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VILLAGE BACKDROP:
SUMMERFORD



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VILLAGE BACKDROP: SUMMERFORD

Grown fat and wealthy on the trade flowing along the Mauro River, Summerford is a prosperous place. River barges laden with trade goods put into the docks and the local trading post is a veritable hive of activity. The village streets are clean and Lord Fabius Orcetooth's guards keep the populace safe. At night, the taproom of the Rusty Rapier is busy with peasants and traders alike relaxing after a hard day's work. Turmoil and strife, though, lurk beneath Summerford's placid exterior. Marauding kobolds repeatedly attack the nearby Iron Hill mine slaying the miners while in the village proper the widows of the slain miners call with increasing anger for the mine to be closed. Rumours of devil worship swirl about the village's reclusive lord and a nascent gray market has established itself on the docks. Summerford is far from the tranquil idyll it seems.

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SUMMERFORD AT A GLANCE

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

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

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

DEMOGRAPHICS

Ruler Lord Fabius Orctooth (LN male human aristocrat 3)

Government Overlord

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

Alignments LN, NG, CN

Languages Common

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

Qualities Prosperous, strategic location

Danger 0; **Disadvantages** None

NOTABLE FOLK

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

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

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

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

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

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

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

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

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

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

NOTABLE LOCATIONS

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

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

MARKETPLACE

Resources & Industry Mining, trading

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

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

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

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

VILLAGE LORE

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

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

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

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

VILLAGERS

Appearance Summerford villagers have pale skin and light coloured hair.

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

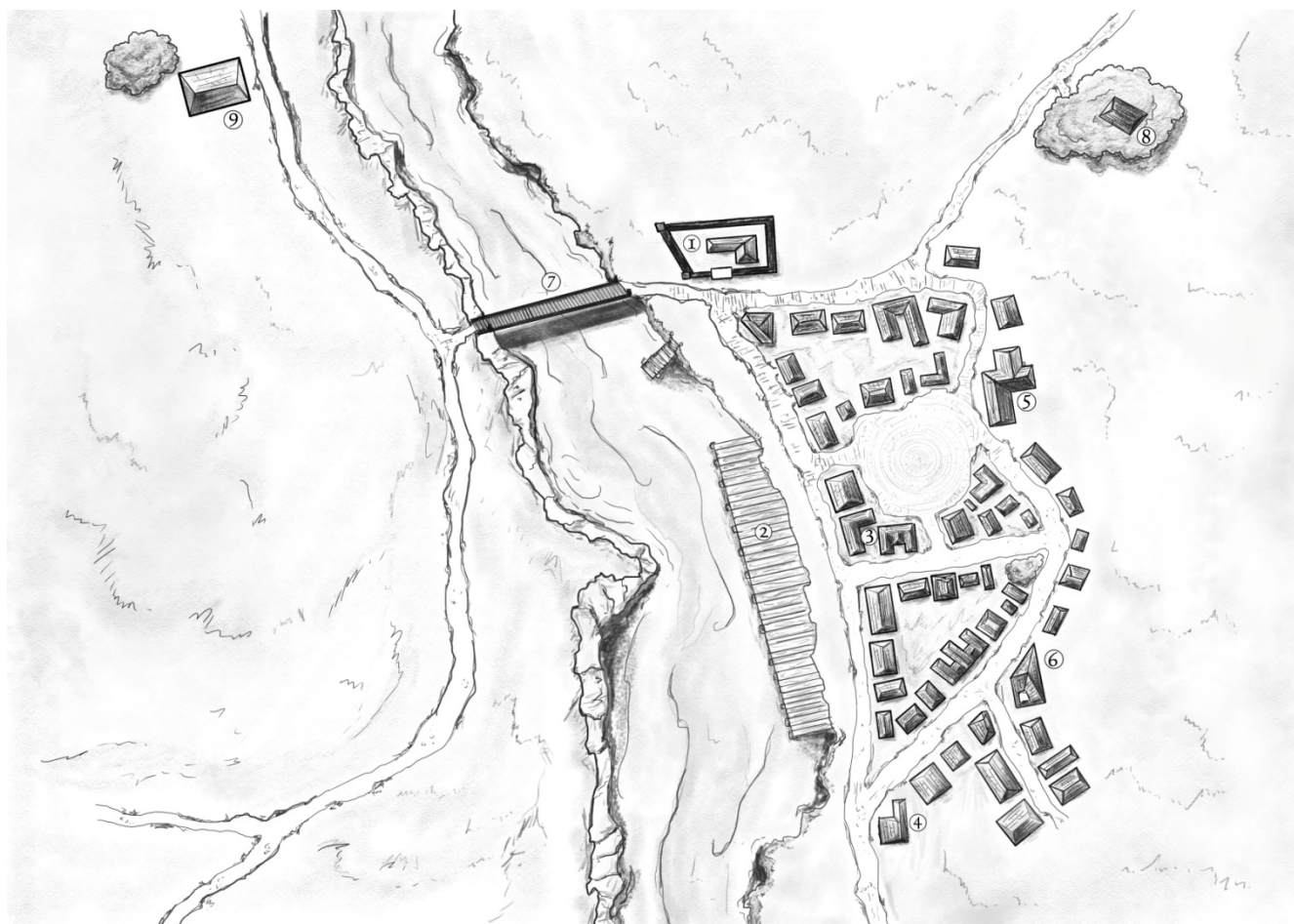
Nomenclature *male* Cassian, Felix, Marcus, Tiberius, Titus; *female* Aemilia, Drusa, Hilaria, Lucia, Sabina, Tatiana, Varinia; *family* Albinus, Cato, Galba, Nasica, Strabo, Varus.

WHISPERS & RUMOURS

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

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

*False rumour



NOTABLE LOCATIONS

1: ORCTOOTH MANOR

When Janos Orctooth first settled by the river, he built a modest homestead for his family. He had no real aspirations of being anything more than a small, self-sustaining pioneer. However, as time passed and his wealth grew, thanks to the nearby Iron Hill mine and his trading post, he transformed his modest home into a much more luxurious manor encircled by a stout stone wall.

Now the home of Lord Fabius Orctooth (LN male human aristocrat 3), the third generation of the family, Orctooth Manor is also home to a small cadre of guards. The village's guards, led by Sir Titus Lytera (LN male human fighter 4), also dwell here in a separate barracks.

The Orctooth family no longer operates the trading post, but levies a tax on every shipment coming in or out of the village. Lately, residents have become convinced Lord Fabius is keeping secrets from the villagers. They don't resent his taxation, because the village is a safe place to live. They do, however, resent he isn't a more visible ruler like his father and grandfather. It's this seclusion that has led to rumours of his family consorting with devils.

2: THE DOCKS

The Mauro River is slow and deep, making it perfect for barges to carry on a brisk trade along its length. The Orctoos capitalized on this early on and built docks out into the river to trade for the iron from the Iron Hills mine.

An unsavoury underbelly exists on the docks. The river captains are notoriously "lonely" and often seek the pleasure of companionship from the village's women. Some of these women have taken to making companionship a profession and operate discretely at the docks.

At any time, a couple of trading barges are docked here. The captains are a good source of rumours about events up and down the river. Of course, those captains are always looking for extra coin, so this information doesn't come cheap.

3: SUMMERFORD TRADING POST

The biggest point of interest in the village is the Summerford Trading Post. Owned by Timaulth (CN male half-elf bard 4), the half-elf inherited his position from his uncle, who died childless about three years ago. Timaulth is relatively new to the scene and his inexperience causes him to overvalue certain items (mainly weapons and armour, which are notoriously hard to sell) and undervalue trade goods like spices and textiles.

The trading post comprises three buildings. One of them serves as the shop, where Timaulth does most of his operating. The other two buildings are warehouses which are not open to

the public. Each has 3-4 staff during business hours responsible for loading and unloading products to or from the docked barges.

Timaulth's position also makes him the de facto head of the Summerford Traders. The guild pays homage to the Orctooth family and pays the appropriate taxes but operates mostly outside of any moral code. Gold is the god of these traders, which has brought them into conflict with some of the locals. (Specifically, the relatives of miners slain in the nearby iron mine). The mine has been beset with kobold attacks, which has created many widows in the village. Timaulth and the guild refuse to close the mine (which would devastate Summerford's economy and affect nearly every business and household in the village). The guild's opponents say the cost of miners' lives is too high a price to continue the operation at Iron Hill.

4: TUBURO RESIDENCE

Aurelia Tuburo (NG female human commoner 1) lives in a small home with her three children. Her husband, Justor, was a miner. About two months ago, he was killed in a kobold attack at the Iron Hill mine. Since the attack, Aurelia has been beside herself with grief and has hosted angry meetings of the families of killed miners at her home on a regular basis.

She is desperate to see the mine closed, because she fears the village cannot endure more death. At some point, she says, there won't be any more men to send into the mine, because they'll all be dead. Inevitably, after that, the kobolds will turn their attention on the village, which will be defenceless.

5: THE RUSTY RAPIER

Brenton Ivyhurst (CG male human expert 2), now in his 55th year, opened the Rusty Rapier as a tiny tavern nearly 35 years ago. Originally he had one room to rent out. The village's growth into a trading hub, however, has enabled Ivyhurst to expand his business repeatedly. His tavern is now Summerford's social heart, and he has six rooms of varying quality available to guests.

Ivyhurst has recently found a new way to earn extra coin. He has cut a deal with a couple of dock workers who bring him choice items to sell, bypassing the trading post. Ivyhurst hasn't told most people that he's selling these items, meaning these black market transactions aren't taxed by the local authorities. He won't sell to just anyone, for fear of being caught, so anyone wishing to buy must somehow prove their discretion.

Andrus (N male human commoner 2), a miner who survived a recent attack on the mine, can generally be found at the tavern. He is nearly always intoxicated, even early in the morning. His drunken rants are usually against the "greedy bastards" who "forced him into the mines."

6: FOUNDRY

All of the iron mined in Iron Hill mine is brought into the village to be smelted into ingots. The ingots are then sold to barge captains who take them down the river. Faerevar Erklen (LG gnome male inquisitor 5) runs the foundry. Extremely muscular, he works night and day when there is iron to smelt. The latest kobold attack on the mine has left him without anything to smelt for a few days now. In the mean time, he's been practicing his craft at weaponsmithing. He is still learning, but has all the required tools. He can make most non-exotic weapons, but is not yet a master of the craft.

The truth is that Faerevar is actually in Summerford searching for enemies of his faith. Faerevar's god is a patron of sacrifice and justice and Faerevar is seeking out injustice wherever he can find it. He has yet to decide his god's position is on the current state of the iron mine, the kobold attacks, the possible devastation to the economy of Summerford and the plea of the village's widows. If asked, he is very confused about his feelings and does not know which "group" he supports.

He lives in an apartment above the foundry and doesn't allow guests upstairs. One of the rooms serves as a shrine to his god. It is his devotion to his faith that has led him to crafting weapons. He's currently working as hard as he can to make a longsword suitable for his work.

SIR TITUS LYTERA

CR 3 (XP 800)

Male human fighter 4

LN Medium humanoid (human)

Init +3; **Senses** Perception +2, Sense Motive +2

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -6 (-10 jumping), Climb +2, Ride +1, Swim +2

AC 20, touch 9, flat-footed 20; **CMD** 16

(+9 armour [mwk full plate], -1 Dex, +2 shield [mwk heavy steel])

Fort +6, **Ref** +0, **Will** +5 (+6 vs. fear)

hp 38 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +7

Melee mwk longsword (Power Attack [-2/+4]) +9 (1d8+5/19-20)

Atk Options Cleave

Combat Gear *potion of aid*

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

SQ armour training (1), bravery (+1)

Feats Cleave, Improved Initiative, Iron Will^B, Power Attack, Weapon Focus (longsword) Weapon Specialisation (longsword)

Skills as above plus Handle Animal +6, Knowledge (engineering) +5, Profession (soldier) +7

Languages Common

Gear as above plus noble's outfit, belt pouch, 16 sp, 32 gp

7: THE IRON BRIDGE

Janos Orctoath built an iron bridge over the Mauro river shortly after establishing his home. (The village was originally named Summerford because in the summer it was possible to ford wagons over the river). Crossing the bridge is infinitely less dangerous, but the Orctoath family charges non-residents 1 sp to cross the bridge. There are small huts on either side of the bridge where the toll collectors live.

8: THE GREEN SHRINE

Ormen (N male venerable human druid 8) was still relatively young when the Orctoaths established Summerford. He relocated to the area very early, before its reputation as a trading hub was spread through the region. Upon arrival, Ormen began nurturing a plot of land just outside of what would become the village. He envisioned it as a shrine to nature.

Now, Ormen is very old, approaching his 75th birthday. He still maintains the shrine with a small number of apprentices who do a lot of the work for him. He worries greatly about the effect Iron Hill mine is having on the local flora and fauna. The aggression of the kobolds, who were natives to the region, is probably a response to the danger of mining too hastily and too deep, he is quick to tell anyone who asks.

9: OLFOOT HOMESTEAD

Ezra Olfoot (NG female human wizard 3) moved to the village mere months ago. She lives on the other side of the Mauro river from the village, near the graveyard. Her proximity to the graveyard has given rise to numerous rumours of her reanimating corpses. The truth is, she has no desire to animate corpses or do anything with the dead. She is a scholarly wizard who merely seeks to live outside of the village in order to foster a quiet environment.

Olfoot is surprisingly welcoming to guests. She has a substantial library she is willing to show to anyone who asks about it. Her knowledge of the arcane is profound, but she's also quite knowledgeable about other things, such as history, geography and the planes.

THE ORCTOATHS

Janos was an ambitious, ruthless man named for his penchant for taking the ears of slain enemies as trophies of his victories. Born into profound squalor, he dreamed of one day establishing his own noble house. Summerford is the foundation of his ambition. While Janos himself failed to ascend to the nobility, Summerford's burgeoning economic power and monopoly over the iron flowing from Iron Hill will likely provide the wealth for Fabius to realise his grandfather's ambition...if he can be roused to the task.

LIFE IN SUMMERFORD

Most of the people of Summerford live rather bland lives. The land isn't remarkably arable, so there are very few farms. Fishing in the river is also difficult because of the seemingly constant movement of the trade barges and the general "hustle and bustle" around the docks. It's not uncommon to find nearly half of the village's adults in the Rusty Rapier throughout the evening, enjoying the house brew.

TRADE & INDUSTRY

Summerford revolves around two major industries.

First is the trading post. It's no secret to anyone who lives in Summerford that if it weren't for the trading post, there would be no village. So, the trading post, and the Summerford Traders hold a large amount of sway when it comes to political decisions.

The second industry of note is mining; specifically Iron Hill mine. The revenue from the iron, which is exceedingly plentiful in the mine, has threatened to overtake trading as the chief industry of Summerford. However, it's a delicate relationship, because the presence of the trading post is what enables the iron to be sold for such a profit. The kobold threat casts a long shadow over the mine, and therefore blights Summerford's entire way of life.

LAW & ORDER

Sir Titus Lytera leads a small group of guards. Lytera, for his part is a seasoned fighter. He earned his knighthood during a battle, but settled down in Summerford in search of peace. Lord Orctooth has a strict no tolerance policy to crime in Summerford, he punishes criminals with swift, harsh justice.

BRENTON IVYHURST CR 1/2 (XP 200)

This middle-aged man wears worn clothes and a ready smile.

Male human expert 2

CG Medium humanoid (human)

Init +1; **Senses** Perception +4, Sense Motive +7

Speed 30 ft.; **ACP** 0; **Ride** +5

AC 11, touch 11, flat-footed 10; **CMD** 11
(+1 Dex)

Fort -1, **Ref** +1, **Will** +3

hp 7 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee mwk dagger +0 (1d4-1/19-20)

Abilities Str 9, Dex 12, Con 8, Int 15, Wis 11, Cha 10

Feats Skill Focus (Profession [innkeeper], Sense Motive)

Skills as above plus Appraise +7, Diplomacy +5, Handle Animal +4, Knowledge (geography) +4, Knowledge (local) +7, Knowledge (nobility) +6, Profession (merchant) +4, Profession (innkeeper) +8

Languages Common, Elven, Halfling

Gear as above

EVENTS

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

D6	EVENT
1	A barge loses control heading into the docks and crashes. It sinks, taking a large supply of spices to the bottom of the river with it and leaving the dock in serious need of repair.
2	Andrus, the drunken ex-miner, finally snaps. Arming himself he storms over to the trading post to confront Timaulth.
3	Brenton Ivyhurst has finally sold to someone he couldn't trust. The guards, led by Sir Lytera, raid the Rusty Rapier. They seize any illegal goods, and take Ivyhurst into custody.
4	Faerevar Erklen's mission has finally yielded fruit. He's found an enemy of his faith and is preparing for battle. He works day and night to finish his longsword.
5	A small group of kobolds is spotted just over the river. The village guard is not willing to leave Summerford unguarded, so they ask someone to chase after the kobolds and bring back their heads.
6	Aurelia Tuburo and her friends finally take action and set out to raid the trading post. A group of commoners, mostly women, approach the post with improvised weapons and torches.

LORD FABIVS ORCTOOTH

CR 1 (XP 400)

Wearing a fine suit of studded leather this man's accoutrements are of fine quality. His black hair is tied neatly in a ponytail and he has a confident stance.

Male human aristocrat 3

LN Medium humanoid (human)

Init +1; **Senses** Perception +6, Sense Motive +6

Speed 30 ft.; **ACP** 0; **Ride** +7

AC 14, touch 11, flat-footed 13; **CMD** 13
(+3 armour [mwk studded leather], +1 Dex)

Fort +1, **Ref** +2, **Will** +5

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee mwk rapier +3 (1d6/18-20)

Abilities Str 10, Dex 12, Con 11, Int 13, Wis 10, Cha 9

Feats Iron Will, Skill Focus (Appraise, Profession [merchant])

Skills as above plus Appraise +10, Diplomacy +5, Profession (merchant) +9

Languages Common, Elven

Gear as above plus noble's outfit, belt pouch, 12 gp, 14 sp

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