wood:** The northernmost groves of the Great Green reek of a sickness that drains away a person's colour.
8. **Gunter Greatgreen's Grove:** This beloved grove has become quarantined as the bleaching sickness spreads southbound from the Rotting Wood.
9. **Gabber the Greeter's Abode:** Located on the outskirts of Trickletrek, Gabber's cottage is a rest stop for visitors.
10. **The Bleached Ranch:** Located south of the main village, the gnomes of Trickletrek began avoiding the Dapperfield Ranch when the colour started to drain from its owner's complexion.

MARKETPLACE

Resources & Industry Fruit, guide services, lumber, venison

Base Value 550 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** -

When the PCs arrive in Trickletrek, the following items are for sale:

- **Potions & Oils** *barkskin, charm animal, cure moderate wounds, speak with animals*

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about the village. A successful check reveals all the information revealed by a lesser check.

DC 10: Named for the great river that lies west of the village, the gnomes of Trickletrek primarily make their living guiding travellers down the jagged canyon surrounding the Great Trickle.

DC 15: Headed by Gladius Gnarlbeard, a second settlement appropriately sized for “big folk” was slated for constructed near Swishswirl Cove, but construction has ceased. Mayor Hedgeman seeks to eventually unite the two settlements into a single town.

DC 20: The nomenclature for the Great Greens and its surrounding regions was chosen by Gunter Greatgreen, a local druid selected to be the region’s warden by the local archdruid.

VILLAGERS

Appearance The residents of Trickletrek prefer vibrant, natural colours in their garb such as vivid greens, pale pinks and blues and rich browns. Person hygiene is emphasized and knickknacks such as small charms are celebrated as symbols of individuality.

Dress The villagers prefer simple garments with cool, vibrant colours. Fancy embroideries and coat-of-arms are popular among the residents, although such garb seldom impedes its wearer’s ability to perform outdoor labour.

Nomenclature Nomenclature is fickle and mercurial.

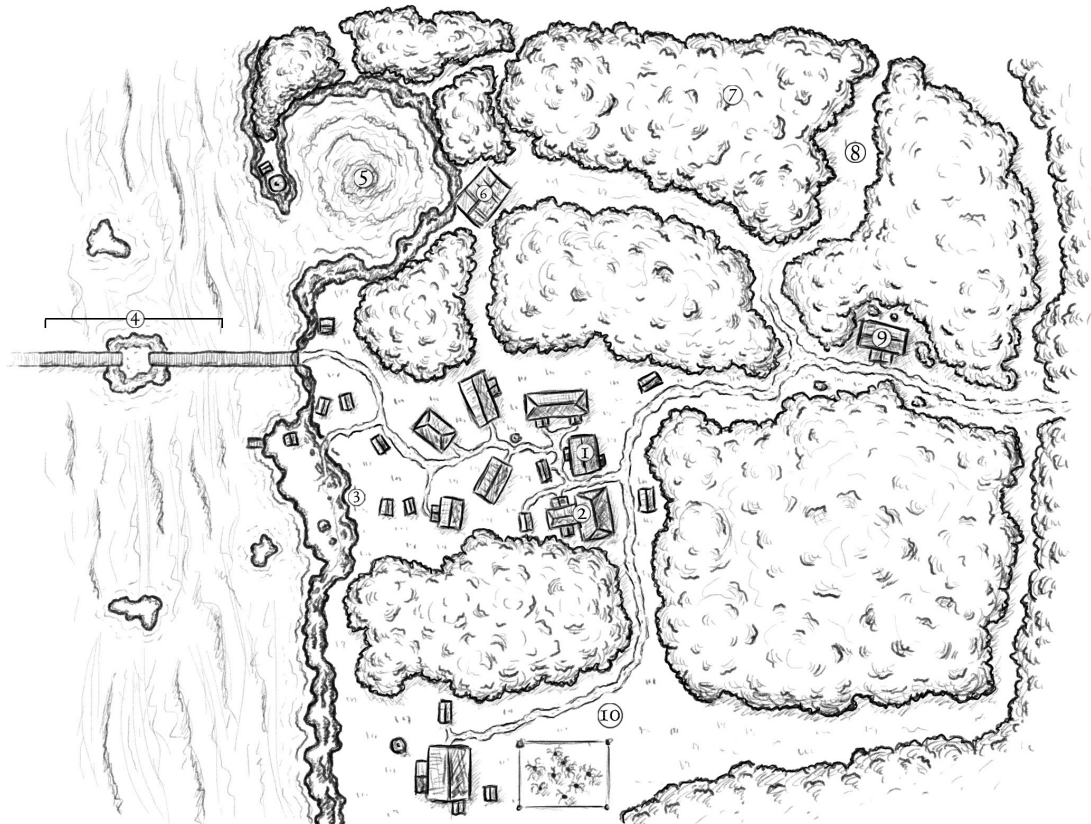
Gnomes are prone to altering their given and family names on personal whim, resulting in few naming trends and a town genealogy that is neigh impossible to fathom.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

| D6 | RUMOUR |
|----|---|
| 1* | Gunter Greatgreen is inflicting an otherworldly sickness upon the people of Trickletrek for encroaching too far upon the ancient forests of the Great Greens. |
| 2 | Cezar Valeborn has taken a fancy for Trickletrek’s mayor. |
| 3* | Gladius Gnarlbeard met a gruesome death in the Great Greens and now haunts his incomplete bridge. |
| 4* | The illness infecting Trickletrek is a direct result of the mayor’s ungnomely leadership practices. |
| 5 | Gabber the Greeter wards off illness by drinking a strange tonic he found while wandering in the woods. |
| 6 | The Swirlside asteroid impact might be related to the strange illness spreading throughout the Great Greens. |

*False rumour



VULCANBRIDGE AT A GLANCE

The volcanic plain upon which Vulcanbridge stands was uninhabited until 350 years ago. A group of dwarf and gnome adventurers wound up on the plain through a series of mishaps (or divine providence, depending on who tells the tale). A minor eruption spat unfinished emeralds up onto the plain, and one of the adventurers noted the lava contained traces of gold and silver. Realizing they had discovered a treasure trove beyond their wildest reckoning, the group vowed to settle the area.

The original settlers perished trying to tame the volcanic plain, but their associates and family carried on. Eventually, dwarf engineers devised several pylons and bridges between them that would allow the settlers to live safely above the plain while scooping up whatever material random eruptions provided. A gnome alchemist, Tervor Vulcan, further enhanced the pylons to protect against seismic events plaguing the settlement, which took its name from the alchemist.

Today, Vulcanbridge still reaps the benefits of the gems and minerals buried in deep caverns below the plain. However, the workers have shifted their focus to delving beneath the surface lava, which no longer has the ready treasure accounting for the village's initial success. Additionally, the village protects travellers who blunder across the dangerous land and provides a safe site for breath-taking vistas.

DEMOGRAPHICS

Ruler Korron Greymantle

Government Autocracy

Population 185 (91 dwarves, 31 gnomes, 23 half-orcs, 15 halflings, 14 humans, 11 half-elves)

Alignments LG, LN, NG, CG

Languages Common, Draconic, Dwarven, Elven, Gnome

Corruption -1; **Crime** -2; **Economy** +2; **Law** +2; **Lore** -1; **Society** +0

Qualities Insular, prosperous, strategic location

Danger +5; **Disadvantages** Volcanic activity

NOTABLE FOLK

Most of the population are nothing more than hardworking miners. A few, however, are of interest to adventurers:

Ander Hale (location 3; LN male human fighter 1/aristocrat 2) Ander, a shrewd businessman who feels he can improve the village's prospects, seeks lordship when Korron steps down.

Dwilla Copperpot (location 9; CG female gnome expert 4) The danger-seeking gnome Dwilla possesses remarkable engineering insight.

Korron Greymantle (locations 4 and 10; LN male dwarf aristocrat 1/expert 3) Current lord of Vulcanbridge, Korron looks forward to returning to "real work" in two months.

Manda Grimsdottir (location 7; LG female dwarf expert 4) Vulcanbridge's most successful miner, Manda has an uncanny sense for the volcanic plain's irregular eruptions.

Tagrissa (locations 4 and 6; LN female half-orc warrior 4) Tagrissa has served as head of Vulcanbridge's guard all her adult life, protecting against external and internal threats.

Verrix Gravelbeard (location variable; LG male young gold dragon) Verrix has not broken from his dwarf persona since he arrived in Vulcanbridge 27 years ago.

Yendari Indra (location 1; NG female halfling rogue 3/expert 3) Yendari took refuge in Vulcanbridge eight years ago and has since taken ownership of the Crimson Light Inn.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Crimson Light Inn:** Situated at the base of Centre Pylon (Pylon One), this inn gets its name from the constant glow shed by lava resting on the surface.
2. **Sorrel's Sundries:** More for visitors to Vulcanbridge, the gnome Sorrel sells protective gear and rations from this store.
3. **Hale Imports and Exports:** From here, Ander Hale conducts his business deals that have proven lucrative for Vulcanbridge.
4. **The Hall:** This utilitarian building houses Vulcanbridge's government and serves as headquarters for the guard.
5. **Cooling Vault:** This refrigerated chamber provides a safe place in emergency situations and relief for those succumbing to the constant heat.
6. **Watchtower:** Situated atop Pylon Two, this location has the clearest view of the surrounding land.
7. **Manda's Pylon:** Pylon Three is named for Vulcanbridge's most successful delver.
8. **Rooster Geyser:** West of Pylon Four, superheated water blasts up 100 feet every morning at precisely the same time.
9. **The Skunkworks:** Located on the little used Pylon Four, and named more for the smell than the experimentation, Dwilla and her subordinates perfect mineral extraction techniques.
10. **Pylon Five:** A recent powerful earthquake cracked Pylon Five's foundations, forcing an evacuation of the crew there; several engineers work day and night to repair the pylon.

MARKETPLACE

Resources & Industry Mining, shelter, sightseeing, trade

Base Value 1,000 gp; **Purchase Limit** 4,500 gp; **Spellcasting** 4th; **Minor Items** 2d6; **Medium Items** 1d6; **Major Items** –

When the PCs arrive in Vulcanbridge, the following items are for sale:

- **Potions & Oils** *protection from energy* (fire, 375 gp)
- **Scrolls (Arcane)** *resist energy* (fire, CL 7th, 350 gp)
- **Scrolls (Divine)** *endure elements* (13 gp)
- **Wondrous Items** *elixir of swimming* (250 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about the village. A successful check reveals all the information revealed by a lesser check.

DC 10: Founded centuries ago, Vulcanbridge built its fortune on gems and metal readily available in the lava flowing from beneath the surface. This was not a trivial matter, as those collecting the wealth endured hellish heat and poisonous gases.

DC 15: Vulcanbridge also serves as shelter for those desperate or crazy enough to cross the volcanic plain.

DC 20: The village no longer benefits from easily obtained wealth. Instead, the workers must delve beneath the plain's surface to gather its treasures.

VILLAGERS

Appearance Natives of Vulcanbridge have black hair, dark eyes of various colours and reddish skin. Most residents have shorn heads, but dwarven residents still insist on wearing full beards.

Dress Most villagers wear loose-fitting and utilitarian clothing. Those who deal with outsiders dress more fancily and wear jewels and gems harvested from beneath the village.

Nomenclature *male* Berrik, Kaarl, Trystan; *female* Dioni, Nessa, Quionne; *family* Deepdelver, Forgeborn, Vinnis.

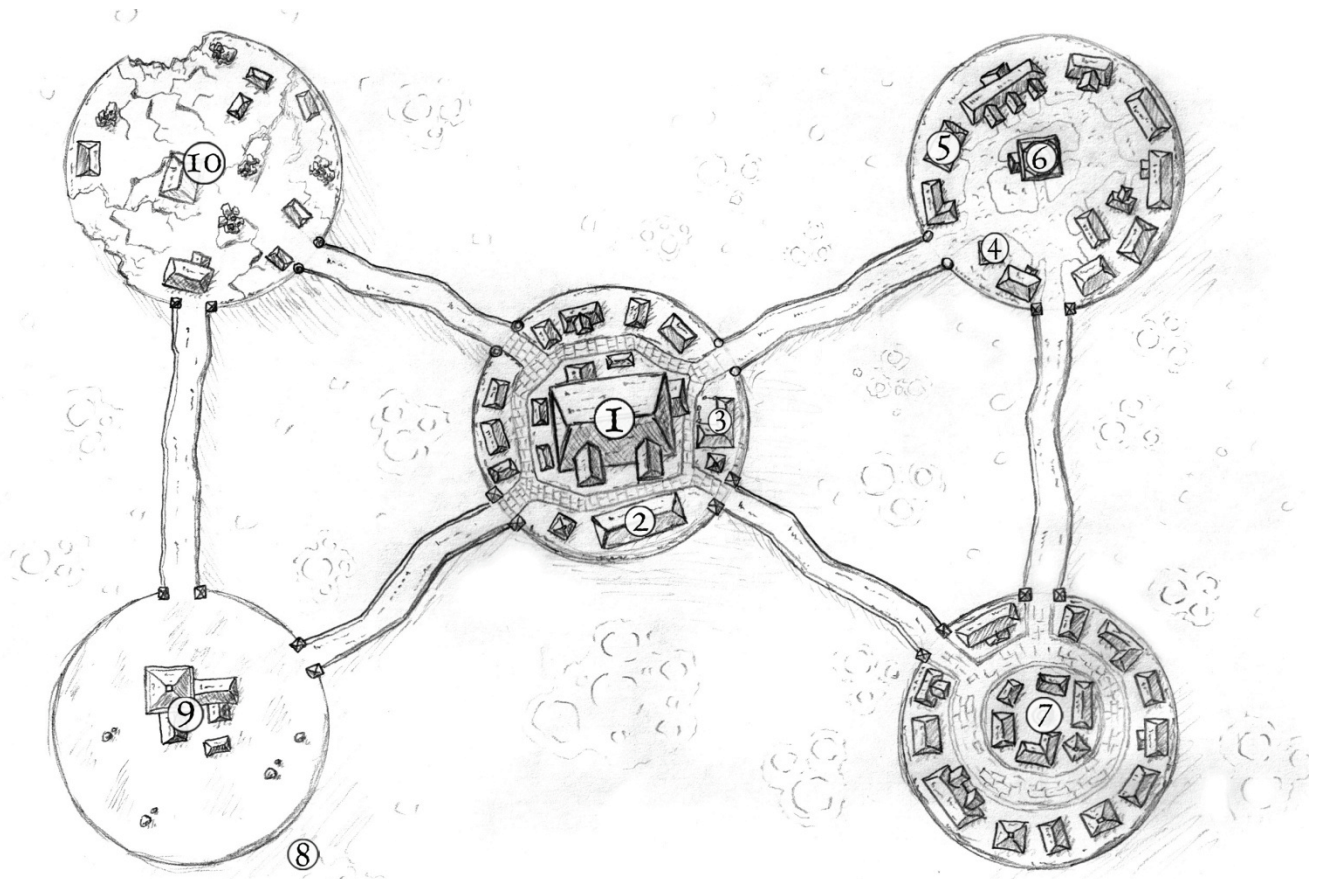
WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6 RUMOUR

| | |
|----|--|
| 1 | The planned Pylon Six never got completed, since it sank beneath the plain. |
| 2 | Water is naturally difficult for the village to obtain, and the latest supply never arrived. |
| 3 | When Verrix drinks too much, he turns discussion to an ancient red dragon whose hoard has fattened Vulcanbridge's coffers while the creature sleeps. |
| 4* | Pylon Five's damage was caused by sabotage timed with a convenient earthquake. |
| 5 | To every villager's surprise, Rooster Geyser failed to erupt last week—this marks the first time in anyone's recollection this has happened. |
| 6 | A couple of villagers have seen fiery human shapes several hundred yards to the west just after sunset. |

*False rumour



VULGRUPH'S HOLLOW AT A GLANCE

The once prosperous village of Vulgruph's Hollow has become a den of murder and mistrust as what started as a series of odd animal mutilations has escalated into disappearances among the populace. Built on and across the mouth of a creek, even the stone walls and stoic guards of this dwarven village have done little to bring peace and security to its residents.

The people of Vulgruph's Hollow glare at one another through peepholes and shuttered windows as decades of racial tensions boil over in the wake of the tragedies sweeping through the village. Although Vulgruph's Hollow takes its name from the ingenious dwarven engineer who hollowed out the centre of the Snowcrest Creek using stone channels, its strategic position between two major roads has resulted in many travellers settling around the dwarven settlement. Impatient with the newcomers' lack of respect for dwarven tradition, the dwarves of Vulgruph's Hollow have done very little to make entire generations of humans and halflings feel welcome in the community. Divided by these tensions, the people of Vulgruph's Hollow are powerless to confront the many threats surrounding them, from the horrible giants who dwell in the northern hills to the mysterious kidnappings and vandalism that has plagued the village for nearly a year.

DEMOGRAPHICS

Ruler Vosk Vulgruph (NG dwarven rogue [swashbuckler] 7)

Government Council

Population 176 (41 humans, 108 dwarves, 10 gnomes, 1 half-orc, 15 halflings, 1 derro)

Alignments N, LG, LN, CN, NG

Languages Common, Dwarven, Halfling

Corruption +0; **Crime** -1 **Economy** -2; **Law** -5; **Lore** -2; **Society** +0

Qualities Insular, prosperous, strategic location

Danger +20; **Disadvantages** Hunted

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Gnarlsey Hispitty Herdsmore (location 10; LN female gnome druid 5) The people of Vulgruph's Hollow rely on Gnarlsey for her druidic magic.

Hagren Bloodbeard IV (location 7; LN male dwarf expert 3) Hailing from a long line of entrepreneurs, Hagren owns most of the farms surrounding Vulgruph's Hollow.

Hethan Pagemaker (location 8; LN male human wizard 2) The most respected of Vulgruph's Hollow's non-dwarven citizens, Hethan is a retired mage turned book binder.

Jalina Bloodbeard (location 1; NG female dwarf sorcerer 3) Unusually charismatic for a dwarf, Jalina opened the Blood and Thunder Bistro after marrying her husband.

Jingrako Craighorn (location 2; NG male half-orc bard [arcane duelist] 5) Jingrako Craighorn settled in Vulgruph's Hollow as an innkeeper after his adventuring party was all but wiped out battling a local hill giant clan.

Regald Ditchfoot, aka "Dez'Riggen" (location 9; CE male derro rogue [spy] 3) The eccentric gravedigger of Vulgruph's Hollow has been impersonated by a derro who uses the dwarf's skin as a grizzly disguise.

Vosk Vulgruph (location 5; LG male dwarf rogue [swashbuckler] 7) The village leader was whisked away from a cosmopolitan life following his father's death. He is not happy.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Blood and Thunder Bistro:** This spacious stone restaurant features a massive chimney that constantly billows smoke laden with the delicious smell of cooking meats.
2. **Giant's Run Inn:** Founded by Jingrako, the Giant's Run is a favoured establishment of the village's non-dwarven residents.
3. **House of Ard'Sleityn:** This expertly constructed temple acts as a place of worship for all residents of Vulgruph's Hollow.
4. **Volspyr's Forge:** This expertly crafted dwarven forge is open for public and commissioned work.
5. **Vulgruph Manor:** The personal dwelling of Vosk Vulgruph is reportedly the oldest building in the hollow, hand-built by the village's founder himself.
6. **Vulgruph's Tears:** The canals was created using thick blocks of stone to route the Snowcrest Creek's waters around Vulgruph's Hollow.
7. **The Bloodbeard Ranches:** The Bloodbeard clan owns and operates the many livestock farms surrounding the village.
8. **Wellson's Place:** Located to the southeast of the village, this farm is the only one not owned by the Bloodbeard clan.
9. **Ancient's Rest:** Built at the foot of Mount Donisbeard, the dwarven residents are laid to rest in this mausoleum.
10. **The Fair Fields:** Named for the crops growing there, non-dwarven farmers dwell upon the Snowcrest Creek's banks.

MARKETPLACE

Resources & Industry Farming and smithing

Base Value 600 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive, the following items are for sale:

- **Armour** +1 chainmail (1,150 gp)
- **Scrolls (Arcane)** *shocking grasp* (25 gp)
- **Scroll (Divine)** *stone shape* (375 gp)
- **Weapons** +1 battleaxe (2,010 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about the village. A successful check reveals all the information revealed by a lesser check.

DC 10: Built upon the Snowcrest Creek, Vulgruph's Hollow acts both as a bridge and a crossroads between the Western Way and the Deep Road.

DC 15: Despite being a rather small village, Vulgruph's Hollow is a marvel of dwarven ingenuity, having been built within a mighty creek using slabs of stone to divert the water into two canals bounding the village.

DC 20: Although foreigners once flocked to Vulgruph's Hollow, racial tensions between the dwarves and their human and halfling peers have slowly festered; now neither group wishes to provide any support to the other.

VILLAGERS

Appearance The people of Vulgruph's Hollow maintain a cleaned, well-groomed appearance. Beards and facial hair are well-trimmed and clothes are washed often. Baths are taken regularly, but a healthy layer of dirt is a symbol of hard work.

Dress Clad in the sturdy, practical clothing, peasants typically adorn their clothes with glass beads and twine while richer folk use gold and silver embroidery.

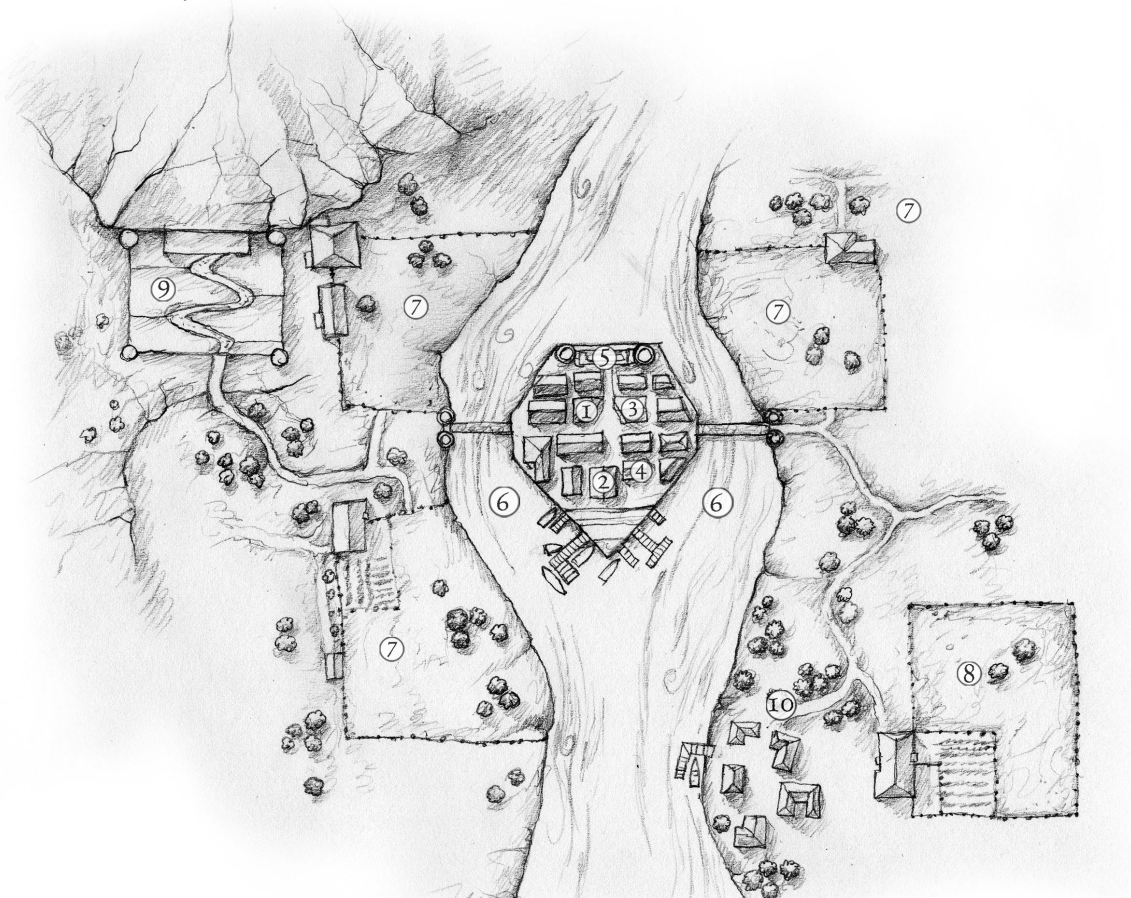
Nomenclature *male* Arneg, Feddrick, Hargred, Julion, Varegen; *female* Genge, Jarza, Ursula, Wilfern; *family* Earker, Kev, Plar, Strim.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

| D6 | RUMOUR |
|----|--|
| 1 | Cooks at the Blood and Thunder Bistro prepare meals with magic wands, resulting in an electrifying taste. |
| 2 | Regald Ditchfoot roams Ancient's Rest with his shovel on nights when no folk have died, muttering to himself. |
| 3 | Secret catacombs in Ancient's Rest lead deep into Mount Donisfeld |
| 4 | Vosk Vulgruph wants nothing to do with leading Vulgruph's Hollow. |
| 5* | Outsiders settling on his lands made the spirit of Harsin Vulgruph restless and he has returned for vengeance. |
| 6* | Jingrako Craighorn is mutilating dwarven livestock as an act of revenge for the dwarves' cruel acts towards him. |

*False rumour





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