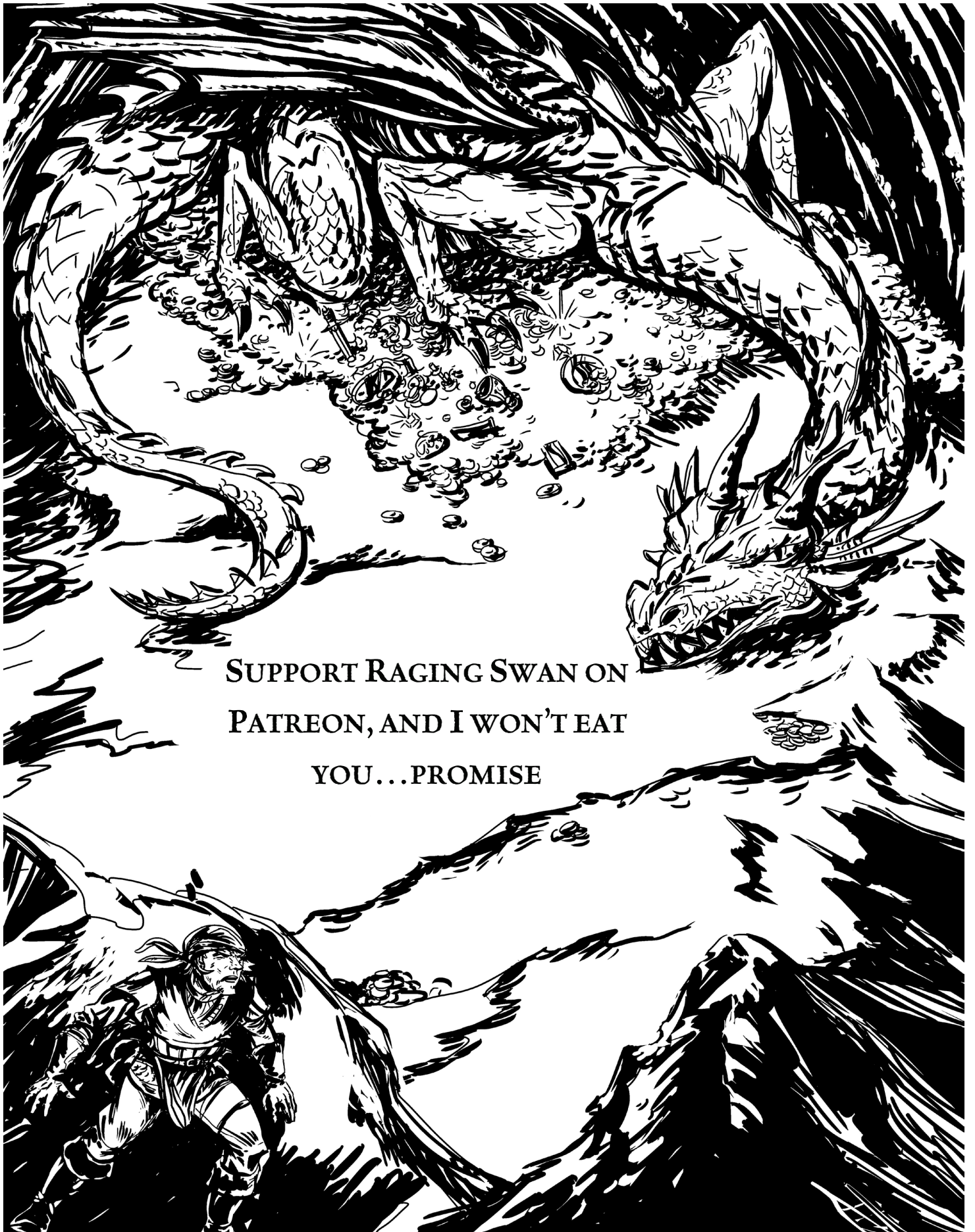


RAGING SWAN PRESS

# GM'S MISCELLANY: VILLAGE BACKDROPS III





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# GM'S MISCELLANY: VILLAGE BACKDROPS III

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*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 the third twelve Village Backdrops, along with bonus, never seen before material, together in one place.*

**Design:** John Bennett, Creighton Broadhurst, Richard Green, Mike Kimmel, Jacob W. Michaels, Jacob Trier and Mike Welham

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**Cartography** Simon Butler, Matt Morrow and Tommi Salama

Thank you for purchasing *GM's Miscellany: Village Backdrops III*; we hope you enjoy it and that you check out our other fine print and PDF products.

Published by Raging Swan Press

October 2015

ISBN: 978-0-9931082-4-2

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We hope you enjoyed this free sample of the *GM's Miscellany: Village Backdrop III*. The full version of this supplement is available from whichever online store you got this sample. It's also available in print, if you prefer the dead tree version.





## ABOUT THE DESIGNERS

---

**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** is very modest because of pagination.

**Richard Green** has been playing RPGs since 1980, and has enjoyed running D&D in all four editions. Previous freelance design credits include "A Blight on the Land", a Forgotten Realms adventure written for Dungeon #38 way back in 1992, and contributions to the "Iron Gazetteer" for Open Design. More recently, he has been working on the forthcoming 4th Edition Bestiary for Open Design's Midgard campaign setting.

He is currently running two regular 4th edition D&D campaigns set in the city and wider world of Parsantium, the first campaign setting he created since his teenage years. Check out his blog, At the Sign of the Green Man ([richgreen01.livejournal.com/](http://richgreen01.livejournal.com/)) to learn more about the Parsantium campaign setting and to read other posts about fantasy RPG gaming. Richard lives in London with his wife Kate and two cats. When he's not playing and writing D&D stuff, he likes to watch Crystal Palace FC try to win football matches.

Julian began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London.

**Mike Kimmel** is a freelance game designer and high school teacher from Seattle, WA. In addition to his work for Raging

Swan Press, he writes scenarios for Paizo's Pathfinder Society campaign and contributes to other products, such as the Occult Bestiary. Mike was a finalist in RPG Superstar 2014, and is the founder and administrator of the freelancer community, Freelance Forge, at [freelanceforge.net](http://freelanceforge.net).

**Jacob W. Michaels** has been gaming for 30 years, since he was introduced to Advanced Dungeons and Dragons in the third grade. A newspaper editor in eastern Pennsylvania, he's a two-time finalist in Paizo's RPG Superstar, making the Top 16 in 2012 (when he garnered acclaim for his Unfettered) and 2014 (when his guttersnipe was among the top monsters). He had his first module, Ironwall Gap Must Hold, published in 2013 by AdventureaWeek.com and his work has appeared in Wayfinder and with Jon Brazer Enterprises.

He lives with his faithful hound, Holiday, who hasn't inherited his interest in role-playing, but enjoys when her dog friends come over during games. His parents and sister have always been supportive of his hobby, and he appreciates his wife's encouragement, even if her reaction to watching her first (and only) gaming session was "there are some things you can never unsee."

**Jacob Trier** has been a book-worm since before he could walk. Growing up, the library was one of his favorite places, and his love of fantasy and role-playing games was kindled by Sword and Sorcery pick-your-path books and Dragonlance novels. At age ten, he got his hands on the AD&D 2nd edition Players Handbook, and he has been a gamer ever since. His singular claim to fame was an unsuccessful run at RPG Superstar in 2012.

When he isn't slaying trolls or guiding his players towards certain death and dismemberment, he's busy playing the roles of father and husband. He and his lovely wife are the proud parents of two lively sons, both future gamers if their dad has anything to say about it. Trained as a journalist, he pays the bills handling communication at a local Social and Health Care College. He lives near Aarhus, Denmark.

**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.

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.

## ALDWATER AT A GLANCE

---

For centuries, Aldwater has stood where the water of Blackraven Creek runs off into The Deepmire Marshes. On an island in the mouth of the creek, the villagers long ago erected a wooden labyrinth to hold the remains of their dead.

At regular intervals, the spiritual leader of the village, Leodus Breurk the Spiritspeaker, enters the labyrinth to commune with his predecessors' mummified heads through an ancient relic called the Crown of Eternal Council.

However, the collective knowledge and wisdom of the council is limited to what the individual members knew at the time of their death, and the council's traditionalist advice has not been adequate to deal with a recent decrease in the populations of fish and marsh animals the villagers rely upon to survive.

The villagers suspect the decrease is caused by subtle changes in the environment, but strange mutations in some of the animals hint at more sinister forces at work. Fear of hostile boggard tribes and savage monsters has so far dissuaded the villagers from travelling deep into the Deepmire Marshes to investigate.

Faced with the prospect of starvation, Leodus Breurk, the current Spiritspeaker, recently made an unprecedented decision. When a wizard from the nearby village of Fulhurst Moors approached him seeking information about ancient sacrificial sites in the marshes, Leodus agreed to ask the ancestors for the information, in return for a sizable donation.

Since then, Leodus has petitioned the ancestors for advice on behalf of half a dozen different strangers, and the rumour is slowly spreading. Each new visitor brings much needed gold, but many villagers feel the new practice is paramount to sacrilege.

### DEMOGRAPHICS

**Ruler** Leodus Breurk (N male human cleric 7)

**Government** Magical

**Population** 134 (125 humans, 1 gnome, 2 half-elves, 1 half-orc, 5 halflings)

**Alignments** LN, CN, N

**Languages** Boggard, Common, Draconic

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

**Qualities** Holy site, superstitious

**Danger** +0; **Disadvantages** Impoverished

### NOTABLE FOLK

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

**Brexander Greenroot** (location 1; CG male gnome ranger 3) Brexander is willing to guide travellers into The Deepmire Marshes.

**Hollean Uthevere** (location 6; N male human expert 2) Proud and ambitious, Hollean owns the Roaring Dragon Inn and is the most vocal supporter of Spiritspeaker Breurk.

**Hywain Glengaine** (location 2; LN male middle-aged human fighter 4) As captain of the Labyrinth Guardians, Hywain is loyal to the Spiritspeaker, even if he disapproves of his recent decisions.

**Kerin Banell** (location 2; LN male human fighter 2) Kerin is the hot tempered second in command of the Labyrinth Guardians.

**Kynell Lawain** (location 7; NG male human expert 2) Kynell operates the local trade station.

**Lanna Glengaine** (location 6; NE female human commoner 2) Hywain Glengaine's beautiful, but capricious, daughter works as a barmaid and excels in inspiring volatile social situations.

**Leodus Breurk** (location 4; N male human cleric 7) As Spiritspeaker, Leodus has to make difficult decisions affecting the entire community.

**Terric Modan** (location 5; CN male human sorcerer [aberrant] 4) Terric goes to great lengths to conceal his growing sorcerous powers.

### NOTABLE LOCATIONS

Most of the village comprises modest homes built on raised wooden platforms. A few locations, however, are of interest to adventurers:

1. **Brexander Greenroot's house:** Home of the most experienced marsh guide in the village.
2. **Guardian's Hall:** Home of the warriors who guard the Labyrinth of the Ancestors and act as the village militia.
3. **Labyrinth of the Ancestors:** This wooden maze contains the earthly remains of Aldwater's dead.
4. **Spiritspeaker's house:** Home of Spiritspeaker Leodus Breurk.
5. **Terric Modan's house:** Home of the sorcerer Terric Modan.
6. **The Roaring Dragon:** The newly established inn, which many locals jokingly refer to as "The Burping Lizard", is often busy.
7. **Trade Station:** Kynell Lawain ferries hides and fish up the creek and returns with trade goods from nearby settlements.

### MARKETPLACE

**Resources & Industry** Fishing, hunting, trapping

**Base Value** 250 gp; **Purchase Limit** 1,250 gp; **Spellcasting** 4th; **Minor Items** 1d4; **Medium Items** 1d2; **Major Items** –

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

- **Potions & Oils** *endure elements* (50 gp), *light* (25 gp)
- **Scroll (Divine)** *obscuring mist* (25 gp), *purify food and drink* (12 gp, 5 sp)
- **Wand** *wind wall* (37 chgs.; 8,375 gp)

## VILLAGE LORE

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

**DC 10:** Aldwater lies at the mouth of Blackraven Creek, where it flows into the Deepmire Marshes.

**DC 15:** The most prominent feature of Aldwater is the large wooden labyrinth on an island in the middle of the village. It is said to contain the remains of the villagers' ancestors.

**DC 20:** The spiritual leader of the village can use a secret ritual to gain knowledge from the dead.

## VILLAGERS

**Appearance** Black hair and blue eyes are dominant among the villagers, most of who are below average height.

**Dress** Most villagers wear loose fitted leggings and shirts, made from a light, quick-drying fabric. Scarfs are often wrapped around the head to keep away insects.

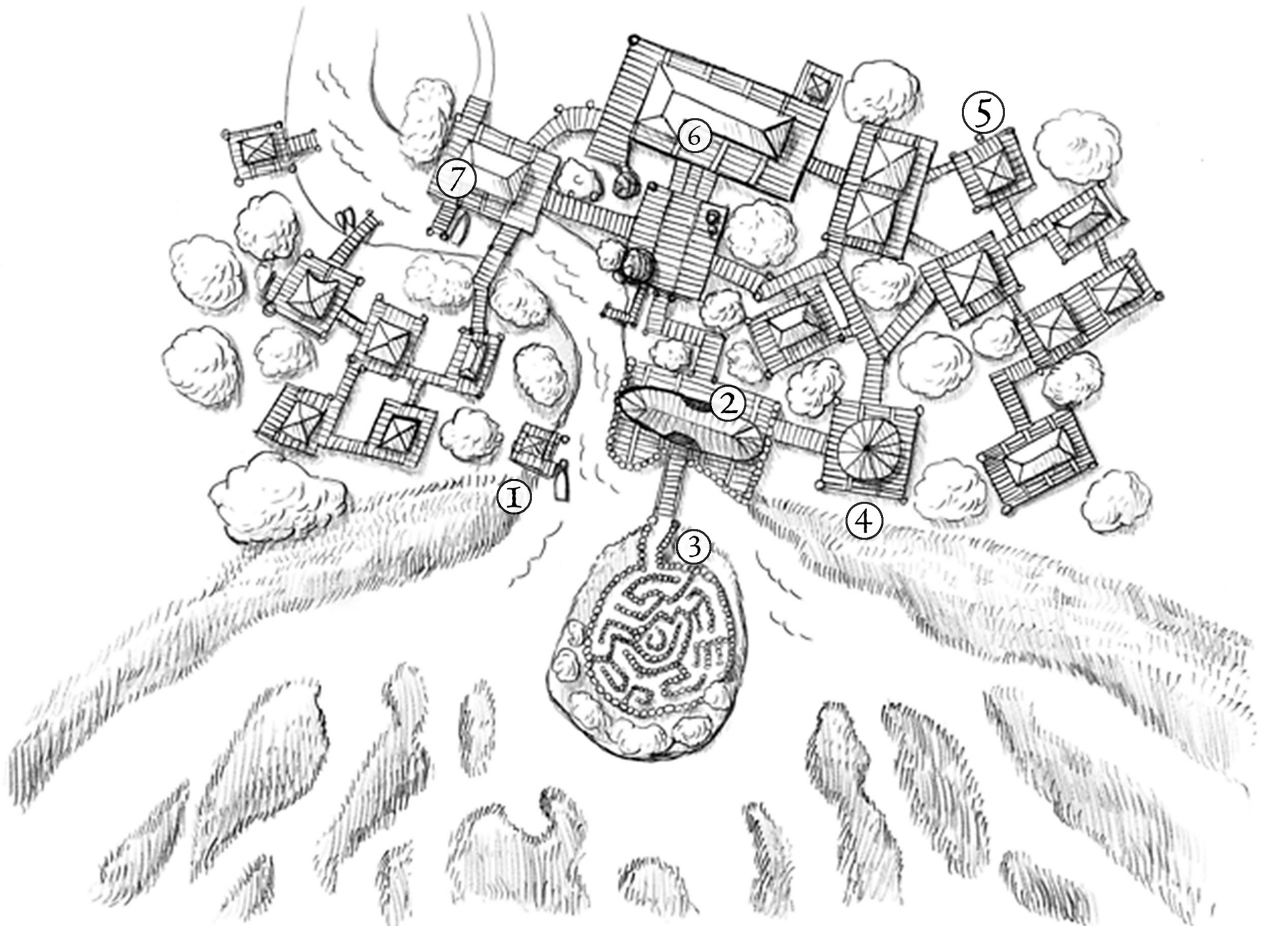
**Nomenclature** *male* Girnach, Henn, Luwain, Morion, Rhylf; *female* Elaida, Grisanna, Isuefar, Nilda, Shavinia; *family* Aralon, Blagant, Glerent, Melydd, Teigan.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Aldwater 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 gigantic frog-like monster lives within the Deepmire Marshes. Local boggard tribes worship it as a god.
2	There is something strange about Terric Modan. He's got a secret he's desperate to hide.
3	Brexander Greenroot has been trying to catch a huge electric eel called Ol' Spark for years. His last attempt almost cost him his life.
4*	Lanna Glengaine once persuaded Kerin Banell to sneak her into the Labyrinth of the Ancestors.
5	The last group of strangers who sought knowledge from the ancestors in the labyrinth sailed into the Deepmire Marshes afterwards. They haven't returned.
6*	The council of ancestors have cursed Leodus Breurk because he shares their wisdom with outsiders.

\*False rumour



## ARROWHILL AT A GLANCE

---

The settlers of Arrowhill believed the Coldrun Woods were a bountiful and hospitable place. Two generations ago, hunters led by Shep Swayfellow slew the last dire bear in the region. The great bear, filled with arrows, finally fell atop a high hill near the woods. The hunters called the place Arrowhill and built a small lodge on the site.

Thirteen months later, the Serpent – a solitary and spiteful elven druid – paid her first visit. In the guise of a horrible serpent, she terrorized the villagers, demanding they pay her tribute or flee. Over the next several decades, the people grew accustomed to her harsh, but predictable, demands and punishments. The creature terrified them, but also protected them from bandits and marauding goblins.

Now, decades later, the villagers live in fear. The Serpent has grown more vicious in her demands, and her wickedness has become more capricious. Recently, children have gone missing in the woods, hunting accidents and drowning have increased in frequency and a mysterious fire destroyed the village hall. Unbeknownst to the villagers, the Serpent is no longer responsible for the terrors they face: Mayor Crad Swayfellow and his sons recently imprisoned the Serpent in her own lair and use her legend to cement their control of the village.

### DEMOGRAPHICS

---

**Ruler** Mayor Crad Swayfellow

**Government** Overlord

**Population** 149 (147 humans, 2 half-elves)

**Alignments** LG, NG, LN, N

**Languages** Common

**Corruption** +1; **Crime** –7; **Economy** –1; **Law** +3; **Lore** –1; **Society** –1

**Qualities** Racially intolerant (elves), superstitious

**Danger** 0; **Disadvantages** None

### NOTABLE FOLK

---

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

**Mayor Crad Swayfellow** (location 2; NE male human aristocrat 2) Running the village is a family business for Crad Swayfellow, one he doesn't mean to give up.

**Brun and Johl Swayfellow** (location 2 or 10; NE male human ranger 4) The mayor's sons are respected hunters, but they spend most of their time looking after the prisoners at Coldrun Cave. They are loyal to their father.

**Thelen Mosswall** (location 1; N male human expert 2) Thelen is as much a con artist as an apothecary. He dupes the villagers into thinking his cure-alls and trinkets actually protect them.

**Larissa and Holten Witchborn** (location 4; NG female half-elf ranger 3 and NG male half-elf rogue 3) Larissa and Holten receive abysmal treatment from their fellow villagers. They act as night watchmen, but receive little thanks or respect.

**Torbin Grenwick** (location 5; LN venerable male human expert 2) Torbin is the oldest villager, but his memory is nearly perfect. He runs the village's tavern and general store.

**Theira Swayfellow** (location 6; LG female human cleric [Conn] 1) Mayor Swayfellow has turned the villagers against Theira, his own cousin, due to her parents' efforts to disrupt his plans.

**Groble Wold** (location 7; NG male human expert 1) Once a respected carpenter, Groble is now a melancholy drunk who (correctly) believes his wife (Mirena) is still alive.

**The Serpent** (location 10; NE female elf druid 7) The Serpent is an exile from her homeland who preys on the superstitious villagers. She is now imprisoned in her own home.

### NOTABLE LOCATIONS

---

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

1. **Thelen's Apothecary:** Thelen sells all manner of cure-alls and curiosities in his small, cramped shop.
2. **Mayor Swayfellow's Manor:** This large, two-storey house is the mayor's residence and the now substitute village hall.
3. **Ruined Village Hall:** The ghosts of those who died in the fire haunt this burnt-out, ruined building.
4. **The Watchtower:** The despised half-elf "Witchborn" siblings live in this decrepit tower.
5. **Torbin's Tavern and Trade:** A small but comfortable tavern acts as the social heart of the village. The tavern doubles as the town's general store.
6. **The Chapel:** Few villagers worship here now the mayor has turned the people against his cousin, Theira Swayfellow.
7. **Groble's Carpentry:** Once a prosperous business, Groble's Carpentry has had little to offer since the disappearance (or death, depending on who you ask) of the proprietor's wife.
8. **The Standing Stones:** These ancient standing stones are seemingly haunted.
9. **Witch's Brook:** Eventually, Witch's Brook connects with the Coldrun River to the north, but the villagers avoid traveling its course due to its supposed proximity to the Serpent's cave.
10. **Coldrun Woods & Cave:** The villagers get their livelihood from the Coldrun Woods, but they fear the creatures living there.

### MARKETPLACE

---

**Resources & Industry** Hunting, trapping, light forestry

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

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

- **Potions** *cure light wounds* (50 gp), *endure elements* (50 gp)
- **Scroll (Divine)** *delay poison* (150 gp), *protection from evil* (25 gp)

## VILLAGE LORE

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

**DC 10:** The villagers in Arrowhill distrust elves and, by extension, magic.

**DC 15:** The nearby Coldrun Woods are home to all manner of wicked, dangerous creatures, and only regular tribute keeps the village safe.

**DC 20:** A few half-elves – born of forbidden dalliances with the wood elves of Coldrun Woods – live in Arrowhill, but the villagers treat them as lesser folk.

## VILLAGERS

**Appearance** The villagers tend to have ruddy skin and stockier builds.

**Dress** The people of Arrowhill dress in drab clothing, and typically wear or carry some sort of charm (usually a woven necklace or bracelet).

**Nomenclature** *male* Dennan, Thaban, Wold; *female* Bren, Corella, Wilna; *family* Brookefall, Fletcher, Swayfellow.

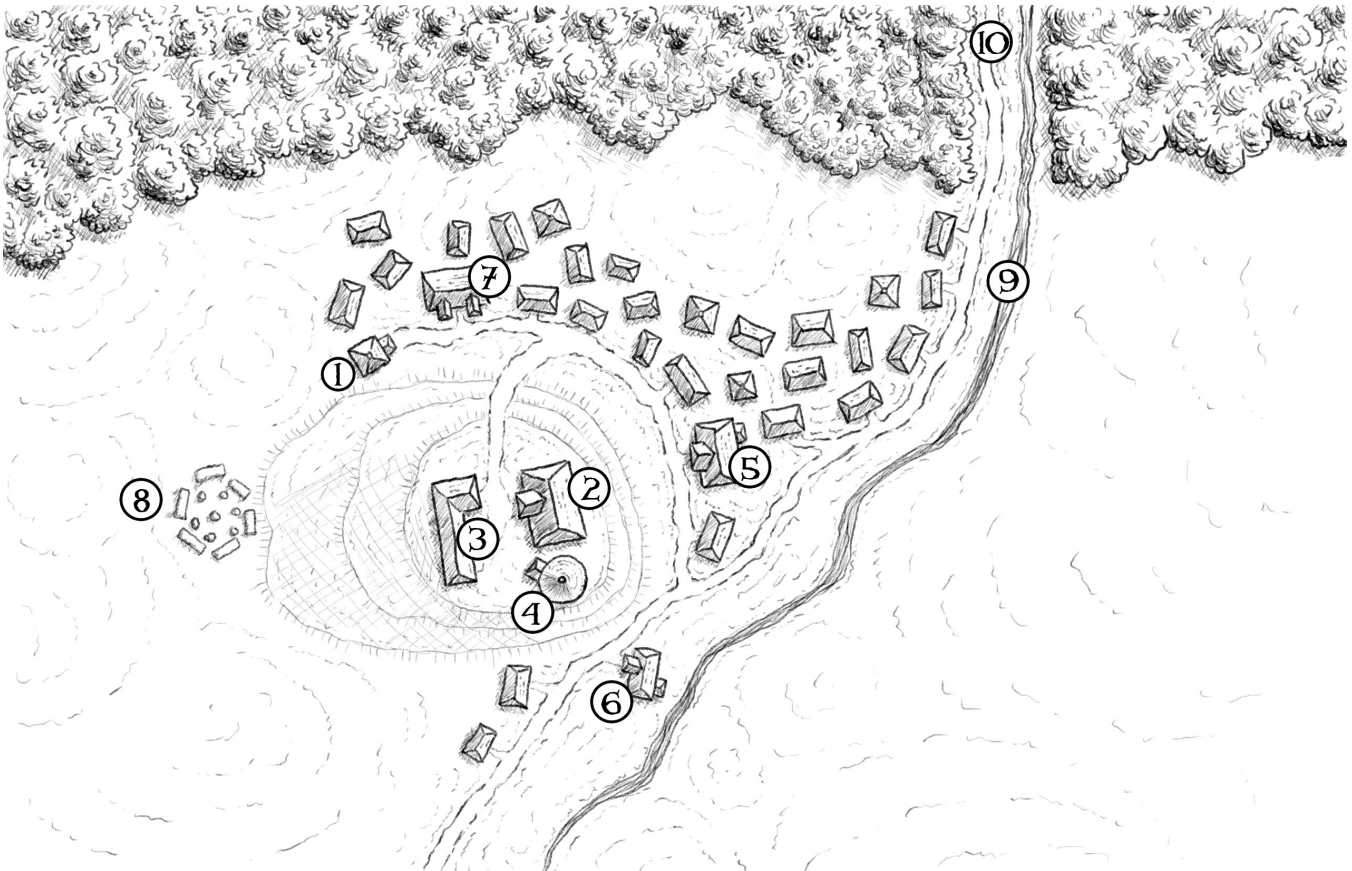
## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Arrowhill 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*	Goble Wold's dead wife, Mirena, somehow displeased the spirits of the woods, and now her soul is trapped in the Standing Stones.
2	The Serpent always leaves a mark when she is displeased, indicating the villagers must pay tribute. The marks seem different lately: in the past, they were carved into doors and trees, but now they often appear painted onto the Standing Stones with blood.
3*	The night watch siblings are the children of the Serpent herself. They are not the village's protectors, but spies for the evil forest spirits.
4	The mayor has as many enemies (including his own cousin, Theira Swayfellow) as he does friends.
5	The apothecary, Thelen Mosswall, is trying to brew up a love potion, but nobody knows who he intends it for.
6	Torbin Grenwick, the oldest living member of the village, is the only remaining person to see the Serpent of Coldrun Woods and live, but he never talks about it.

\*False rumour



## AUBADE AT A GLANCE

---

By day, the cobblestone streets of Aubade are eerily quiet and still, the village seemingly abandoned. At night, though, regularly spaced lampposts along the winding lanes blaze to life, the village shining like a land-bound star and illuminating residents hard at work as if it were the middle of the day.

The lakeside village was once known throughout the region as a centre of faith and song. Organized by devout followers of Darlen, the god of the sun, a children's choir attracted pilgrims to hear their dawn descants, the morning love songs that gave the village its name. Among those pilgrims was ardent cleric Syrave Teury, who took up residence in Aubade and erected a grand cathedral.

But when another pilgrim brought a choking illness to the village, Syrave was helpless to stop its spread, his faith not strong enough. Scared and angry, the village—led by Syrave and grief-stricken choirmaster Markku Tuomi—turned on Aubade's long-time wise woman, Mirja Sianio.

They hauled Mirja from her home and held a trial under the noonday sun, finding the innocent woman guilty and declared she would be burnt at the stake for witchcraft. As the fire consumed her, she cursed the villagers: "Let there be as much welcome for you under the sun," she cried out with her last breath, "as you have found for me!" The next morning, the villagers discovered her death curse carried power: the first to emerge from their homes burst into flame at the merest touch of the sun's light.

Now, villagers come out during the day only under the cover of heavy clothing, every inch of flesh shielded by rough fabric. At night, they emerge to work the fields, fish and maintain their village by lamplight. Gone are the pilgrims that used to bring in riches and new inhabitants.

Dark rumours—that the villagers have been transformed into deadly vampires—circulate, leaving residents afraid crusading adventurers will kill them. Still, they know the rumours also keep them safe from bandits and the less scrupulous, who could take advantage of their inability to survive in the sun's light.

### DEMOGRAPHICS

---

**Ruler** Dantalyan Solac

**Government** Council

**Population** 87 (77 humans, 4 half-elves, 6 halflings)

**Alignments** LG, LN

**Languages** Common

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

**Qualities** insular

**Danger** +5; **Disadvantages** Cursed

### NOTABLE FOLK

---

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

**Aelliah Cyelrae** (location 6; LG female half-elf expert 1) The local innkeeper.

**Brielle Seyrliant** (location 7; LN female halfling expert 3) The craftswoman responsible for the village's torch lamps.

**Dantalyan Solac** (location 2; LN male human expert 2) The overprotective head of the village council.

**Markku Tuomi** (location 5; LG male human bard 3) The former choir director is horrified by what has become of Aubade.

**Mirja Sianio** (location 8; CE female ghost human witch 6) The dead witch who haunts Aubade.

**Renami** (location 1; N male fox familiar) Mirja's familiar, who hopes to see her spirit put to rest.

**Syrave Teury** (location 4; LN male old human ex-cleric 5) The once-zealous, now-fallen priest of Darlen.

### NOTABLE LOCATIONS

---

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

1. **Palisade:** A recently erected wooden wall protects the village.
2. **Beach:** The lifeblood of the village, the sandy waterfront serves as a small harbour for the many fishing vessels.
3. **The Dawn to Dusk:** Aubade's main shop, now closed, claimed to have everything under the sun.
4. **Cathedral of the Sun:** The ornate house of worship for the sun god has fallen on hard times as the village's faith has waned.
5. **Sun-Song Hall:** Like the adjoining temple, it too has fallen to disrepair since Aubade was cursed.
6. **The Warm Welcome:** The local tavern and inn.
7. **The Lamplighter:** Brielle's workshop, where she prepares oil for the village's array of lamps.
8. **Mirja's Home:** The wise woman's destroyed home, now haunted by her restless ghost.

### MARKETPLACE

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**Resources & Industry** Fishing, musical instruments, oil

**Base Value** 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd;

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

**Potions & Oils** *sanctuary* (50 gp), *owl's wisdom* (300 gp), *water breathing* (750 gp), *oil of daylight* (1,050 gp)

**Scrolls (Arcane)** *dancing lights* (12 gp, 5 sp), *lullaby* (12 gp, 5 sp), *cause fear* (25 gp), *unseen servant* (25 gp), *darkness* (200 gp)

**Scroll (Divine)** *prayer* (375 gp)



## VILLAGE LORE

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

**DC 10:** Aubade was a popular destination for pilgrims of Darlen, the god of the sun, until the last few years. It was known especially for its children's choir. Now, no one goes there.

**DC 15:** An illness swept through the village three years ago. Though many died, especially children and the elderly, the village survived, but stopped holding festivals and concerts.

**DC 20:** The villagers of Aubade don't come out during the day. Villagers work by lamplight at night.

## VILLAGERS

**Appearance** Years without sunlight have given the villagers a pale complexion with deep shadowed eyes. Most are wary of, or even hostile to, strangers fearful they mean trouble.

**Dress** The villagers' once-fine clothes—typically linen shirts with leather pants and vests—are becoming ragged with age. In daylight, rough cloth outer garments envelop anyone outside; the villagers wear a sheer muslin panel over their eyes so they can see.

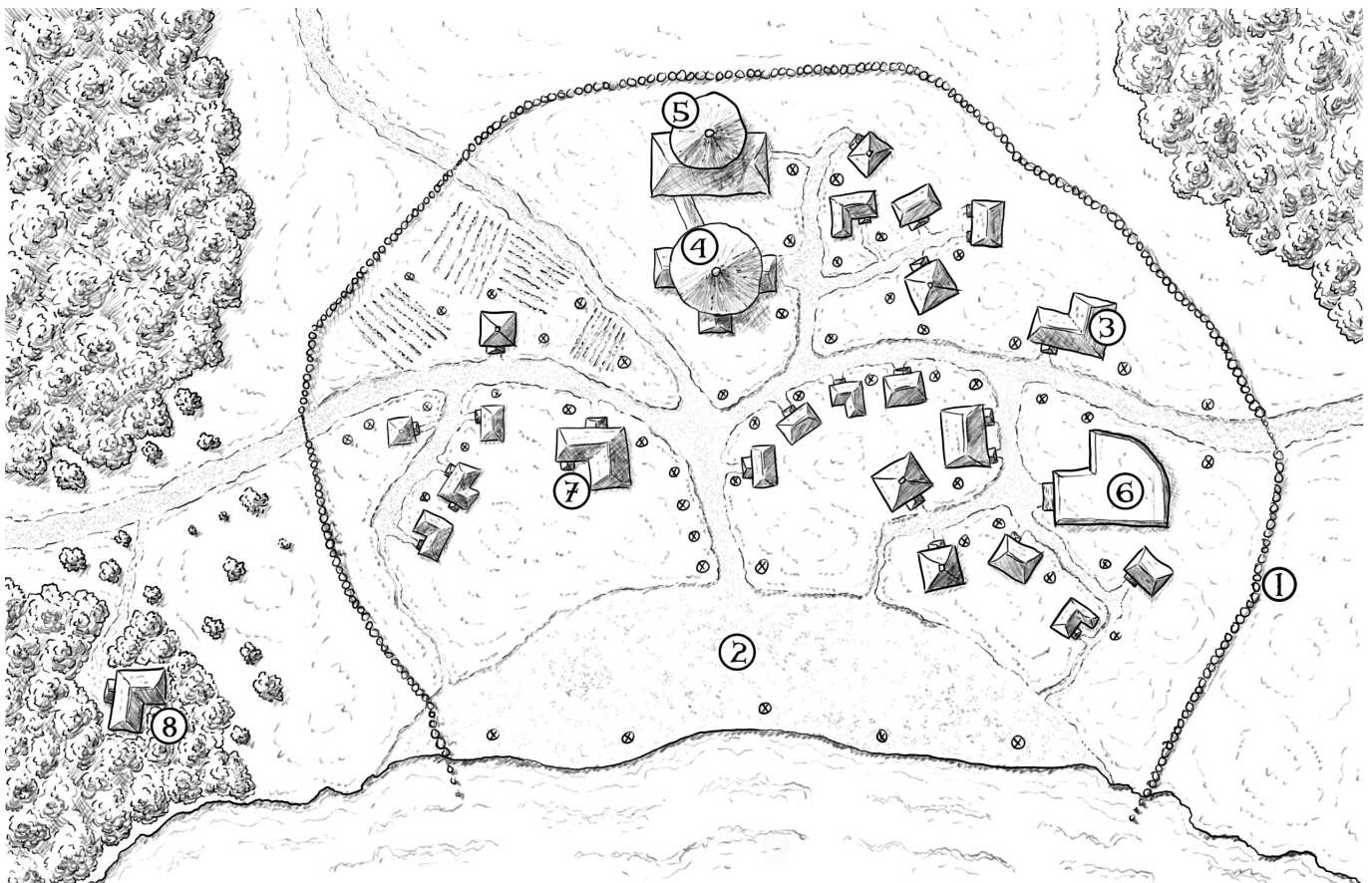
**Nomenclature** *male* Aaro, Hannu, Ossi, Sauli; *female* Alina, Eva, Kaari, Pia; *family* Eronen, Keto, Purho, Rintala, Ukkola.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Aubade 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	Mirja's ghost haunts her home, seeking vengeance against those who killed her.
2*	The village's curse is transferred to anyone who enters its wooden palisade.
3*	The people of Aubade were all killed and transformed into vampires, which is why they don't go out in daylight.
4	Weeping can often be heard coming from the choir hall.
5	A strange fox lingers outside the village palisade. Some claim they've heard it talk!
6*	Those who blaspheme against Darlen in the village burst into flame.

\*False rumour



## COLDWATER AT A GLANCE

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An isolated place, perched upon an inhospitable coast at the head of a muddy coastal path, Coldwater is not an easy, or pleasant, place to visit. The village huddles at the mouth of a steep-sided valley leading down to the sea. Here, the seabed quickly drops away and the waters are deep, dark and cold.

Widely thought of as a haven for smugglers and other miscreants, rumours swirl as thickly about the village as the persistent sea fogs that sometimes blanket the place for days at a time. Other rumours—whispered in taprooms up and down the coast—speak of darker things: of unwholesome practises carried out in worship of some ancient, depraved power, of travellers going missing near the village and of an ancient set of steps buried at the base of nearby cliffs and revealed only at particularly low tides.

Whatever the truth, Coldwater's folk are sullen, distrustful of outsiders and some are said to suffer from horrible deformities. Even the village's ruler—the aged Elina Vuolle—hates the place and leaves its folk to fend for themselves. Two families dominate day-to-day life: the Eerolas and the Purhos. Trapped in a low-grade, but vicious, family feud the two families subtly work against one another and use the other villagers as their pawns.

### DEMOGRAPHICS

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**Ruler** Elina Vuolle

**Government** Overlord

**Population** 188 (109 humans, 59 deformed humans, 18 half-orcs, 1 gnome, 1 half-elf)

**Alignments** CN, N, NE

**Languages** Common, Orc

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

**Qualities** Insular, notorious

**Danger** +10; **Disadvantages** Cursed

### NOTABLE FOLK

---

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

**Armas Hujanen** (location 5; LE male half-elf wizard [universalist] 5) Armas has come to Coldwater to study the high incidence of deformity in the populace.

**Atro Purho** (location 8; N male deformed human rogue 4) Young and dynamic, Atro has an implacable hatred for the Eerolas blaming them for his own ill fortunes.

**Elina Vuolle** (location 1; LN female old human aristocrat 2/sorcerer [abyssal] 6) Elina hates Coldwater (and her lot).

**Sauli Eerola** (location 4; NE male middle-aged human expert 2/fighter 2) Patriarch of the Eerola family, Sauli once served as a soldier but now runs the family “shipping” business.

**Uzlen Itkonen** (location 3; N female half-orc expert 2/barbarian 1) Uzlen runs the local shipbuilding business and tries to stay out of the Eerola's and Purho's feuding as much as possible.

### NOTABLE LOCATIONS

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

1. **Vuolle Manor:** Perched on the side of the valley, Vuolle Manor overlooks the village. It's battlemented walls give spectacular views of the surrounds.
2. **Waterside:** The harbour is the busiest—and smelliest—place in the village. Here, a gallimaufry of fishing vessels and small merchant craft jostle for berths.
3. **Itkonen's:** Here, Uzlen Itkonen builds and repairs fishing vessels and small merchant craft. The dockyard is always busy.
4. **Sauli's Home:** Here dwells the patriarch of the Eerola family.
5. **Crooked House:** This partially sunken building is the home of Armas Hujanen. Part of the cellar's foundations has collapsed, giving the house its name.
6. **Chapel of the Mistress:** Dedicated to Serat (the uncaring Mistress of Storms) this small chapel is one of the most substantial buildings in the village. On misty nights its bells toll endlessly to guide home those still out on the water.
7. **The Stooped Man:** Coldwater's only inn and tavern, the Stooped Man is a bastion of cheap alcohol, surly service and draughty, flea-infested accommodation.
8. **Atro's Home:** Atro Purho dwells in this large, ramshackle building. Extensive cellars intersect with a sea cave; here much of the Purho's clandestine business is conducted.
9. **Devil's Cove:** Strange goings on and several disappearances conspire to keep the populace away from this nearby cove.
10. **The Sunken Stair:** Only exposed at particularly low tides, these stairs lead to a chamber containing a seemingly unopenable pair of stone doors.

### MARKETPLACE

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**Resources & Industry** Smuggling, fishing

**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *cure light wounds* (50 gp), *hide from animals* (50 gp), *protection from energy (fire)* (750 gp)
- **Rings** *feather falling* (2,200 gp), *sustenance* (2,500 gp)
- **Rod** *lesser metamagic rod of extend spell* (3,000 gp)
- **Scrolls (Arcane)** *charm person*, *disguise self* and *erase* (75 gp) *disrupt undead* (12.5 gp), *scorching ray* (150 gp)
- **Scroll (Divine)** *inflict light wounds* (25 gp)
- **Staff** *fire* (18,950 gp; location 1)
- **Weapon** +1 *flaming longsword* (8,315 gp; location 1)

## VILLAGE LORE

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

**DC 10:** Coldwater is a dump—the place is a dismal cesspit of the worst sort. The people are sullen and tremendously ugly; there is no reason to go there.

**DC 15:** The folk of Coldwater are of the worst moral fibre. Many are smugglers and rumours of an evil cult based in the village refuse to die.

**DC 20:** A nearby cove has a strange feature buried in its cliffs—a sunken staircase that only becomes visible at particularly low tides.

## VILLAGERS

**Appearance** Dark of hair and pale of skin, many of the villagers appear to be unwell in a general, non-descript way. Some are horribly disfigured.

**Dress** Villagers wear loose, ill-fitting woollen or leather clothes suited to their trade.

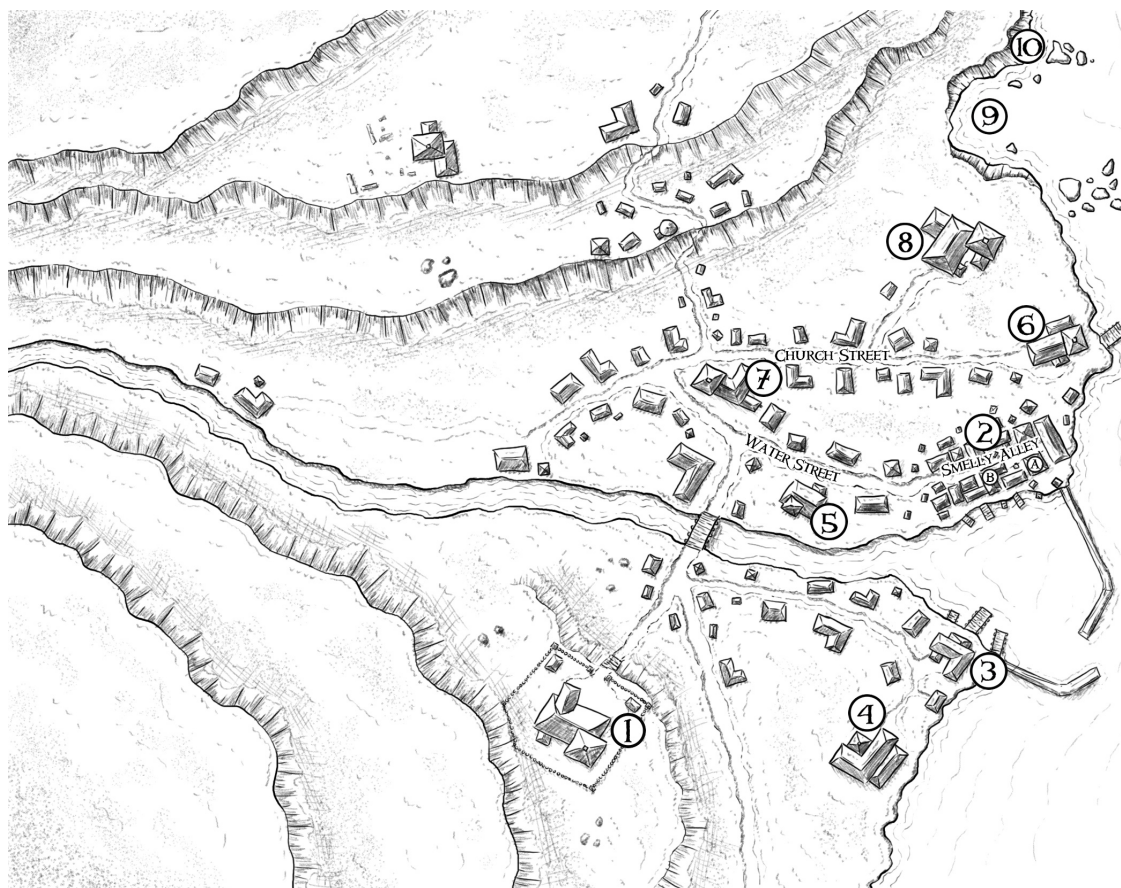
**Nomenclature** *male* Arvo, Ilari, Kaarlo, Valto, Viljo; *female* Aila, Eeva, Helmi, Pia, Ulla; *family* Eerola, Itkonen, Purho, Varala.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Coldwater 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	Unguessable things lurk in the waters of Devil Cove. Strange figures have been seen moving in the mists and people have gone missing there.
2*	Armas Hujanen is digging in his cellar for something best left buried. He dug so deep, his house almost collapsed!
3	The Eerola and the Purho hate each other; the two families have been implacable foes for generations.
4	Elina Vuolle has nothing but disdain for Coldwater and its folk. She's tried to sell it—and her title—several times.
5	A mysterious set of stairs pierces the cliffs of Devil Cove; they are only accessible at particularly low tides.
6*	Many of the Purho are horribly disfigured; they take a perverse pleasure in their appearance and often drown healthy babies born into the family.

\*False rumour



## DENHEARTH AT A GLANCE

---

Deciding he wanted his army and minions close at hand, the red dragon tyrant Cinderblaze created an encampment for them on the plateau outside his lair. In time, Cinderblaze's powers waned, and 30 years ago he was slain by the gold dragon Galiantana and his army scattered. Left unprotected, the remaining servants—as often subject to the cruelties their draconic master as those outside its borders—found themselves at the mercy of revenge- and treasure-seeking raiders.

Seeing what she had wrought, Galiantana returned, bringing Cinderblaze's minions under her protection. The encampment was transformed into the village of Denhearth, which flourished thanks to the dragon's guidance and protection. Discovering a number of burgeoning sorcerers—gifted with a touch of Cinderblaze's powers—Galiantana founded a grand college to further knowledge of sorcerous and draconic matters. The Academy grew over the ensuing decades, attracting sorcerers, scholars and artisans from around the region.

Ruling through a seneschal, Galiantana withdrew to her predecessor's den, where she was recently stricken by a mysterious illness, a secret that could put the village in dire jeopardy if it ever emerges.

### DEMOGRAPHICS

---

**Ruler** Bartia Moonsheen

**Government** Secret syndicate

**Population** 197 (129 humans, 26 half-elves, 16 half-orcs, 13 halflings, 11 elves, 2 others)

**Alignment** LG, LN

**Languages** Common, Draconic

**Corruption** 1; **Crime** 1; **Economy** 2; **Law** -6; **Lore** +4; **Society** 0

**Qualities** Academic, magically attuned, prosperous

**Danger** 0

### NOTABLE FOLK

---

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

**Bartia Moonsheen** (location 2; LG female venerable elf aristocrat 3) Galiantana's seneschal, this elder elf serves as Denhearth's institutional memory.

**Beniras Spellwright** (location 8; LN male half-orc expert 5) A failed Academy student, this burly half-orc turned his talents to creating fine, often enchanted, weapons and armour.

**Lord Dori Shinawa** (location 6; CG male human sorcerer [destined] 2) The scion of a far-off noble family, he spends more time at his leisure than at his studies.

**Polya Asrik** (location 1; LN female human fighter 4/sorcerer [draconic] 3) Back in her hometown after a stint adventuring, the head of the village guard suffers no nonsense.

**Salkan Teft** (location 9; LN male human sorcerer [draconic {gold}] 5/dragon disciple 4) Salkan is the head of the Academy of Draconic Arts.

**Shahaz Glenfall** (location 9; CG female half-dragon human wizard [universalist] 5) This eccentric teacher is a popular figure with students and villagers alike.

### NOTABLE LOCATIONS

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

1. **Village Gates:** The massive fortifications at the entrance to Denhearth are remnants of the village's original purpose.
2. **Town Hall:** This building houses the village's administration as well as the guard's headquarters and a small prison.
3. **Market Square:** This tent market offers fresh produce and meat from nearby farmers, hunters and gatherers.
4. **The Golden Nest:** This luxurious inn caters to rich visitors.
5. **The Dragon's Lair:** A rough and tumble tavern and hostel.
6. **Gundy's Social Hall:** This former barracks was converted into a popular gathering place for students and villagers.
7. **The Hoard:** This well-protected shop offers wondrous items created by academy students at a high markup.
8. **The Dragonforge:** This blacksmith's shop crafts fine weapons, often imbued with magic.
9. **The Academy of Draconic Arts:** Almost a separate community, the academy houses dozens of teachers and students.
10. **Galiantana's Den:** The caves that housed first Cinderblaze and now Galiantana are well-protected and off limits to almost all.

### MARKETPLACE

---

**Resources & Industry** Magical goods, scholarship

**Base Value** 750 gp; **Purchase Limit** 4,250 gp; **Spellcasting** 6th;

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *draconic reservoir* (900 gp), *elixir of dragon breath* (1,400 gp)
- **Scrolls (Arcane)** *form of the dragon I* (1,800 gp), *dragon's breath* (800 gp)
- **Weapons and armour** *+1 longsword* (2,315 gp), *+1 impervious breastplate* (4,500 gp), *fire-forged steel chainmail* (2,700 gp)
- **Wondrous Items** *headband of alluring charisma* (4,000 gp), *pearl of power* (2nd-level spell) (4,000 gp), *sorcerer's robe* (5,000 gp)



## VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Denhearth. A successful check gains all information revealed by a lesser result.

**DC 10:** Denhearth is known mainly for its Academy of Draconic Arts, which teaches sorcery to any with the ability.

**DC 15:** The red dragon Cinderblaze founded Denhearth as a home for his army and servants. He was slain by the gold dragon Galianatana, who now makes it her home.

**DC 25:** Home to the dragons' combined hoards, as well as generous magical resources, Denhearth is incredibly wealthy.

## VILLAGERS

**Appearance** People come to the Academy of Draconic Arts from all over the world and while many depart upon graduation, enough stay to give Denhearth a wide array of racial types, from dark southerners to tan-skinned easterners to pale northerners.

**Dress** Denhearth's wealth is reflected in its residents' clothes. While typically not the most recent court fashions, almost all are well made, with gold and silver thread embroidery common. Stitched dragon ornamentation is very popular.

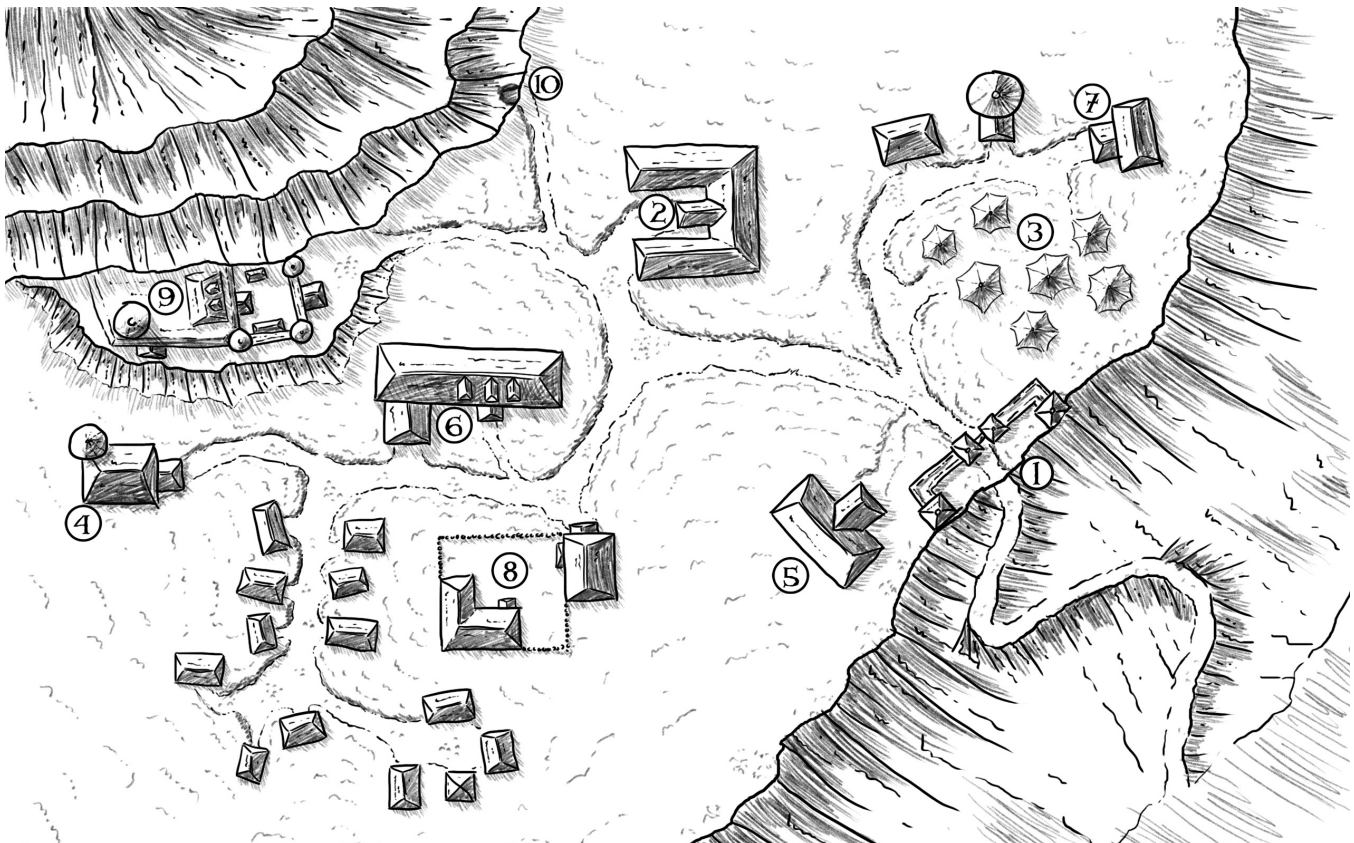
**Nomenclature** *male* Lyel, Naghios, Utheru, Vineet; *female* Adoll, Iniri, Teia, Zakiya; *family* Arkwright, Kanene, Soliatath, Spellfalcon.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Denhearth 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*	Shahaz Glenfall is actually descended from Galianatana. No, from Cinderblaze!
2	The seneschal is making decrees on her own, instead of following Galianatana's instructions.
3	Tribes of kobolds lurk at the base of the mountain, where they worship Cinderblaze as a god and plot to raise him from the dead.
4*	Bartia Moonshen not only speaks for Galianatana, but is actually the dragon's familiar.
5*	Salkan Teft has commissioned a sword of incredible power from Beniras for some secret purpose.
6	Four visitors to the village recently tried to sneak into Galianatana's den and steal her hoard. They never emerged.

\*False rumour



## EDGEWOOD AT A GLANCE

---

Edgewood rests on the east side of the vast Shadetimber Forest. A wide stream flows from the forest, marking Edgewood's northern border. The forest and stream provide plenty of game and fish for the villagers, who make their living growing fruits and vegetables and harvesting honey from hives standing a quarter mile south of the village proper. Edgewood trades most of its goods to neighbouring villages and towns and has prospered since its founding nearly 100 years ago. The village seems immune to major upheavals affecting the region and has thrived through major droughts, wars and monstrous incursions.

Despite its prosperity, Edgewood has not grown much in terms of population beyond the ninety original settlers. The village's success comes at a bizarre price, as every year one to three villagers succumb to a random, brutal attack by a group of creatures from the forest. At first the attacks occurred during one of the solstices and involved brazen attacks by wild animals, which ignored other villagers as they sought their prey. Once the inhabitants discovered the pattern and attempted to circumvent the attacks, the timing became utterly random. Those who openly discuss settling down in Edgewood hear ominous warnings from the current residents.

### DEMOGRAPHICS

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**Ruler** Mayor Velendra Arrisse

**Government** Autocracy

**Population** 154 (57 humans, 8 elves, 16 gnomes, 28 half-elves, 12 half-orcs, 33 halflings)

**Alignments** NG, CG, N, CN

**Languages** Common, Elven, Gnome, Halfling, Sylvan

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

**Qualities** Prosperous, superstitious

**Danger** +0; **Disadvantages** Night of terror (danger +10)

### NOTABLE FOLK

---

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

**Barth Poul** (locations 1 and 6; N male human fighter 3) Barth, is Edgewood's bailiff, but his duties amount to little more than breaking up the occasional drunken brawl. He typically helps his wife, Quinna, at Edgewood Inn.

**Cleaugard** (location 3; LN male human ex-paladin 4) A haughty paladin who believed he could solve Edgewood's "curse." He instead became an agent of death by spontaneously transforming into a werewolf and slaughtering a child.

**Glennon Clea** (location 9; N male gnome druid 7) Son of the village's original settlers, Glennon oversees the beehives.

**Mayor Velendra Arrisse** (location 7; NG female half-elf aristocrat 2) Leader of Edgewood for five years, Velendra has two more years remaining in her term. She lost her partner 14 years ago to the yearly culling in the form of a pack of ghouls.

**"Nattering" Nim Indra** (location variable; CN male halfling commoner 2) Nim claims to know the truth of the village's yearly losses; fellow villagers regard him as a harmless conspiracy nut, so he only now shares his theories with visitors.

**Quinna Poul** (location 1; CG female half-orc expert 4) Quinna owns Edgewood Inn and is usually the first person who meets visitors to the village.

**Zerb** (location variable; NG pixie rogue 2) Zerb indulges Nim in his conspiracies and excitedly adds insane speculation.

### NOTABLE LOCATIONS

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

1. **Edgewood Inn:** Sitting on the only road leading through the village, Edgewood Inn is a charming, cosy destination for travellers.
2. **Eternal Lovers:** A pair of centuries-old oaks has entwined starting twelve feet from the ground, creating a massive home for birds and squirrels that harms neither tree.
3. **Sacrifice Square:** Cleaugard spends most of his time at this shameful reminder of a time when the villagers thought they could control what (or whom) got taken each year.
4. **Storage Houses:** Warehouses, protected from the heat and humidity, hold harvested goods ready for trade and sale.
5. **Honey Haven:** This tavern caters to visitors and offers a fine selection of mead; locals frequent the tavern.
6. **Bailiff's Office:** Ostensibly where Barth Poul works, this office is usually unoccupied.
7. **Mayor's Hall:** Velendra Arrisse's offices are here, but she usually wanders about the village and along the forest's bounds.
8. **Festival Grounds:** A previous mayor decided to celebrate Edgewood's prosperity and commissioned the building of this area, which hosts major festivals after harvests.
9. **Beehives:** Glennon Clea oversees druidic beekeepers tending two dozen hives; the druids render the bees relatively docile.

### MARKETPLACE

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**Resources & Industry** Farm goods, honey, hospitality

**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 1st; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *cure light wounds* (50 gp), *oil of magic weapon* (50 gp)
- **Scrolls (Divine)** *entangle* (25 gp), *speak with animals* (25 gp)
- **Wondrous Items** *feather token (tree)*, 200 gp



## VILLAGE LORE

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

**DC 10:** A displaced group of wanderers founded Edgewood almost 100 years ago. The village sells high-quality fruits and vegetables, as well as regionally renowned honey.

**DC 15:** The villagers are friendly, and Edgewood provides an excellent waystation for those entering Shadetimber.

**DC 20:** Edgewood's residents suffer an unusual curse; at least one villager dies a year as the result of a savage attack. Even those who have left the village are potential victims.

## VILLAGERS

**Appearance** Natives of Edgewood have a variety of skin tones, eye colour and hair, owing to the original settlers' diversity.

**Dress** Most villagers wear loose-fitting and utilitarian clothing. Quinna and Mayor Velendra Arrisse dress more elegantly, since they deal with outsiders more than most.

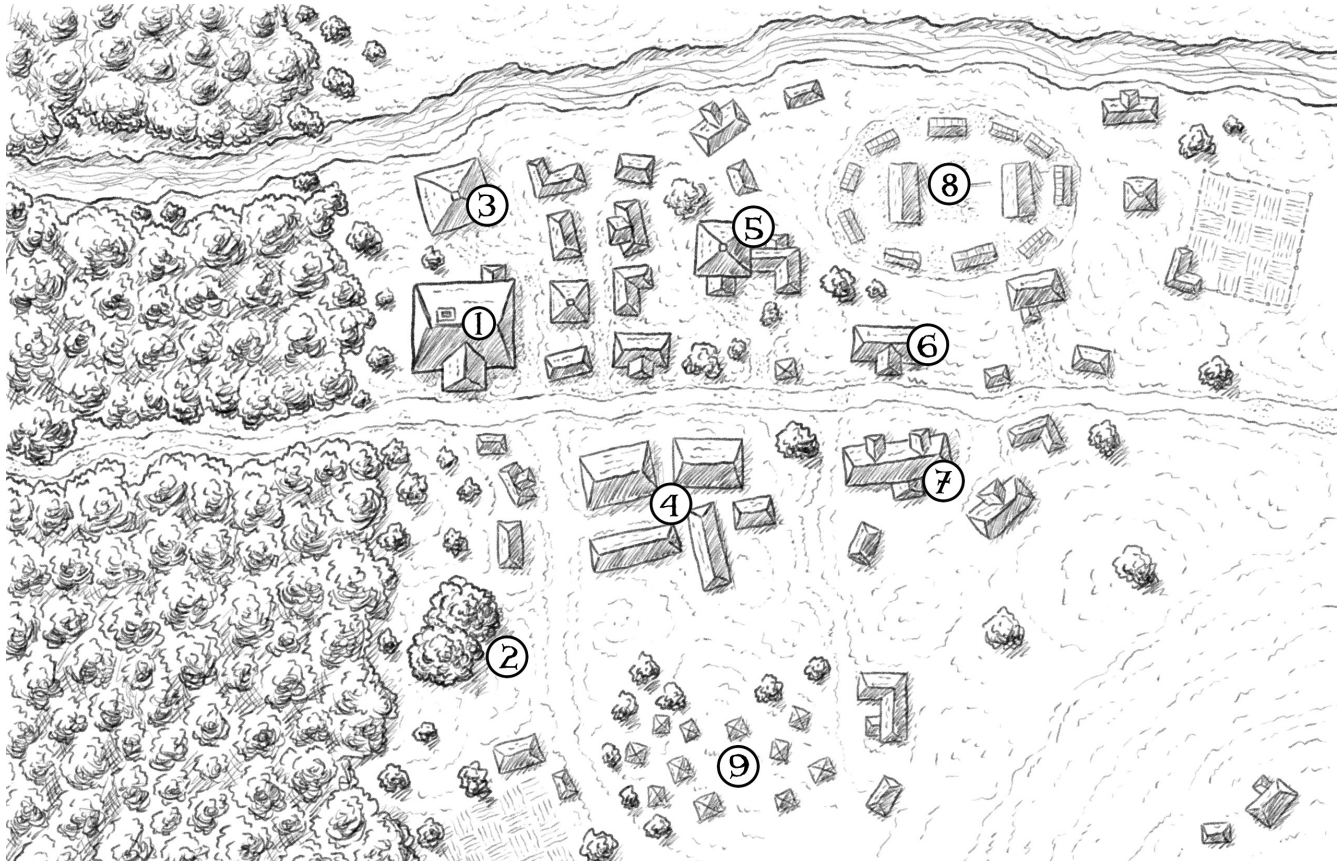
**Nomenclature** *male* Andras, Owain, Styv; *female* Fianne, Mika, Quinna; *family* Arrisse, Clee, Dyllan, Poul.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Edgewood 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 former paladin, Cleauregard, cannot truly regain his powers until he removes Edgewood's curse.
2	Nim claims the yearly deaths are an experiment conducted by extraplanar beings.
3*	One of Edgewood's founders suffered from a terrible curse that killed all those he loved. When he died, the curse transferred to the village.
4	Another of Nim's wild theories holds that the bees know the truth of the village's situation, but one must speak their language to learn the secret.
5	Two years ago, a visiting cleric restored one of the victims to life, but she and the cleric died two days later.
6*	Since the yearly attacks only take the lives of Edgewood's residents, Velendra has struck upon the idea of making all visitors honorary residents to save her people.

\*False rumour



## FULHURST MOORS AT A GLANCE

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The windswept moorland around Fulhurst Moors was once a lush forest. Savage clans lived here and sacrificed captives and slaves in the bogs below the hills, where the waters of the Blackraven Creek cut through the acidic valley soil.

The sacrifices attracted strings of will-o'-wisps, who fed eagerly on their dying victims' fears. As the clansmen cut down trees for timber and firewood, the rain washed the nutrients out of the exposed soil. Desolate moor replaced the forest, the clans migrated elsewhere, and the wisps starved.

Centuries passed, and other humans settled beside Blackraven Creek. They built solid stone houses, raised flocks of rugged sheep on the moor and dug peat from the bog's brown waterlogged soil.

A few years ago, the wizard Kelurn Tinddar settled in Fulhurst Moors. Seeking ancient artefacts buried in the sacrificial sites, he struck a terrible pact with the will-o'-wisps yet haunting the bog: in return for the locations of ancient sacrificial sites, he began arranging deadly accidents and ambushes to both foster an atmosphere of fear in the village and provide the will-o'-wisps with fresh victims.

The effects of this terrible, secret compact are easily apparent to anyone visiting Fulhurst Moors. The anxiety is almost palpable, and only a handful of villagers are bold enough to move about as they please. The rest huddle behind their stone walls and speculate who will be the next to meet their doom upon the moor.

### DEMOGRAPHICS

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**Ruler** Minerva Meriweather

**Government** Autocracy

**Population** 140 (127 humans, 6 dwarves, 2 half-elves, 3 half-orcs, 2 halflings)

**Alignments** LN, LG, NG, N, CN, NE

**Languages** Common

**Corruption** -1; **Crime** -2; **Economy** -5; **Law** -3; **Lore** +1; **Society** -6

**Qualities** Insular, rumormongering citizens

**Danger** +20; **Disadvantages** Hunted

### NOTABLE FOLK

---

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

**Aisha Brackenridge** (location 1; NG female half-elf expert 2)

The feisty and independent proprietor of the village's general store, Aisha is irked by her neighbours' anxious prattling.

**Bulgrim Graycairn** (location 6; N male dwarf expert 3) Solid as the walls of his inn, Bulgrim is the proud owner of the Bell and Whistles.

**Devyn Matson** (location 7; LN male human fighter 1/warrior 3) Stern, Devyn takes his duties as constable seriously.

**Eliza Reede** (location 2; N female human adept 4) Practical and pragmatic, Eliza brews potions, delivers babies and cures minor ailments.

**Esmond Wynne** (location 5; LG male human cleric 5) Chaplain Esmond tends to the spiritual needs of Fulhurst Moors, and is plagued by his inability to console his congregation.

**Grefford Hinks** (location 3; CN male old human rogue 2/expert 2) Never a fan of authority, old man Hinks is the resident manufacturer of moonshine whiskey.

**Kelurn Tinddar** (location 8; NE male human wizard [necromancer] 6) Beneath his chubby stature and well respected position in the village, Kelurn hides a dark secret.

**Minerva Meriweather** (location 4; LN female middle-aged human expert 2) A prosperous wool merchant, Minerva has been mayor of Fulhurst Moors for over a decade.

### NOTABLE LOCATIONS

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

1. **Brackenridge Mercantile:** Aisha Brackenridge and her wife Heather run this well-stocked general store.
2. **Eliza Reede's Hut:** From her modest hut, Eliza Reede offers a selection of potions and remedies.
3. **Grefford Hinks's House:** Thirsty villagers know to call on Grefford for a jug of moonshine.
4. **Mayor Meriweather's Home:** This large stone house is home to Mayor Minerva Meriweather and her husband Darinn.
5. **Temple:** The local temple is often half-empty at services these days, much to the chagrin of chaplain Esmond.
6. **The Bell and Whistles:** Despite the mayor having banned strong alcohol, the tavern is full almost every night.
7. **Village Hall:** The village hall functions as a meeting hall, courthouse and jail. The constable, Devyn Matson, lives here.
8. **Wizard's Tower:** Home of the wizard Kelurn.

### MARKETPLACE

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**Resources & Industry** Sheep farming, peat cutting

**Base Value** 400 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *endure elements* (50 gp)
- **Scrolls (Arcane)** *silent image* (25 gp), *ice storm* (700 gp)
- **Scroll (Divine)** *holy smite* (700 gp)
- **Wand** *mage armour* (28 chgs.; 420 gp)

## VILLAGE LORE

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

**DC 10:** The land around Fulhurst Moors is useless for raising crops, but the locals graze flocks of sheep in the hills and cut peat from the bog.

**DC 15:** Something sinister lurks in the vicinity of the village. Both locals and travellers have disappeared or turned up dead.

**DC 20:** The bog where the villagers cut peat is rumoured to hold the remains of ancient sacrificial sites.

## VILLAGERS

**Appearance** Mainly of short and stocky build, most villagers have thick auburn hair and grey eyes. The peat cutters usually emit a persistent waterlogged odour.

**Dress** The shepherds of Fulhurst Moors favour sheepskin vests and grey woollen cloaks, while the peat cutters wear long oilskin trousers, rugged shirts, wide brimmed hats and solid boots.

**Nomenclature** *male* Eruc, Garel, Huine, Kalet, Woric; *female* Ashina, Dedra, Kalen, Lyeisse, Therdra; *family* Beynet, Drackir, Kalsard, Thaelm, Wyerran.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Fulhurst Moors 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	Old man Grefford hides a whiskey still somewhere on the moor.
2	A local youngster was found dead in the bog, covered with burns as if he had been struck by lightning.
3	The parents of the halfling twins Aisha and Heather Brackenridge adopted suffered a horrible fate while travelling to the village.
4*	The misfortunes plaguing the village are caused by the spirits of the ancient dead, who are angry the peat cutting has disturbed their burial sites.
5	If you know what to look for, you can see signs of long abandoned settlements on the moor.
6*	When Eliza Reede goes off to gather ingredients for her potions, she sometimes turns into a crow or fox.

\*False rumour





## HOPESPYRE AT A GLANCE

---

Founded 40 years ago by Dagor Thursh, the secluded village of Hopespyre is his and his Church of the Redemptive Flame's refuge from the sinful world.

In his youth, as a soldier for a cruel despot, Thursh witnessed and was responsible for unspeakable acts of horror. Soul blackened by his experiences, for many long years he saw no escape from the army. He found his way out, however, amid the flames of a *fireball* that slew most of his comrades. Surviving, he took the experience as a sign he finally had to start a new life. Preaching that one's sins could be burned away in fire, he quickly attracted a small following.

He also attracted the attention of both the despot and the church of Darlen, god of the sun, who found his teachings heretical. Thus, the church fled to the wilderness, where they established Hope's Pyre (later shortened to Hopespyre).

The village is centred around the constantly burning Font of Redemption, a bonfire emblematic of the village founder and his followers' faith. Longhouses, holding all the village's single men and women, stand tall in contrast to other buildings.

Well-armed guards stand watch at the village's borders, constantly vigilant for threats from monsters and secular and religious authorities. Despite that, those who are judged safe find a warm welcome, with invitations to services and the communal meals that follow. While the reception is sincere, should visitors cause Thursh to fear they are agents of the cult's enemies, they won't leave the village alive.

### DEMOGRAPHICS

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**Ruler** Dagor Thursh

**Government** Magical

**Population** 156 (70 humans, 38 half-orcs, 22 half-elves, 10 dwarves, 8 elves, 8 halflings)

**Alignments** NG, LN

**Languages** Common, Ignan

**Corruption** -3; **Crime** -1; **Economy** -5; **Law** -1; **Lore** +2; **Society** -2

**Qualities** Insular, pious

**Danger** +2; **Disadvantages** Anathema (established authorities reject this settlement, which they would destroy if they knew its location; -4 economy)

### NOTABLE FOLK

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

**Barja Embersin** (location 4; NG female dwarf rogue 2/expert 2)  
The overprotective "mother" of the Sister's House.

**Dagor Thursh** (location 2; NG male venerable half-orc fighter 3/oracle [flame] 10) The aging founder of Hopespyre.

**Denmin Thursh** (location 7; NG male middle-aged half-orc oracle [flame] 8) Dagor's oldest son, by his now dead wife, is a true believer and hopes to continue his father's work.

**Friyet Halsh** (location 6; N middle-aged female human expert 2)  
Udealia's vainglorious mother still harbours resentment that Dagor Thursh refused to marry her when his wife died.

**Katin Shiss** (location 8; LE male half-elf bard 2/cleric 4) Secretly a cleric of the elemental lord of fire, he married Udealia Fireborn as part of a scheme to subvert the community.

**Shan Whistletree** (location 5; NG male halfling ranger 4) The host of the Visitor's House.

**Udealia Fireborn** (location 1; N female half-orc oracle [flame] 6)  
An illegitimate daughter of Dagor, she's encouraged by her husband and mother to take power as her father declines.

### NOTABLE LOCATIONS

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

1. **Font of Redemption:** This ever-burning pyre is Hopespyre's literal and spiritual heart.
2. **Dagor Thursh's home:** Other than two guards, little distinguishes the cult leader's home from other residences.
3. **Brother's House:** The village's unmarried men live in this wooden longhouse.
4. **Sister's House:** This wooden longhouse houses the single women of Hopespyre.
5. **Visitors' House:** Half-hostel and half-prison, visitors stay here for free, treated as guests but watched with a wary eye.
6. **Communal Kitchens:** The village's meals are served here.
7. **Makers' Hall:** Craftsmen use this site, originally several houses that were later connected, to make magic items.
8. **Secret Shrine:** Secret followers of the elemental lord of fire meet at this home owned by Katin Shiss' supposed sister.
9. **Watch Tower:** Two guards occupy these towers at all times, keeping an eye out for threats within and without.

### MARKETPLACE

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**Resources & Industry** Farming, magical goods

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

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

- **Potions & Oils** *cure light wounds* (50 gp), *sanctuary* (50 gp), *daylight* (750 gp)
- **Scrolls (Arcane)** *fireball* (375 gp), *detect scrying* (700 gp)
- **Scroll (Divine)** *atonement* (1,125 gp)
- **Weapons** +1 *flaming longsword* (8,315 gp), +2 *flaming burst shortbow* (32,330 gp)
- **Wondrous Items** *elixir of truth* (500 gp), *phylactery of faithfulness* (1,000 gp), *necklace of fireballs* (type V; 5,850 gp)

## VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Hopespyre. A successful check reveals all information gained by a lesser result.

**DC 10:** A group of religious heretics fled civilization and founded Hopespyre as a place of refuge.

**DC 20:** The Church of the Redemptive Flame was founded by a soldier, Dagor Thursh, who claimed one could burn sins away.

**DC 25:** Hopespyrers are welcoming, but also extremely paranoid; those considered threats aren't allowed to leave.

## VILLAGERS

**Appearance** Women wear their long hair unbound, while men grow beards to impressive lengths.

**Dress** Villagers uniformly wear white linen trousers and tunic. Adults also wear a red, orange or yellow shawl, the colour indicating their state of redemption.

**Nomenclature** *male* Breel, Fahis, Stoig; *female* Aseri, Harag, Ketka; *family* Fireborn (this name is shared by a handful of Dagor Thursh's illegitimate children), many others take fire-related names (Embered, Ashblown, Newblaze, for example) when they join the community though some retain their original names (such as Coalharst, Memydi, Stavard)

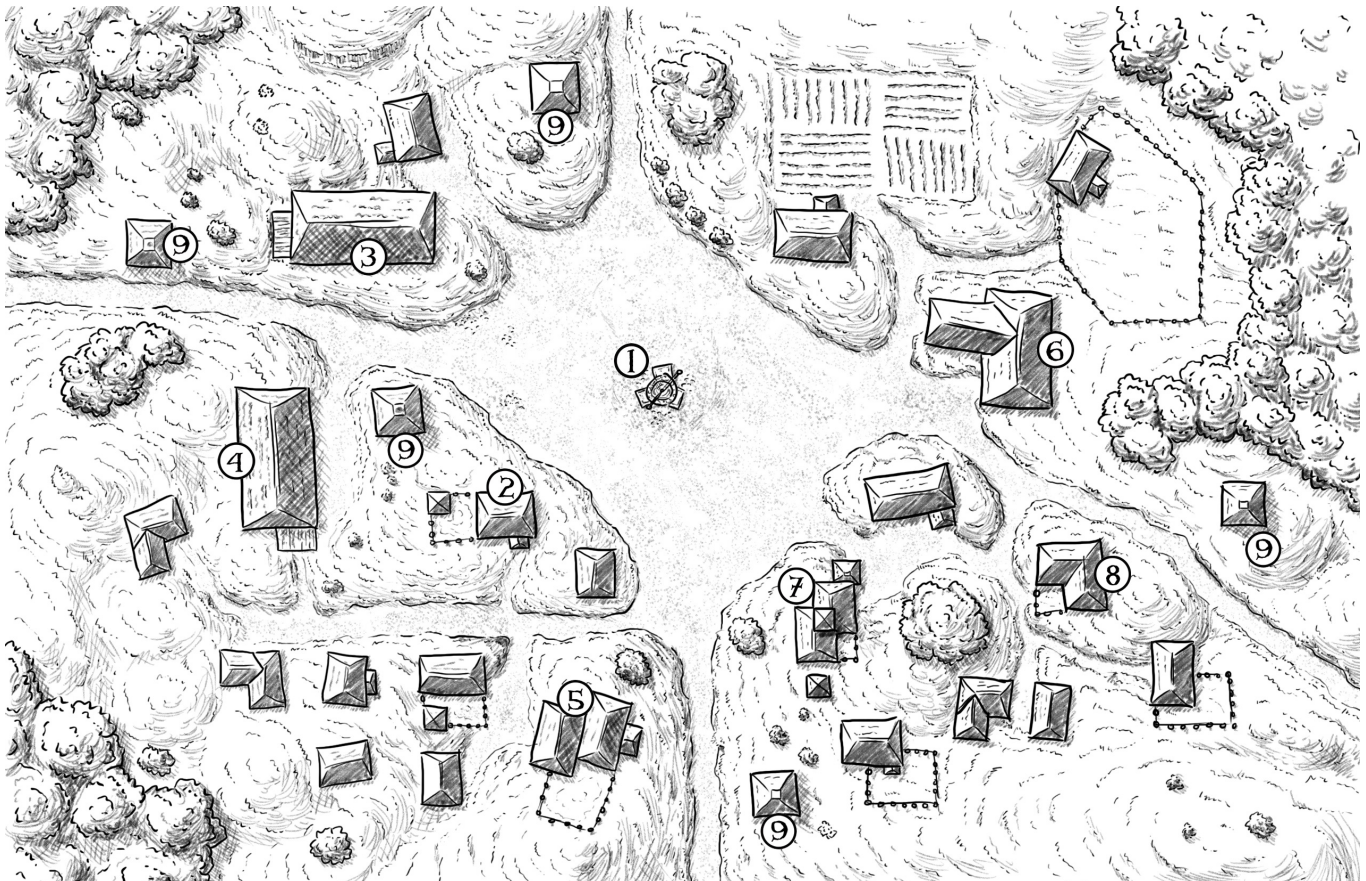
## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Hopespyre 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*	All the half-orc children you see around here? They're all related to Dagor. (While the cult leader certainly has many illegitimate children and some grandchildren, not all of the half-orc youth are his offspring.)
2	Some recent converts were kept at Visitor's House for months but in time they accepted Dagor's teachings.
3*	The villagers feed an innocent to the Font of Redemption a few times a year, to keep it burning.
4	A delegation of Darlen's church was wiped out when they tried to broach a rapprochement with village leaders, and their bodies were buried in the woods.
5	Friyet never forgave Dagor for not marrying her. That's why she seduced him—to feed her own ambitions.
6*	Dagor has begun saying that those who do not choose repentance willingly should be put to the torch. (Katin Shiss and his followers are carefully spreading this lie.)

\*False rumour



## IDYLL AT A GLANCE

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Situated in rolling hills and resting alongside a gently flowing river, Idyll lives up to its name. The villagers welcome all visitors and treat them to flavourful meals. Fine wines from Idyll's vineyards complement exquisitely flavoured meats butchered from the cattle and sheep the villagers raise. If any complaints arise from guests, they usually centre on the village's dullness.

However, there are hints not everything is at it seems. The foremost of these are the weathered monoliths standing at cardinal points on the village's borders. Etched with weatherworn sigils in numerous planar languages, none of the villagers can translate them but remark that nothing odd has occurred because of the monoliths. Additionally, strange artefacts littered all around, but well outside, Idyll's borders indicate the village was a focal point for ancient wars. Finally, rumours abound of strange metal people apprehending lawbreakers who subsequently disappear without a trace.

### DEMOGRAPHICS

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**Ruler** Tetrad Council

**Government** Council

**Population** 127 (64 humans, 4 dwarves, 2 elves, 1 gnome, 16 half-elves, 32 half-orcs, 8 halflings)

**Alignments** LG, NG, CG, LN, LE, NE, CE

**Languages** Abyssal, Aklo, Common, Celestial, Infernal, Sylvan

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

**Qualities** Magically attuned, prosperous

**Danger** 5; **Disadvantages** Extraplanar beacon (increases Danger by 5 and Lore by +3)

### NOTABLE FOLK

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

**Adeline Cobb** (location 2; NG female dwarf expert 2) Proprietor of Cobb's, Adeline is one of the few children who grew up in Idyll; thanks to Idyll's cornucopia, she charges low prices for sumptuous fare and comfortable beds.

**Brie Ornth** (location 6; CG female gnome rogue 4) While some people in Idyll think this choice of councilmember is strange, as they see no need for gnome representation, Brie's decisions are even-handed.

**Constance Indra** (location 6; LE female halfling oracle [flame] 7) If Indra had her way, Idyll's laws would be stricter, more punitive and there would be many more of them.

**Evangeline** (locations 3 and 7; NE female elf druid 4/ranger 3) Caretaker of Grandmother Oak, this elf welcomes discussion about topics related to nature; she also makes it clear she has no time for those who despoil nature.

**Mercius Grady** (location 6; LG male half-orc paladin 6) Gentle and kind, this councilmember seems too soft to govern the village, until he gets involved in an argument about which he is passionate.

**Vaelin Smith** (location 6; CE male human barbarian 5) This towering, tanned human has fiery hair and a shock of white near his forehead; his temperament matches his appearance.

### NOTABLE LOCATIONS

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

1. **The Monoliths:** Idyll's most notable feature, the monoliths stand at cardinal points marking a circular border around the village. Each monolith features inscriptions in a multitude of planar languages.
2. **Cobb's:** Villagers direct visitors to this tavern. For astonishingly low prices, diners receive savoury drinks and meals.
3. **Grandmother Oak:** This impossibly large oak stands at Idyll's heart, providing ample shade.
4. **Opalescent Pools:** Nine pools, arranged in a square three-by-three pattern, glow softly during moonlit nights.
5. **Wardens' Lodge:** Sealed shut, this building ostensibly serves as Idyll's law office; when questioned, villagers maintain the building is unnecessary as there is no need for law enforcement.
6. **Council Hall:** In contrast to the peacefulness of Idyll's inhabitants, where everyone gets along, the council hall is home to intense arguments.
7. **Aid Station:** A cleric and a druid reside here and provide aid to inhabitants, villagers and animals alike.
8. **Storage Silos:** Ample supplies of grain, grapes and other materials, kept fresh using magic, fill these silos.
9. **Pinion River:** This deep, clear river winds southward into the village on its meandering route; it provides great fishing.
10. **Fields of Battle:** Just outside Idyll, dedicated archaeologists can find ancient instruments of war, rejected by the ground.

### MARKETPLACE

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**Resources & Industry** Farming, Winery, Artefact Trade

**Base Value** 750 gp; **Purchase Limit** 4,250 gp; **Spellcasting** 5th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *cure light wounds* (50 gp), *nondetection* (800 gp), *protection from chaos/evil/good/law* (50 gp)
- **Scrolls (Arcane)** *calm emotions* (200 gp), *magic aura* (25 gp)
- **Scroll (Divine)** *goodberry* (50 gp), *hold person* (150 gp)
- **Rod splendour** (30,500 gp; location 6)
- **Weapons** *anarchic*, *axiomatic*, *holy* and *unholy* weapons of various descriptions (18,000 gp + weapon cost; location 6)



## VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know information about Idyll. A successful check gains all the information revealed by a lesser result.

**DC 10:** Idyll is a pastoral village where the inhabitants spend their time in agricultural pursuits.

**DC 15:** While the village is ideal, the toll of an ancient war still corrupts the surrounding land.

**DC 20:** Very few of the inhabitants ever travel beyond Idyll's boundaries. Another strange aspect of the village is the notable lack of children.

**DC 30 (Knowledge [planes] only):** Idyll serves as a relocation centre for extraplanar beings wishing to stay hidden from powerful opponents.

## VILLAGERS

**Appearance** The villagers have no uniform appearance. However, when they first arrive a villager briefly displays an odd trait (glowing blue eyes, a barbed tail or curved horns) that quickly disappears.

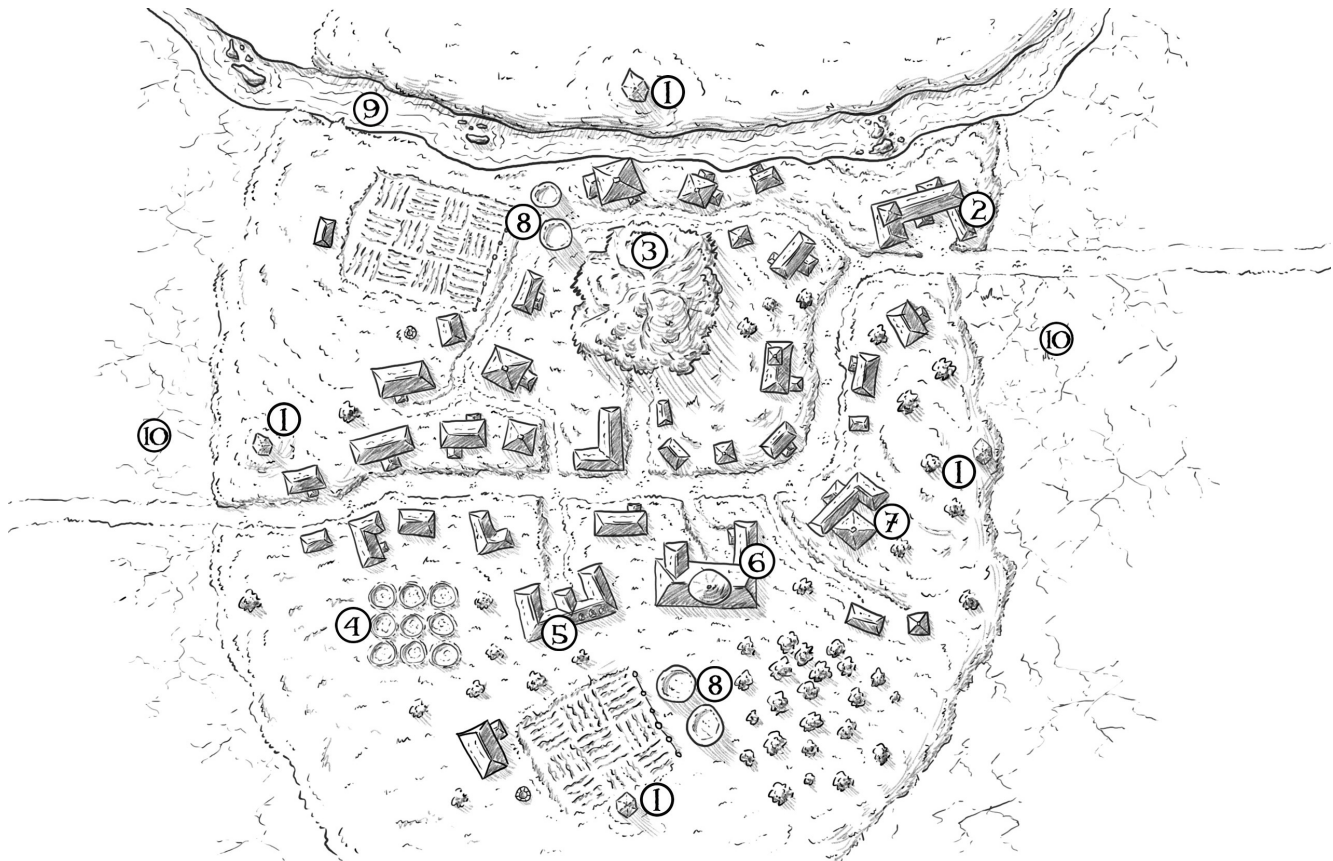
**Dress** Befitting an agrarian lifestyle, the people of Idyll wear utilitarian clothing. Occasionally, someone wears ostentatious clothes, but no resident ever remarks on it.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Idyll 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	If someone wishes to remain hidden from foes, Idyll is the place to go.
2*	An apocalyptic event (meteorite, flood or earthquake, depending on the person providing the rumour) will soon destroy the village and wipe out its inhabitants.
3	During the full moon, a shimmering light emanates from the monoliths, creating a dome around the village.
4	The council has been particularly contentious of late, and a couple of people have overheard Vaelin threatening to harm the other council members.
5*	The silos hide bodies from ages ago; the magic of the buildings has preserved them all these years.
6	When (rarely) inhabitant leaves the village, a new resident of the same race arrives shortly thereafter.

\*False rumour



## KENNUTCAT AT A GLANCE

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Three generations ago, a consortium of merchants and titled nobles purchased the small island of Kennutcat. Graced with a natural harbour and bountiful fishing, the sandy island promised further wealth for its investors. After brutally subjugating the native inhabitants, the Kittiwaki, the colonizers worked diligently to build a prosperous settlement. Kennutcat's ideal location quickly proved to be a boon as the villagers resupplied and repaired passing ships as well as developing their own fishing fleet.

However, despite its apparent idyllic appearance, a deep fog rolls in at night, staining the paved stone streets and shingled houses with a clinging dew. Within the mists, strange sounds echo—voices of past villagers, their footsteps treading the streets and ancestral homes—making traveling at night dangerous for the unwary. Meanwhile, family members relentlessly pace the porches perched on rooftops, known as widow walks, their eyes straining for loved ones reported lost at sea. For something lurks out in the waters, a titanic monster that lures Kennutcat's sons and daughters out onto the water with hopes of glory. Those who hunt the strange beast never return alive, but their spirits are inexplicably bound to the strange island.

Deep within a forest cave, the few surviving Kittiwaki eke out a living as they have for hundreds of years in worship of unfathomable nature spirits. At night by huge bonfires, they pray to the spirits to cleanse Kennutcat of the taint of the colonisers exploiting their holy island.

### DEMOGRAPHICS

**Ruler** Kayda Balton, Timius Holland, Patrok Talbot, Ramus Tennett, Gretchen Vankmeer

**Government** Council

**Population** 191 (163 humans [colonisers], 23 humans [natives], 3 halflings, 1 dwarf)

**Alignments** LG, N, LN, LE

**Languages** Common

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

**Qualities** Prosperous, strategic location

**Danger** 10; **Disadvantages** Cursed (haunted, +10 danger)

### NOTABLE FOLK

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

**Apika Spiritseer** (location 7; N female old human druid 7) Ancient Apika leads the last of the native islanders in their ancient rites and practises.

**Captain Jayn Kell** (location 1; LE female human ranger 6) Kennutcat's most esteemed captain plans to avenge her family's death by Lobata.

**Debbin Hoggle** (location 6; LG male halfling expert 3) Debbin keeps Kennutcat's lighthouse operational 24 hours a day.

**Gretchen Vankmeer** (location 2; LN female old human aristocrat 2) Gretchen Vankmeer keeps her remaining children imprisoned in their manor for fear they'll succumb to the insane desire to hunt Lobata.

**Hargan Saltbeard** (location 5; N male dwarf druid 4) Hargan communes with nature in a small shrine.

**Kayda Balton** (location 4; LN female human aristocrat 3) Aging Kayda Balton runs the Shrouded Mistress.

**Patroc Ralbot** (location 7; LE male human aristocrat 2) Patroc Ralbot works tirelessly to undermine the other council leaders and install himself as lord of the island.

### NOTABLE LOCATIONS

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

1. **Kennutcat Harbour:** A natural harbour, supported by a well-built wharf, is the centre of the island's trade and fishing industries.
2. **Vankmeer Manor:** Home to one of the original founding families, its current owner locks herself inside, slowly rotting away into insanity.
3. **Kennutcat Council Hall:** This stout building and adjoining tower serves the island as its centre of government.
4. **The Shrouded Mistress:** Kennutcat's main inn and tavern also serves as a general store, owned by the Baltons.
5. **Beach Shrine:** Old Hargan Saltbeard maintains a small shrine built of driftwood dedicated to the spirits of the sea.
6. **Coln Point Lighthouse:** This sturdy lighthouse, its beacon guiding ships to safety, rests at the end of a long stretch of sandy beach.
7. **Forest Cave:** A large cave burrows deep underground, its walls painted with the ancient history of the Kittiwaki and the island.

### MARKETPLACE

**Resources & Industry** Fishing, shipbuilding, trading

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

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

- **Potions & Oils** *comprehend languages* (50 gp), *eagle's splendour* (300 gp)
- **Scrolls (Arcane)** *obscuring mist* (25 gp), *water breathing* (375 gp), *whispering wind* (150 gp)
- **Scroll (Divine)** *detect undead* (25 gp), *helping hand* (375 gp), *protection from evil* (25 gp), *undetectable alignment* (150 gp)

## VILLAGE LORE

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

**DC 10:** Kennutcat boasts a wide, natural harbour and excellent fishing waters for such a small island.

**DC 15:** Many claim to hear voices or see spirits in the deep fogs shrouding the island at night.

**DC 20:** Despite the prosperity of its citizens, many seem to go mad, possessed by a desire to slay a legendary sea beast.

## VILLAGERS

**Appearance** The colonisers have pale skin and dark hair and eyes. Men wear their beards long while women prefer their hair wrapped in buns with ornate jewelled pins. The Kittiwaki are dark-skinned with reddish to black hair and green or blue eyes.

**Dress** Coloniser women wear long, heavy drab dresses while men prefer loose pants ornamented with a colourful sash and open chested shirts. Kittiwaki wear animal furs, mostly rabbit, and leather. They wear little in the way of ornamentation.

**Nomenclature** *male* Argis, Fellen, Korl, Potrus, Tarl, Ulwich; *female* Cassiway, Enda, Hendi, Renna, Sorah; *family* Balton, Holland, Ralbot, Tennett, Vankmeer

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Kennutcat 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	Lady Vankmeer keeps her youngest children locked inside their manor house.
2	Captain Jayn Kell is paying well for a crew to help her avenge her family's death by Lobata.
3*	The Kittiwaki practice human sacrifice, evil magic and cannibalism.
4	Families often leave out food and drink for their ancestors who do not seem to rest in peace.
5*	The reason the island seems haunted is that the Council members are actually vampires practicing vile sorcery.
6	Hargan Saltbeard jealously guards his shrine. He won't let anyone inside.

\*False rumour



## RED TALON AT A GLANCE

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Huddled in a sheltered cove at the base of lofty cliffs, the tiny village of Red Talon is inaccessible by land for all but the best climbers. Its folk are insular and vague rumours lay cannibalism and devil-worship at their door—with good reason.

Red Talon was founded 20 years ago by the bloodthirsty orc pirate captain Hagruk Stormrider when he retired from full-time plundering; he named the fledgling community after his infamous vessel. In his prime, Hagruk Stormrider sailed to the four corners of the globe in search of booty, visiting many exotic lands during the course of his long voyages. On a remote tropical island Hagruk raided the village of a strange orc tribe, worshippers of a dark god of gluttony and greed called Ukre'kon'ala. In exchange for his life, the tribal priest promised to teach the pirate captain vile rituals honouring the deity which would bring him great power and wealth. Hagruk agreed, making the priest his first bloody sacrifice to the god as soon as he had mastered the dark rites.

With the power of Ukre'kon'ala, Hagruk and his men were invincible: they took dozens of fat prizes and their vessel's hold swelled with plunder. No one survived an attack by the *Red Talon*—the captain and his men ate the crew of the ships they took in gory feasts to honour their new god.

Eventually, Hagruk grew old and settled down in Red Talon village, but would still sail forth on occasional raids. One fateful night in a furious storm, his ship struck the reef known as Devil's Shoulder as he returned to the village. Hagruk and his crew abandoned ship as the galleon started to sink beneath the waves, but they were too slow, and their drowned bodies were washed up on the beach. But the dark power of their cannibal god saved the pirates—Ukre'kon'ala brought some of the crew back from death to unlife as ghouls; Hagruk Stormrider became a ghost.

That was ten years ago. Nowadays, adventurers come to Red Talon to search for the sunken treasure of Hagruk Stormrider and the depraved cult continues to worship vile Ukre'kon'ala; their sacrifices go to feed the ghost captain and his ghoulish shipmates.

### DEMOGRAPHICS

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**Ruler** Berrig Saltblood

**Government** Overlord

**Population** 116 (68 humans, 24 half-orcs, 11 orcs, 4 dwarves, 2 halflings, 6 ghouls, 1 ghost)

**Alignments** N, NE, CE

**Languages** Common, Orc

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

**Qualities** Insular, Notorious

**Danger** +10; **Disadvantages** Cursed

### NOTABLE FOLK

---

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

**Algrid** (location 3; N female dwarf expert 2/warrior 1) Burly owner of Algrid's Creels and Nets, Algrid is a skilful crafter.

**Berrig Saltblood** (location 4; NE male half-orc fighter 3/rogue 3) Retired pirate captain and Red Talon's unelected mayor; Berrig is a leading member of Ukre'kon'ala's cult.

**Captain Hagruk Stormrider** (location 6; CE male ghost fighter 5) The notorious captain of the Red Talon lurks in the tunnels beneath the village church, awaiting the next sacrifice.

**Deryn Kroal** (location 1; NE male human expert 2) Creepy landlord of the Flensed Whale and loyal cultist.

**Father Connel** (location 5; CE male human cleric 5) Posing as a cleric of the sea god Serat, Father Connel is actually a priest of Ukre'kon'ala.

**Thagg Shantyman** (location 2; CN male half-orc expert 2) Crazy (and usually drunk) old lobsterman and former pirate; teller of tall tales.

### NOTABLE LOCATIONS

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

1. **The Flensed Whale:** Red Talon's unwelcoming inn stands in the middle of the village; it has few guests.
2. **The Docks:** Busy during the day with fishing boats and merchant vessels arriving from Deksport and other ports.
3. **Algrid's Creels and Nets:** This shop stocks a variety of general goods, as well as lobster pots and fishing nets.
4. **Saltblood Hall:** This well-appointed house is home to Red Talon's mayor, and once belonged to Hagruk Stormrider.
5. **Village Church:** At first glance a small stone temple to the sea god Serat, the church is in reality dedicated to Ukre'kon'ala.
6. **Ossuary:** Located beneath the church, this charnel house is the lair of Hagruk Stormrider and his undead crew.
7. **Cliffs:** Steep, 300-foot high white cliffs surround the village, making it hard for anyone to reach Red Talon by land.
8. **Devil's Shoulder:** This dark reef is where the galleon *Red Talon* met its doom, and acts as a magnet to treasure-seekers.

### MARKETPLACE

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**Resources & Industry** Fishing, lobsters

**Base Value** 650 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:

**Potions & Oils** *mage armour* (50 gp), *water breathing* (2; 750 gp each)

**Scroll (Divine)** *bles* (25 gp), *owl's wisdom* (150 gp)

**Weapon** +1 *underwater light crossbow* (2,370 gp)



## VILLAGE LORE

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

**DC 10:** The isolated fishing village of Red Talon brings in some of the best lobsters along this stretch of coast.

**DC 15:** Red Talon is named after the ship captained by the village's founder, the bloodthirsty orc pirate, Hagruk Stormrider.

**DC 20:** The *Red Talon* went down when it struck a reef in sight of the village; the wreck full of pirate booty lies on the sea bottom just waiting for an intrepid soul to find.

## VILLAGERS

**Appearance** The villagers are of diverse appearance and ethnic backgrounds; mostly former pirates, they come from far and wide. Many have at least one tattoo, often several; the men are almost always bearded.

**Dress** Most villagers wear simple, practical work clothes and stout boots; bandanas and earrings are common.

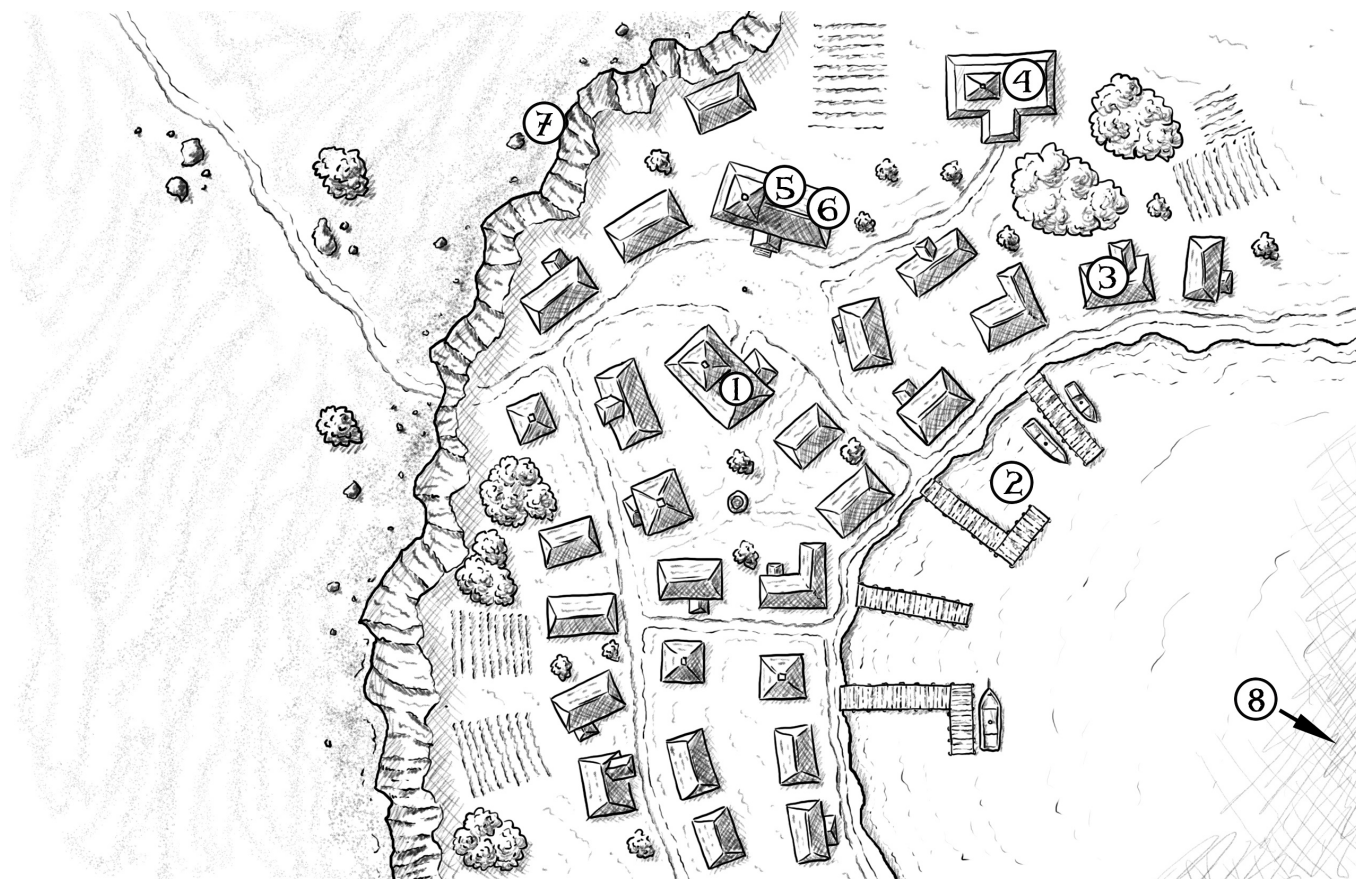
**Nomenclature** *male* Bart, Kazmir, Reory, Saddok; *female* Alana, Danika, Dervla, Vita; *family* Bitterleaf, Helvett, Lazyeye, Okeswabb.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Red Talon 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	Hagruk Stormrider's treasure is out there for the taking, but beware the giant octopus lurking in the <i>Red Talon's</i> wreck.
2	Serat has blessed the village again this year—the fishing has been excellent and the lobsters plentiful.
3	Deryn Kroal's daughter, Janna, has a thing for handsome adventurers.
4	Hagruk Stormrider would sail to the four corners of the globe in search of booty, and visited many exotic locales.
5*	The pirate Black-Eyed Saddok hid his chest of plunder in a cave near the top of the cliffs.
6	Algrid came to Red Talon after falling out with the pirates in the nearby town of Deksport. She's welcome here as she makes the best lobster pots and nets on the coast.

\*False rumour



## SEA BITCH AT A GLANCE

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Perched hard against steep cliffs and protected on the landward side by an earth ditch and berm, Sea Bitch is a windy place. A small harbour protects the village's dozen or so fishing boats, and the villagers are renowned for the trained ernes (sea eagles) they use to hunt the seabirds nesting in the nearby cliffs.

Sea Bitch was founded fifteen years ago by the all-female crew of the eponymous pirate vessel, following the death of their captain in a ferocious battle with the *Relentless Kraken*, another pirate ship. The *Sea Bitch's* captain, Elyse Killigrew, was slain by a crossbow bolt through her eye, fired by a cowardly young goblin sniper lurking in the *Kraken's* crow's nest. Allindra Squallmaven, the first mate, took command of the *Sea Bitch* and used her druidic magic to call lightning down on the enemy and drive them off, thus winning the battle. With her captain dead and many of her crew slain, the *Sea Bitch* put in at a sheltered harbour to the east of Deksport.

She never left. Allindra and the surviving pirates beached the ship and set about establishing a new home for themselves on land, using wood from the nearby forest to build homes, fishing boats and a jetty. Over the last decade and a half, the village of Sea Bitch has grown into a small but thriving fishing community. To supplement their piscine diet, Allindra used her affinity with wild birds to attract a congress of ernes to the village, and to train them to hunt the razorbills and puffins nesting high in the cliffs. As Sea Bitch's population grew, men came to live in the village, but women are still very much in the majority, and the community is renowned for sheltering women of all races fleeing from brutish, bullying husbands.

Sea Bitch trades regularly with Deksport and the nearby villages of Revenge and Red Talon. However, life in the village is complicated by trouble brewing in the nearby forest. A warlike tribe of orcs inhabits an ancient ruined fortress, once more. Loggers have been attacked, and the orcs have made several attempts to attack Sea Bitch itself. It's only a matter of time before the savage humanoids are able to breach the village's defences and put it to the torch. The villagers have been spreading rumours of lost orcish treasure in the ancient fortress, in the hopes of attracting fearless and heroic adventurers to Sea Bitch, willing to take on the orcs.

### DEMOGRAPHICS

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**Ruler** Allindra Squallmaven

**Government** Magical

**Population** 89 (65 humans, 11 half-orcs, 6 halflings, 4 half-elves, 3 dwarves)

**Alignments** CN, CG, N

**Languages** Common, Orc

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

**Qualities** Isolated, Notorious

**Danger** +10; **Disadvantages** None

### NOTABLE FOLK

---

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

**Allindra Squallmaven** (location 2; CN female human druid [aquatic] 8) Retired pirate, founder of Sea Bitch and the village's spiritual and secular leader.

**Erwyn Splintertusk** (location 1; N male half-orc commoner 2) Hoary old beachcomber who makes his home in what's left of the *Sea Bitch* and sells interesting flotsam in the market.

**Finelle Hornswaggle** (location 6; N female human fighter 2/expert 2) Former pirate and ship's carpenter, Finelle runs the Merry Maiden Inn with her partner Nyssa.

**Ildiko Squallmaven** (location 7; CN female human fighter 1) Allindra's fiery young daughter yearns to pursue her mother's old life as a pirate.

**Krorg the Flayer** (location 9; CE male orc fighter 6) Bloodthirsty leader of the orc tribe living in the nearby woods.

**"Shipshape" Selma** (location 5; CG female dwarf expert 3) This meticulous ex-pirate quartermaster runs the trading post.

### NOTABLE LOCATIONS

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

1. **The Sea Bitch:** The rotted hull of this pirate ship lies on the beach and is home to Erwyn Splintertusk.
2. **Druid's Cave:** Allindra lives in a sea cave at the cliff's base.
3. **Puffin Heights:** The cliffs to the east of the village are home to hundreds of nesting puffins and razorbills.
4. **Aeries:** Trained sea eagles build their nests high on the cliffs.
5. **The Stores:** This well-stocked trading post sells fishing gear, dry goods and other equipment.
6. **The Merry Maiden:** The village inn is a lively place where patrons can enjoy good ales, hearty food, music and dancing.
7. **The Docks:** Always busy with fishing boats and merchant vessels arriving from Deksport and points beyond.
8. **Village Defenses:** An earth ditch and berm protects the village.
9. **Forest:** An ancient orcish fortress stands in the dense woods to the northwest of Sea Bitch, occupied once more by feral orcs.

### MARKETPLACE

---

**Resources & Industry** Fishing, hunting, forestry

**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 4th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions** *pass without trace* (50 gp), *barkskin* +2 (300 gp)
- **Scroll (Divine)** *calm animals* (25 gp), *commune with birds* (25 gp)
- **Wondrous Item** *efficient quiver* (see location 1; 500 gp)



## VILLAGE LORE

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

**DC 10:** The villagers use trained sea eagles to hunt seabirds for food.

**DC 15:** Sea Bitch was originally founded by an all-female pirate crew, and has a reputation for offering refuge to women in need.

**DC 20:** An ancient fortress stands in the forest to the northwest of the village; it was once home to the infamous orc king, Ogzug the Betrayer, and is rumoured to hold lost treasure.

## VILLAGERS

**Appearance** The villagers are mostly women of diverse appearance and ethnic backgrounds. Many were former pirates and usually have at least one or more tattoos.

**Dress** Sea Bitch's inhabitants wear thick, hooded cloaks over their simple shirts and breeches to protect themselves against the strong winds blowing in from the sea.

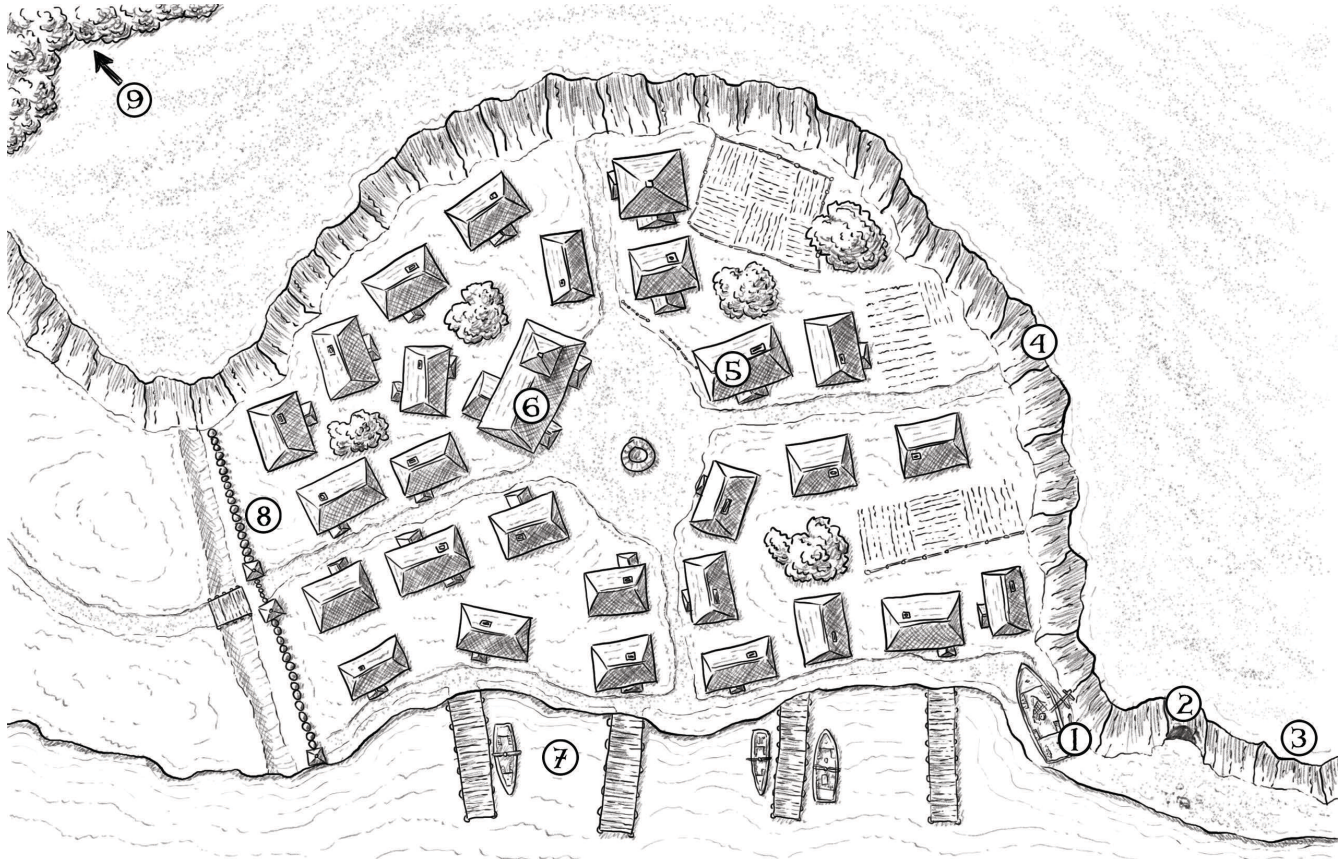
**Nomenclature** *female* Gia, Hanife, Kerrie, Rafat, Tierna; *male* Brion, Muirin, Tady; *family* Delaney, Grogwether, Inkspott, Redsail.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Sea Bitch 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	Nyssa came to Sea Bitch to get away from her violent husband. He followed her here, but Finelle Hornswaggle and others forcefully persuaded him it wouldn't be a good idea to try and drag her home again.
2	Ildiko Squallmaven's father is a well-known pirate captain in Deksport and she's thinking about paying him a visit.
3	Erwyn Splintertusk found a treasure map inside a bottle that washed up on the beach the other day. X marks the spot!
4	The forest orcs are searching the ruined fortress for a mighty magical amulet which once belonged to Ogzug the Betrayer.
5	The captain of the <i>Sea Bitch</i> was slain by a crossbow bolt fired by a cowardly goblin pirate; the goblin survived the battle but must surely be dead by now.
6*	Erwyn Splintertusk came to Sea Bitch to escape the massive gambling debts he ran up in Deksport.

\*False rumour



## STARSPUN HOLLOW AT A GLANCE

---

When human conquerors expanded into halfling lands, several families fled the invaders and built a camp on the edge of a wooded fen. The refugees eked out a meagre existence fishing and foraging while trying to fend off the vermin plaguing their new home. The halflings' luck turned around, however, when the druid Mayli Nightwillow happened upon a unique discovery. Mayli studied a local arachnid, known as a starweaver spider, which attracted prey by reflecting moonlight off its mirror-like webs, and soon learned how to harvest and process the spiders' silk. This "star silk" could be woven into fabrics that shimmered and sparkled even in dim light. Furthermore, star silk showed an affinity for colours derived from the surrounding wildlife, which led to the development of several vibrant dyes.

It wasn't long before star silk became popular among foreign aristocrats, and the halflings found themselves in possession of a valuable commodity. Starweaver spiders were quickly integrated into the village's culture, used to protect crops from pests, decorate buildings and even serve as pets. The burgeoning community took the name Starspun Hollow in honour of the spiders that brought about its fortune. Before long human traders started building houses nearby, which contributed to the village's prosperity but concerned the halfling refugees, who still remembered being driven from their homes. The result is a patchwork of differently sized buildings floating on the fens, alive with riotous colour day and night.

Though seemingly peaceful, Starspun Hollow is rife with whispers of conflict. Milni Nightwillow, Mayli's daughter and the village reeve, insists on sustainable but low-yield production of star silk and dyes, much to the chagrin of Markku Olent, owner of the community's primary dye works. Their increasingly heated arguments stir up old racial animosity among the citizens, leaving everyone on edge. To make matters worse, the village's most popular dye is derived from a dragonfly considered sacred by a large tribe of boggards, who grow more outraged every day by the audacity of the "bite-sized" spider catchers.

### DEMOGRAPHICS

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**Ruler** Milni Nightwillow

**Government** Magical

**Population** 188 (79 humans, 78 halflings, 19 gnomes, 7 elves, 3 half-elves, 2 half-orcs)

**Alignments** NG

**Languages** Common, Halfling

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

**Qualities** Prosperous, rumourmongering citizens

**Danger** 0; **Disadvantages** None

### NOTABLE FOLK

---

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

**Aiwin Elestien** (location 6; CG male elf bard 3/expert 2) Aiwin is patriarch of an elven family of tailors and musicians known for their borderline-debaucherous revelries.

**Bekka Murray** (location 2; NG female halfling druid 2) Milni Nightwillow's protégé is eager to please everyone.

**Berno Dewberry** (location 3; N male halfling expert 2) The Dream Weaver's owner is anxious and constantly apologizes.

**Kyler Sylbane** (location 7; N male human ranger 5) A fen explorer, Kyler worries about the rising boggard aggression.

**Markku Olent** (location 5; LN male human aristocrat 2) Owner of the village's largest dye works, he believes he can expand production by using the fens to replace lost resources.

**Milni Nightwillow** (location 4; NG female halfling druid 7) Starspun Hollow's reeve wearies of politics, but steadfastly defends maintaining renewable silk and dye production.

**Ricola Aulburn** (location 8; CN female halfling rogue 4) The owner of the general store leads the anti-human radicals.

**Willina Capleaf** (location 1; NG female halfling expert 3) Willina is overseer of the village's crops and star silk cultivation.

### NOTABLE LOCATIONS

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

1. **Berry Fields Main Office:** Agricultural centre and home of the starweaver spiders.
2. **Commons:** This dry hillock serves as the village centre, festival grounds and open-air market.
3. **Dream Weaver Inn:** The local inn and tavern.
4. **Nightwillow Manor:** Milni's home and the de facto town hall.
5. **Olent Dye Works:** Starspun Hollow's largest producer of dyes.
6. **Silks & Songs:** Home and workplace of the Elestien elves.
7. **Sylbane's Sojourns:** A fishing, hunting and ranging lodge.
8. **Wanderer's Wares:** General store and meeting place for anti-human mavericks.

### MARKETPLACE

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**Resources & Industry** Dyes, farming, fishing and silks

**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 4th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

The following items are for sale:

- **Ring improved swimming** (10,000 gp)
- **Scrolls (Divine) control water** (700 gp), **wood shape** (150 gp)
- **Wand spider climb** (34 chgs., 3,060 gp)
- **Wondrous Item gloves of arrow snaring** (4,000 gp)

## VILLAGE LORE

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

**DC 10:** Starspun Hollow is known as the sole producer of a fabric called star silk, as well as numerous clothing dyes.

**DC 15:** The villagers derive several dyes from the surrounding wildlife, and are always looking for people to brave the fens in search of raw materials.

**DC 20:** The village was built by halflings fleeing human invaders. Even though many humans now live there, the small folk don't fully trust them and racial tensions run deep.

## VILLAGERS

**Appearance** Villagers tend toward fair skin and brown hair, usually bound in braids or buns that fit beneath their shawls.

**Dress** Villagers wear layers of nets, shawls and veils to keep pests off their skin. Clothing is usually made of star silk dyed magnificent colours. Leather does not take local dyes well, so it is only worn by labourers and seen as improper for social events.

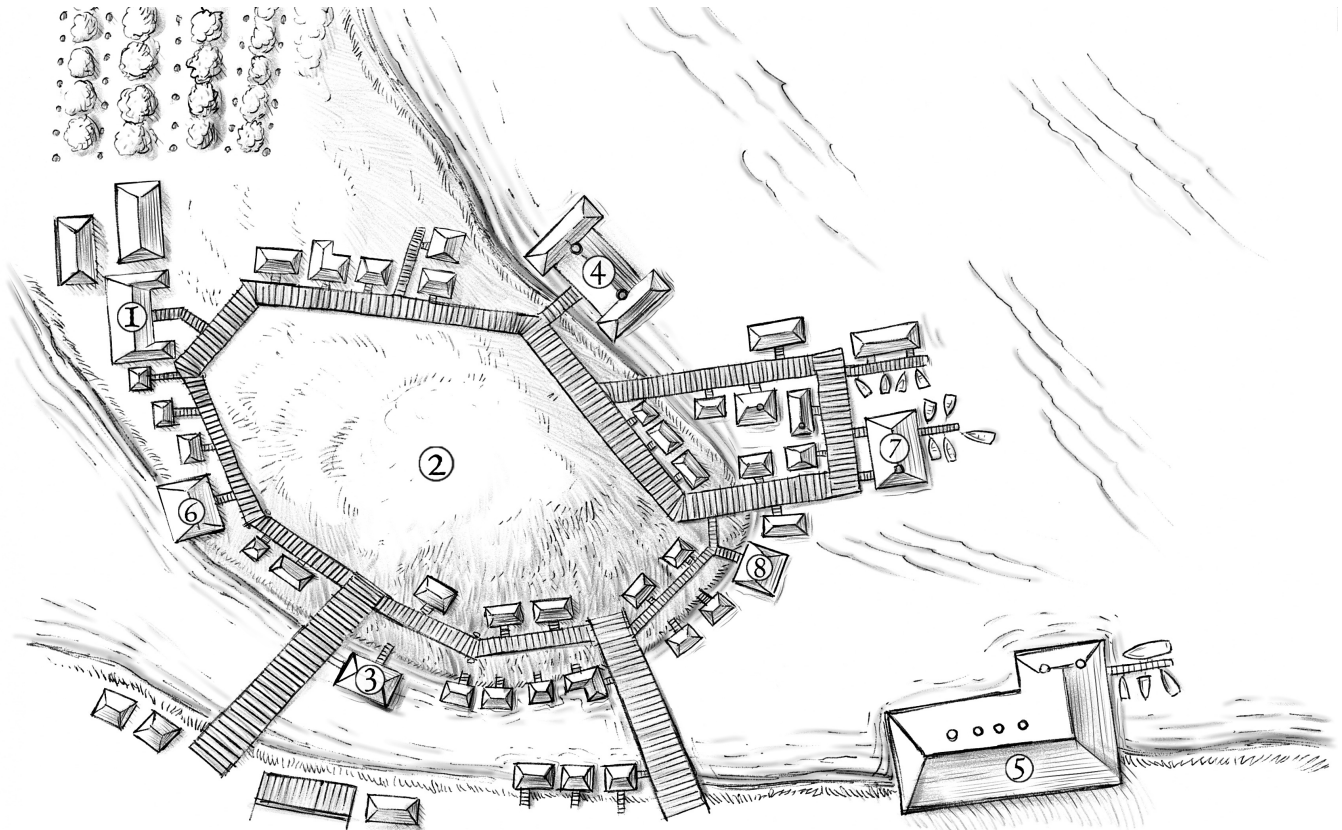
**Nomenclature** *male:* Collyn, Daven, Olivir, Timmett, Rolth; *female:* Brenna, Fayli, Liria, Misty, Penni; *family:* Bryony, Hoplee, Kermen, Olmadder, Safflin.

## 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*	Human merchants are trying to smuggle out some starweaver spiders and undercut prices abroad.
2	Ricola Aulburn has been sabotaging the dye works to show Markku Olent and the other humans they're not welcome.
3	Fewer folks are returning from forays into the fens, and locals are hearing croaking sounds in the dead of night.
4	Markku is trying to undermine Milni's resolve by buttering up to her pupil, Bekka Murray.
5	Someone, or something, damaged the webs along the far end of the Berry Fields. Willina Capleaf is offering a bounty to find the culprit.
6*	The Elestien elves are actually evil fey trying to draw the whole village into lascivious vice.

\*False rumour



## SAINT FIACRE AT A GLANCE

---

Over 75 years ago, the village now known as Saint Fiacre was the small hamlet of Verton. According to legend, it became Saint Fiacre after the legendary cleric Fiacre the Bulwark single-handedly defended the hamlet against a raid by an entire tribe of sahuagin. In thanks, the villagers immediately erected a church to Saint Fiacre's deity, a god of commerce and trade, and built a statue commemorating him in their village square. When Fiacre passed away, the villagers successfully petitioned his church to grant him sainthood and renamed their village in his honour.

Today, Mayor Pepin Vert constantly seeks new ventures to further expand the village's economy, but he is forced to contend with the old money aristocrats that make the seaside village their summer home. Generations ago the mayor's grandfather sold premium property to the nobles to expand the village, but now that land goes to waste. Without it, Pepin has been forced to rely on turnpike tariffs as the primary source of income, but the locals doubt this money can sustain the village's growing population. True these are hardly concerns worthy of heroes, but Saint Fiacre prides itself on its lack of monsters and supernatural troubles.

Unknown to most folk, trouble is brewing in Saint Fiacre. A years-old rivalry is coming to the boil with the arrival of Jérôme Javert, an inquisitor looking to imprison the caretaker of the village's orphanage for his criminal past. Meanwhile, something lurks in Fiacre's Woods, shielded from discovery by the wood's thick foliage. This monster has taken root within the wood, having devoured and replaced a third of the village's population with near-perfect replicas. If left unchecked, the monster will consume all of Saint Fiacre, and the world beyond soon after.

### DEMOGRAPHICS

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**Ruler** Mayor Pepin Vert

**Government** Autocracy

**Population** 194 (74 humans, 64 pod creatures, 38 halflings, 10 half-orcs, 2 dwarves, 1 changeling, 3 half-elves, 1 kitsune,)

**Alignments** LN, N, NE, NG

**Languages** Common, Dwarven

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

**Qualities** Prosperous, racially intolerant (all except humans and halflings)

**Danger** +0; **Disadvantages** None

### NOTABLE FOLK

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

**Jarq Vailjarq** (location 8; N male half-orc rogue 7) Imprisoned fifteen years ago for petty theft, Jarq escaped from prison during a riot and eventually settled in Saint Fiacre.

**Lothair Dol** (location 4; LN male human inquisitor 10) Jarq's original captor, Inquisitor Lothair Dol tracked Jarq to Saint Fiacre and seeks to return the fugitive to jail.

**Pepin Vert** (location 7; LN male human aristocrat 2) Mayor Vert comes from a long line of political leaders and is determined to follow in his father's footsteps and help Saint Fiacre grow.

**Suidger Fiacre** (location 8; N male kitsune ranger 1) A resident at Euphrase's Home for Children, 12-year old Suidger is hiding a secret that threatens Saint Fiacre's existence.

**Velda Flavigny** (location 6; CE female human adept 4) In recent weeks, Velda, Saint Fiacre's physician, has been acting extraordinary fearful and frightened, shunning even her closest friends.

### NOTABLE LOCATIONS

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

1. **The Surf and Salts:** Though all are welcome, the Surf and Salts tavern and inn caters primarily to merchants and sailors.
2. **Staffelsee's Pier:** Most of the ships visiting Saint Fiacre dock here. The pier is named for a man who allegedly sat here each day, waiting for his love to return from sea.
3. **Fiacre's Square:** This area is the centre of Saint Fiacre and a natural gathering place.
4. **Saint Fiacre's Church:** Dedicated to the god of trade and commerce, this church is named for the village's patron saint.
5. **The Groves:** Named for their cultivated appearance, most villagers live in this neighbourhood.
6. **Merchant's Row:** Built in the shadow of Saint Fiacre's Church for good luck, most of Saint Fiacre's shops stand here.
7. **Seaside Manors:** Built generations ago by wealthy aristocrats, these decadent summer homes sit largely unused.
8. **Euphrase's Home for Children:** This building is Saint Fiacre's orphanage, and houses a dozen children of varying ages.
9. **Fiacre's Wood:** Fiacre's Wood features thick, tall trees and dense foliage. A major road cuts through the forest.
10. **Ishild Jr.'s Grove:** Close to the edge of Fiacre's Wood, this clearing was created by a falling star, and is the lair of a terrifying creature from the Great Beyond.

### MARKETPLACE

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**Resources & Industry** Artisans, fish, lumber, road builders

**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

**Potions & Oils** *bless weapon* (oil), *pass without trace* (potion), and *protection from evil* (potion)

**Scroll (Divine)** *detect animals or plants* and *keen senses*



## VILLAGE LORE

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

**DC 15:** Saint Fiacre is named for a priest that saved the village from a sahuagin raid a century ago. The priest made Saint Fiacre his home, and with his blessings the village thrived.

**DC 20:** Saint Fiacre's main economy is the collection of tariffs on Fiacre's Sojourn, a road cutting through Fiacre's Wood to the south. Although the tariff has been profitable, many feel it's only a matter of time before merchants find a less expensive route, ruining Saint Fiacre's only real industry.

**DC 25:** Some people believe Madelyn Fiacre, the current priest and caretaker of Saint Fiacre's Church, is actually the daughter of Malerie Bulwark, the only child of Saint Fiacre himself and an elven lover.

## VILLAGERS

**Appearance** Villagers possess strong, chiselled bodies from a life of physical labour and stern faces with dark eyes and hair.

**Dress** Clothing is sturdy and practical, designed for wear and tear. Blues, greens and other natural colours are favoured.

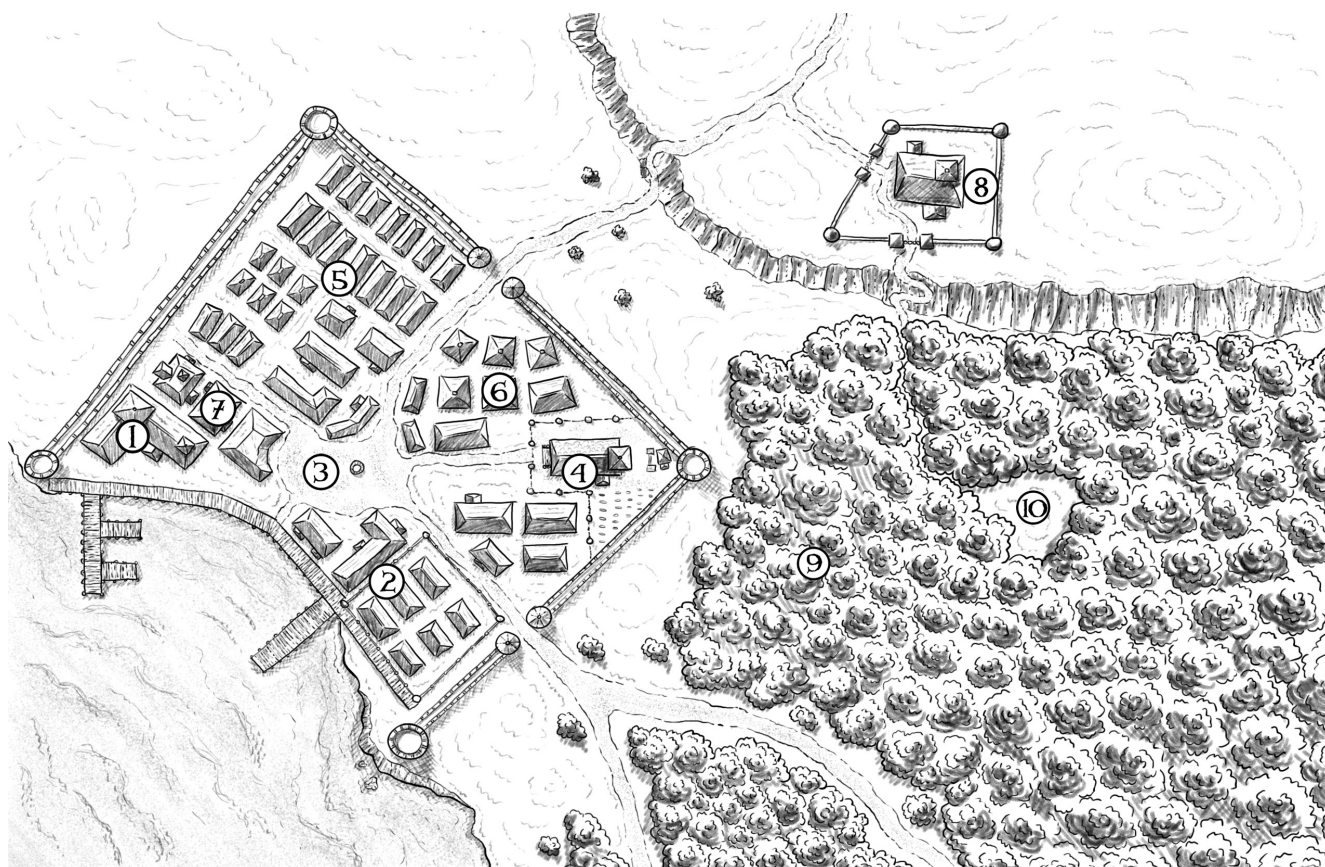
**Nomenclature** *male* Arnulf, Grifo, Mathrid; *female* Ada, Berta, Uta; *family* Fiacre (bastard name), Gall, Vert.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Saint Fiacre 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	Jarq Vailjarq has a seedy past he's trying to forget.
2	A ghost has been haunting Staffelsee's Pier, crying out for an unrequited love.
3*	Despite what Jarq says, Suidger Fiacre is a lycanthrope. People who've associated with him begin acting strangely, and he's obviously starting a cabal somewhere in the village.
4*	Monsters, namely lycanthropes, have begun settling in Fiacre's Wood and stealing from the villagers at night.
5	Madelyn Fiacre's uncanny resemblance to Saint Fiacre's statue likely means she is an illegitimate heir of the village's patron.
6	Velda Flavigny has been acting strangely, and nobody's seen her husband for days. Some suspect foul play.

\*False rumour





## WELLWOOD AT A GLANCE

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A busy, bustling place Wellswood stands near the juncture of two trade routes. Here, travellers and traders shake the mud of the road from their feet and Lord Issakainen grows fat on the taxes and tolls he levies on both traveller and villager alike. And although Wellswood is famed for the warm welcome travellers find in its taprooms and businesses the village is well known for another reason entirely.

For Wellswood is aptly named, indeed. Many wells—both natural and dwarf-made—dot the village. Far below lies Lake Thraren, a large subterranean lake navigable in parts and fished for the many exotic fish swimming therein. A small clan of dwarves—the Erdikr—dwells upon the lake's ebon shores. Nominal servants, or at least allies, of Lord Issakainen they permit few outsiders to visit their lightless home.

Wellswood is not the peaceful place it first appears. Lord Issakainen grows greedy and taxes have been rising steadily of late. Merchants grumble at the increased costs while recently some villagers have begun to wonder exactly what the Erdikr are up to in their ebon hold.

### DEMOGRAPHICS

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**Ruler** Ilmari Issakainen

**Government** Overlord

**Population** 192 (139 humans, 37 dwarves, 15 halflings, 1 half-elf)

**Alignments** LN, NG

**Languages** Common, Dwarven, Halfling

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

**Qualities** Prosperous, 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:

**Aelliah Issakainen** (location 1; NG female middle-aged half-elf bard 5) Beloved by the villagers, Aelliah does much to temper her husband's dour, greedy demeanour.

**Antal Silverleaf** (location 8; N male old halfling cleric 4 [Behron]) Named for his silver hair, Antal maintains the Traveller's Rest. Too old to travel far now, he is a popular fellow.

**Azthuri Erdukr** (location 10; LG female dwarf expert 2/fighter 5) Often seen about the village, checking well walls and the like, Azthuri is suspicious of strangers and their questions.

**Elimia Takala** (location 6; NG female human expert 2) Owner of the Boot and Wheel, Elimia is a congenial host; she has a strong regular trade, which infuriates Jani Leino.

**Ilmari Issakainen** (location 1; LN male old human aristocrat 2/fighter 2/wizard [universalist] 3) Lord of the village, and a powerful (but dour) man, Ilmari has grown wealthy through clever management of Wellswood's location and unique resource.

**Jani Leino** (location 2; N male human expert 2) Landlord of the Footsore Wanderer, Jani greatly desires to buy the Boot & Wheel; his advances have been rebuffed repeatedly.

### NOTABLE LOCATIONS

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

1. **Castle Issakainen:** Castle Issakainen's lofty battlements overlook the trading routes that meet just north of the village.
2. **The Footsore Wanderer:** Occupying a walled compound, the Footsore Wanderer has ample accommodations for all but the largest caravans.
3. **Toll Booth:** From these watchtowers Lord Issakainen levies tolls on all travellers entering Wellswood.
4. **Wheels & Wagons:** Run by two brothers, this large business can repair almost any mode of transport.
5. **Tuomi's Outfitters:** This meticulously organised shop has everything a traveller should need to reach his destination.
6. **The Boot & Wheel:** This small inn does a roaring trade; its guests are welcome to pitch their tents within the inn's grounds or to hire one of its many small lodges.
7. **The Angry Badger:** A local's watering hole, the Angry Badger serves cheap, plentiful drinks and basic, but filling, food. Additional entertainments are always available upstairs (and occasionally downstairs).
8. **Travellers' Rest:** This rambling shrine dedicated to Behron, the god of travellers, is open to all. Travellers low on funds can sleep in the shrine for free.
9. **Lake Thraren:** Lord Issakainen tightly controls access to Lake Thraren and tithes those fishing its waters.
10. **Don Galir:** Home of the Erdikr clan, this small dwarven hold lies under Wellswood; non-dwarves are rarely admitted.

### MARKETPLACE

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**Resources & Industry** Fishing, hospitality/lodgings, travellers' services

**Base Value** 715 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Armour** +2 *half-plate* (4,750 gp)
- **Potions & Oils** *make whole* (300 gp), *sanctuary* (50 gp)
- **Scrolls (Arcane)** *darkness* (150 gp)
- **Wand** *cure light wounds* (25 chgs; 375 gp)
- **Wondrous Item** *pipes of sounding* (1,800 gp)

## VILLAGE LORE

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

**DC 10:** Named for its many wells, Wellswood stands above a huge subterranean lake rich in exotic fish.

**DC 15:** The local lord—Ilmari Issakainen—controls access to the lake by selling fishing licenses to his serfs; he levies half their catch in payment.

**DC 20:** A small clan of dwarves—the Erdikr—dwell in the village; they have served the Issakainens for centuries and maintain the various wells and important buildings in the village.

## VILLAGERS

**Appearance** Fishermen are pale of skin, but otherwise appear like other villagers—dark haired and generally fit and healthy. Gray and light brown eyes predominate. Dwarves are heavily bearded and normally wear leather clothes of dark hues.

**Dress** Villagers wear loose, ill-fitting woollen or leather clothes suited to their trade.

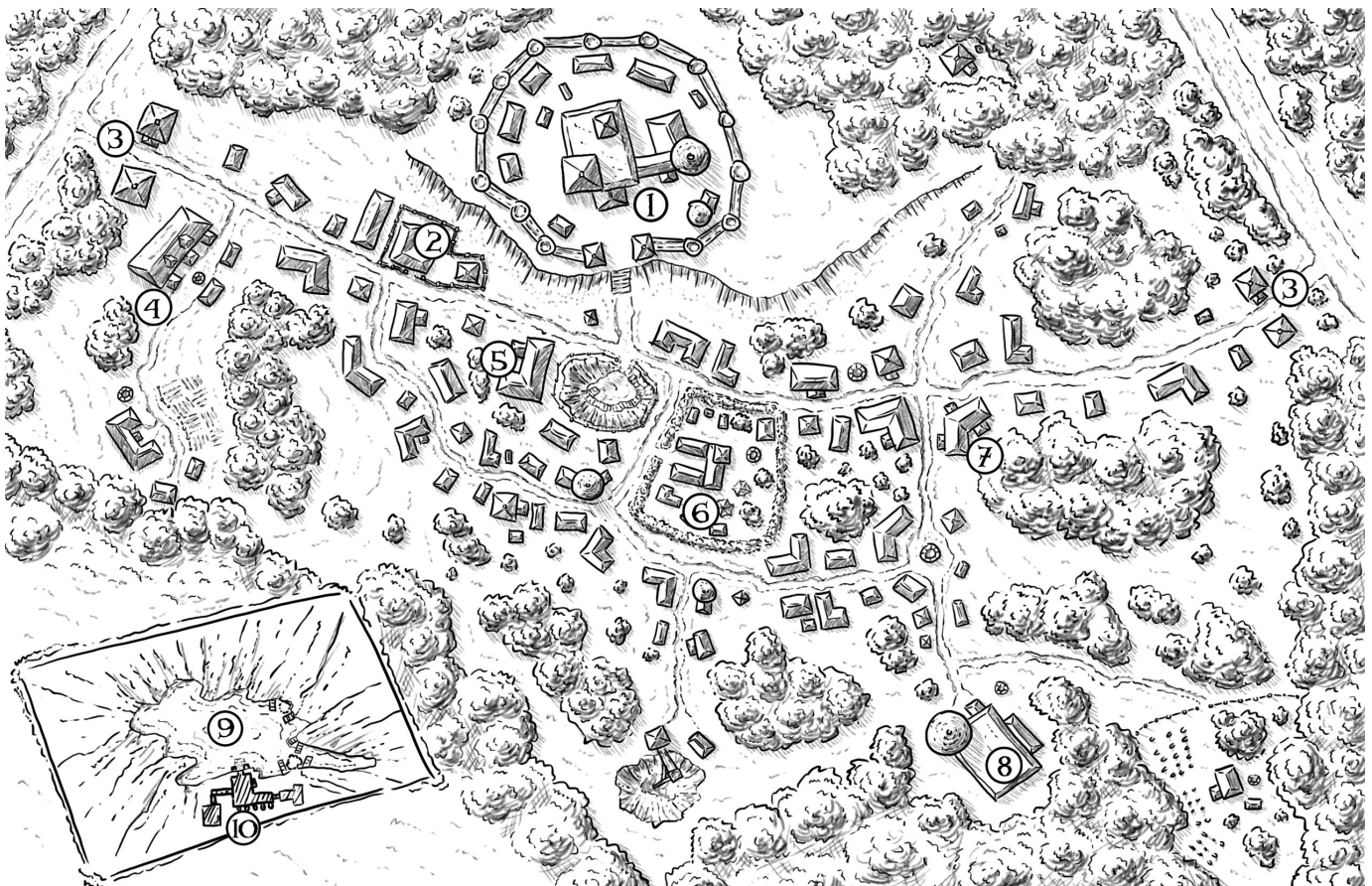
**Nomenclature** *male* Armas, Hannu, Kaarlo, Veli, Vesa; *female* Aila, Asta, Irina, Pia, Satu; *family* Rantanen, Siano, Tuomi, Varala.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Wellswood 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*	Something terrible dwells in Lake Thraren; occasionally it takes one of the fishermen.
2*	Cracks have appeared around some of the wells—a collapse is imminent! The whole village is doomed!
3	Those dwarves are up to something. Their digging is going to cause a collapse—half the village will probably fall into Lake Thraren.
4	Lord Issakainen has grown wealthy from his control of Lake Thraren, and he grows increasingly paranoid someone is planning to steal his riches.
5	Jani Leino wants to buy the Boot and Wheel; he dreams of controlling all the village's various inns so he can increase prices and get very rich.
6	The Angry Badger has a secret cellar which hosts monthly animal fights—hence the name. The fights are to the death, and attract a hard-core following.

\*False rumour



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