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VILLAGE BACKDROP: ARROWHILL



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VILLAGE BACKDROP: ARROWHILL

The people of Arrowhill have long appeased the Serpent of Coldrun Woods with offerings and sacrifices so that their hunting could continue. The Serpent is terrifying and cruel, but predictable, and in return for their obedience it protects them from exterior threats. Recently, the Serpent's demands have grown and her punishments have become more cruel. Little do the villagers know Mayor Crad Swayfellow sons imprisoned the Serpent, and he now uses the methods and reputation of the Serpent to control the populace through fear and tradition. Visitors to Arrowhill face a frightened, superstitious community and rumours of a dark, insatiable power dwelling in the woods. If they aid the village, they must confront not only the dangers of the Coldrun Woods, but Mayor Swayfellow's attempts to thwart, and even murder, them.

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Published by Raging Swan Press
December 2014

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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.

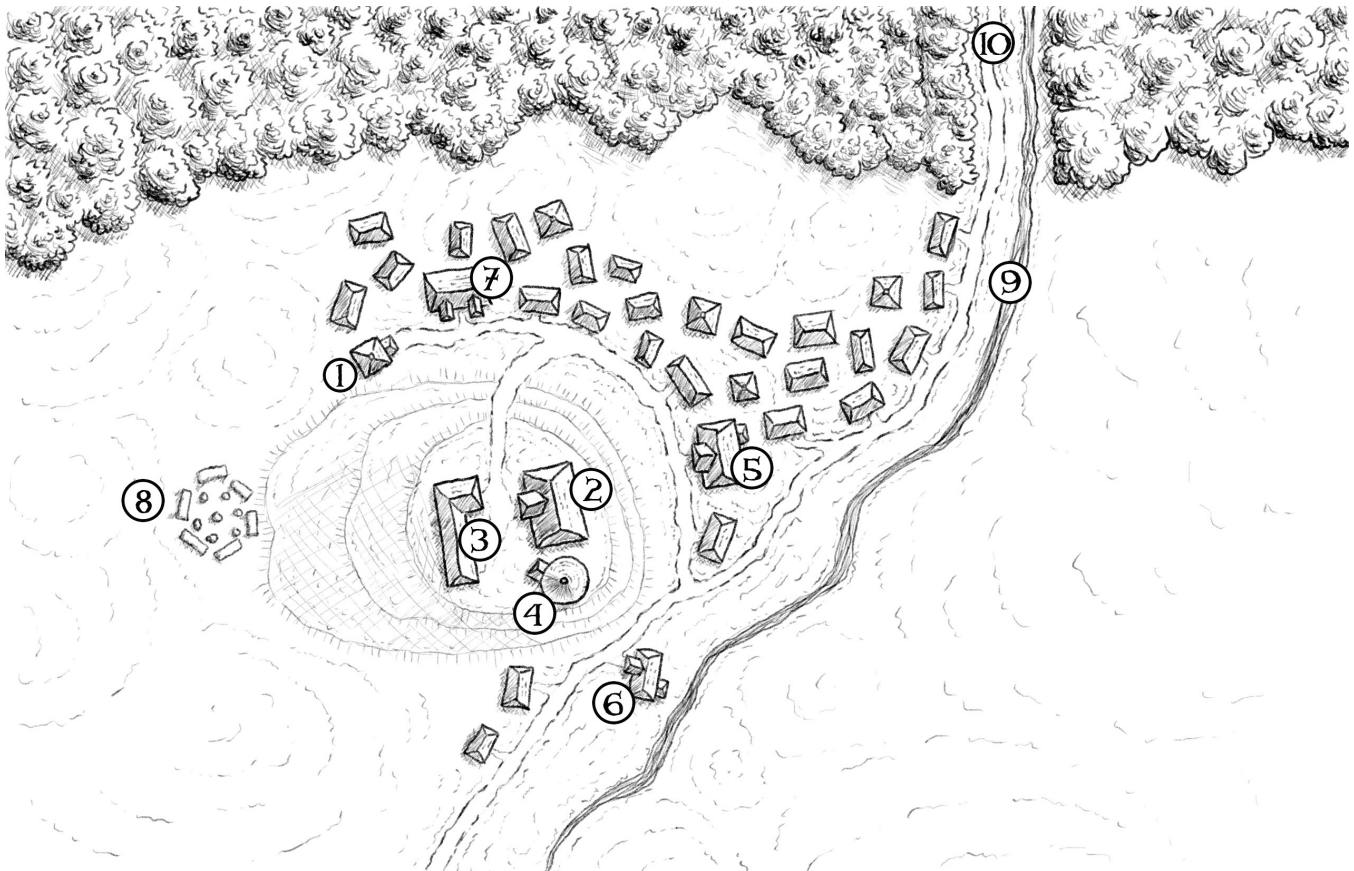
WHISPERS & RUMOURS

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



NOTABLE LOCATIONS

1: THELEN'S APOTHECARY

The interior of this building is cramped and stuffy, offering barely enough room to approach the counter. The proprietor, Thelen Mosswall (N male human expert 2), often works in the back room; strange noises and smells cause the villagers to make warding gestures when they visit, but they know the apothecary's medicines will cure their ills. Thelen is a con artist, convincing the gullible villagers his recipes were passed down through seven times seven generations of Mosswalls and "have proven themselves against the evils of this world more times than a forest has trees." He knows if he is ever revealed as a sham, the villagers will run him out of Arrowhill (or worse). Thelen is secretly infatuated with Larissa Witchborn (location 4).

2: MAYOR SWAYFELLOW'S MANOR

Although it is little more than a big house, the mayor, Crad Swayfellow (NE male human aristocrat 2), nonetheless insists on calling his home "the manor." It sits atop the hill at the village's center, and its two stories tower above the burnt ruins of the village hall. Animal furs hang as trophies from the walls, and a humongous dire bear pelt serves as a rug near the hearth. Swayfellow displays the arrow his grandfather supposedly used to slay the beast above the mantle. He uses this room to hold meetings with concerned villagers now the village hall is gone.

3: RUINED VILLAGE HALL

The charred remains of the village hall mar the hill at the center of Arrowhill, acting as a harsh reminder of the Serpent's malice and power. One year ago, the villagers failed to heed the mayor's warnings and, instead of offering the proper sacrifice, sent a hunting party after the Serpent. Failing to find their quarry or her lair, they returned, only to discover the hall ablaze. In truth, the mayor had his sons light the fire, and they convinced the villagers the Serpent was responsible. Since then, none of the villagers have dared to openly discuss hunting the Serpent. The ghosts of those who died in the blaze haunt the ruined hall; thus rebuilding efforts have faltered.

4: THE WATCHTOWER

The only building taller than the mayor's manor is the watchtower, which nonetheless seems small and pathetic in comparison due to its slender construction and state of disrepair.

The orphaned half-elf siblings, Larissa (NG female half-elf ranger 3) and Holten Witchborn (NG male half-elf rogue 3), fulfill the distasteful but necessary duties of the night watch. The villagers believe they, already corrupted by elven blood, are the most fit to be further tainted by the spirits and dangers of the night. The dank watchtower serves as their home, and few ever

visit or speak with them. The half-elves have witnessed the mayor's sons partaking in suspicious activities near the standing stones at night, but they are afraid to speak out lest the superstitious villagers turn against them.

5: TORBIN'S TAVERN AND TRADE

Arrowhill is not large enough, nor near enough to any major roads, to boast a true inn, but the locals frequent Torbin's Tavern and Trade for a variety of mundane needs. The establishment's main room is small and comfortable, but rarely crowded, offering a place for relaxation and talk. Next to the kitchens, a tidy storeroom houses all manner of trade goods. The proprietor, Torbin Grenwick (LN venerable male human expert 2), is a man obsessed with details and organization, and he prides himself on his ability to remember everybody's name and face. He acts as the village's unofficial "recordkeeper" of sorts, as he is quick to recall numbers and dates. The mayor offers Torbin a small salary for hastily sending word of any visitors to Arrowhill.

6: THE CHAPEL

Despite the evils of the woods nearby, and the highly superstitious nature of the residents of Arrowhill, the populace shuns the chapel. The lone priestess, Theira Swayfellow (LG female human cleric [Conn] 1), is the mayor's distant cousin and somewhat of a black sheep. Her parents were strong advocates of abandoning the village and seeking out a new home elsewhere, but they died in the fire at the village hall, victims of the mayor's betrayal. The mayor has turned the villagers against their old faith, claiming only he knows what's best for them and that their gods, not understanding the wickedness and power of the Serpent, would only guide them to their doom. Theira does her best to maintain the chapel and its grounds, and the occasional villager still come to her for healing out of desperation, but her lack of funds and support have left the priestess and her home in near destitution.

7: GROBLE'S CARPENTRY

This establishment was once among the most prosperous businesses in Arrowhill. The well-respected carpenter, Groble Wold (NG male human expert 1), was responsible for the construction and upkeep of most of the buildings in the village over the last decade. His carpentry shop boasted a dozen apprentices and many more unskilled laborers. Two years ago, rumors began to surface that Groble would likely be chosen as mayor over Crad Swayfellow. Tragically, Groble's wife Mirena mysteriously disappeared just before the meeting when he would have been elected, and he fell into a deep depression. Most of his projects have ceased, and Groble drunkenly wanders

the woods, by day and night, in search of his missing wife. The villagers believe she is dead, but in truth Mayor Swayfellow holds her captive in the Coldrun Cave (location 10), intending to kill her in some horrific way if Groble ever challenges him again.

8: THE STANDING STONES

Eleven huge stone blocks stand in an awkward formation at the western edge of Arrowhill, and two more lie toppled nearby. The stones have stood here as far back as anyone in the village can remember, and there are nearly as many tales of who built them

BRUN AND JOHL SWAYFELLOW CR 3 (XP 800)

This human carries a huge longbow, which he pulls back with ease

Male human ranger (guide) 4

NE Medium humanoid (human)

Init +3 (+5 in forests); **Senses** Perception +8 (+10 in forests), Sense Motive +1

Speed 30 ft.; **ACP** -1; Climb +8, Stealth +9 (+11 in forests), Swim +6

AC 18, touch 13, flat-footed 15; **CMD** 19

(+4 armour [mwk chain shirt], +3 Dex, +1 shield [darkwood buckler])

Fort +6, **Ref** +7, **Will** +2

hp 38 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6

Ranged mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot, Rapid Shot) +8 (1d8+2/x3)

Melee longsword +8 (1d8+2/19-20)

Atk Options ranger's focus

Ranger's Focus (Ex swift; 2/day) Brun or Johl can focus on one enemy within line of sight. He gains a +2 bonus on attack and damage rolls against the target until it surrenders or falls unconscious or until he designates a new target.

Special Actions terrain bond

Terrain Bond (Ex) When in woodland terrain, Brun or Johl grants all allies within line of sight and that can hear him a +2 bonus to initiative checks, and Perception, Stealth and Survival checks. As long as they travel with him, his allies leave no trail and can't be tracked (unless he so desires).

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*longstrider*

Combat Gear arrows (20), *potion of shield of faith* (+2), *potion of cure light wounds*

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8

SQ combat style (archery), (favoured terrain (forest [+2]), track (+2), wild empathy (+3))

Feats Endurance^B, Point Blank Shot, Precise Shot^B, Rapid Shot

Skills as above plus Heal +6, Knowledge (geography) +7 (+9 in forests), Knowledge (nature) +7, Survival +8 (+10 tracking or in forests, +12 in tracking in forests)

Languages Common

Gear as above plus

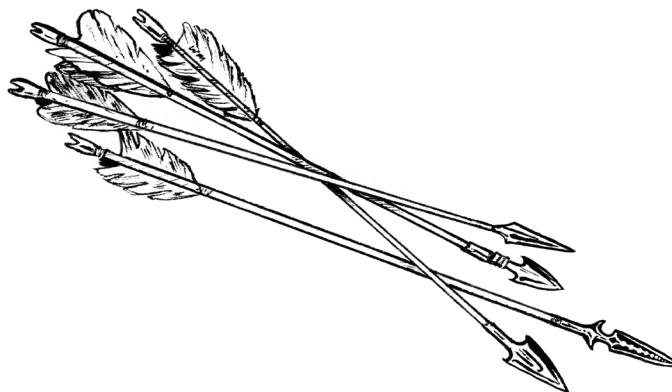
(and why) as there are villagers. Most of the tales agree on one thing: the stones are haunted, and the wailing of the spirits who reside there can be heard from across the village on particularly windy nights. Lately, the sounds have become far more terrifying, as the Swayfellow sons have taken to slaughtering a sheep at the stones every now and again so its screams frighten the villagers. By morning, investigation reveals only odd, meaningless symbols written upon the stones in blood.

9: WITCH'S BROOK

A tiny tributary of the Coldrun River, Witch's Brook is the primary source of water for Arrowhill. Too small for boating and offering little in the way of fishing, it serves as a landmark leading to and from the village and the river. Long before it reaches the river, the villagers know Witch's Brook flows by the lair of the Serpent. Though children occasionally dare one another to follow the brook as far as they dare, the hunters and trappers of Arrowhill are wise enough to use it only when absolutely necessary. The superstitious villagers make warding gestures over the very water they drink, knowing it has recently passed by the Serpent's lair.

10: COLDRUN WOODS

The dark forests to the north of Arrowhill provide the people with their livelihood, but the villagers live in constant fear of angering the dark spirits they believe reside there. They hunt and gather supplies only in the parts of the woods, which seem not to anger the "Serpent," which they grumble are far too few these days. There are many places the villagers dare not go, chief among them the Serpent's Cave, which the woodsmen say lies somewhere near the joining of Witch's Brook and the Coldrun River. While the cave once served as the Serpent's lair, it is now her prison. Brun and Johl Swayfellow (NE male human ranger 4) keep the Serpent (NE female elf druid 7), along with Mirena Wold (NG female human commoner 1), locked in iron cages, always ensuring their prisoners are underfed and guarded, whether by themselves, their vicious dogs, or a handful of loyal villagers.



LIFE IN ARROWHILL

Arrowhill's residents are sullen and set in their ways, quite unwilling to entertain the notion that a "new way" of doing something could possibly be better. This outlook extends from their personal lives to their professions. Routines are good, change is bad and living beneath the shadow of the frightening, but predictable, Serpent of Coldrun Woods is far better than uprooting and moving elsewhere.

TRADE & INDUSTRY

Most of the villagers in Arrowhill rely on Coldrun Woods for their livelihood, whether as hunters, woodsmen or trappers. The villagers know which parts of the woods are safe and which parts they should avoid, but recently, even the "safe" parts have become dangerous, causing unpleasant disruptions in the villagers' work.

LAW & ORDER

There is essentially no crime in Arrowhill, which prides itself on being a "simple" community with relatively little to offer bandits and brigands. The village's own citizens are largely responsible for keeping the peace, relying on the Witchborn siblings to conduct the distasteful task of patrolling the village by night. The last time troublemakers passed through Arrowhill (a band of thieves disguised as performers), they were found days later in the woods, their bodies crushed and strung up in the trees. The villagers speak little of this incident, but it serves as a reminder of their sinister "protector" and her powers. Lately, however, the villagers have begun to wonder if they need some protection from the Serpent herself.



EVENTS

While the PCs are in the village, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	The villagers discover a huntsman lying in Witch's Brook with his head caved in, and they do nothing but sullenly bury the body and leave two live goats at the spot where the body was found.
2	The local priestess goes to the tavern, asking for food or donations, but the villagers turn her away. She asks the PCs for help instead.
3	A child goes missing at night, and the villagers gather around the watchtower to demand answers from the Witchborn siblings. When the half-elves cannot provide an explanation, the situation might turn violent.
4	Groble Wold gets roaring drunk and shows up at the mayor's manor, pounding on the door and demanding the mayor send a search party into the woods to find his missing wife. A crowd gathers to watch events unfold.
5	The PCs awaken to discover someone has tied small woven charms around their wrists or necks. The perpetrators were merely well-meaning children, but if the PCs ask around, the villagers are hesitant to speak about the charms and their purpose.
6	The mayor asks the PCs to follow Witch's Brook and seek out the Serpent's lair to appease her. In reality, he is sending them into an ambush set by his sons and their hounds. (This event is best used after the PCs have already begun investigating, or if the mayor otherwise wishes to get rid of them.)

CONN

LN god of Community, Family and Rulership

Epithets: The Father, Lawgiver

Symbol: Two hands clasped in a handshake

Domains: Community, Law and Nobility

Favoured Weapon: Light mace

Raiment: White robes emblazed with two clasped hands

Teachings: Order brings prosperity. Together, believers can achieve safety and contentment. The family is the most important unit of society; its protection is the most sacred duty.

Holy Texts: *Law and Duty* – a dense, legalistic text setting out Conn's teachings and the place and duties of each community member.

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