

# SHATTERED SKIES

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# CAMPAIGN SETTING

# THE TOWN OF BRIGHTON

BY ROBERT GRESHAM



# PUBLISHING



**BATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**OGL**  
3.5 SYSTEM COMPATIBLE



# THE TOWN OF BRIGHTON

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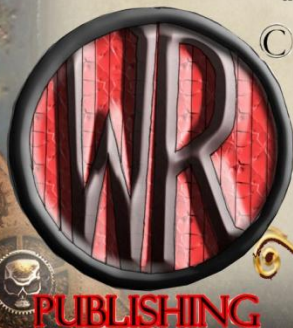
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## THE TOWN OF BRIGHTON

Brighton was founded 371 years ago by the explorer Jandor Birdsong, in the hopes that by settling the region he would be awarded with lands and titles by the Queen of Brynndell. Instead she installed her second son Kaarlo as Brighton's first Lord Mayor, a tradition continued to this day. The Lord-Mayor's mansion overlooks the town from a hill lined with apple trees.

The town occupies fertile, flat farmland within Bright Mountain Valley, the Talmaara River curving through it like a colossal serpent. The wizard Alhoon's tower, a tall structure in the center of town, existed long before the settlements founding, and citizens claim to hear odd sounds emanating from it during nights of the waxing moon.

The sinister, fungus blighted forest, and jagged, quartz laden mountains west of Brighton are home to ogres, korred, dire beasts, and fiendish, ten-tentacled decapus's. They are also the hunting grounds for the legendary, "Beast of Bright Mountain". This hound-like horror has haunted the valley for hundreds of years. Every hunter to go after the Beast has failed, and the creature is fond of decorating the valley floor in occult patterns made from their entrails.

In 1803 A.S. a band of ogres sacked the town, executing many prominent citizens in the assault. The giants occupied the town for an entire month before being driven off by the hero, Marshal Invis Volaara. After his victory, a statue honoring him was erected in Rose Petal Park, where it stands to this day.

Today roughly 3200 people call Brighton home, and nearly another two thousand populate the surrounding farms and hills. The fertile valley provides an abundance of crops, most notably berries, gourds, corn, and melons. The numerous wildflowers blanketing the valley floor attracts thousands of bees, leading to a thriving honey trade. Iron is traded to Brighton by dwarves far to the north in exchange for the golden nectar, while copper and quartz are mined out of the nearby Bright Mountains.

The most popular faiths in Brighton are dedicated to Corithradail, the god of trade, and the Grey Maiden, guardian of souls, and the afterlife. Shrines to Amaura the Mother of the Sea, and Krokaar, the Storm Lord, dot the Talmaara River, with two standing at opposing ends of town. The Temple of Eternal Rest, consecrated to the Gray Maiden, is the tallest building in Brighton.

Citizens revere their hero saints, especially St. Gran the Dust Warden. At the end of the second month of fall a festival is held by the townsfolk, where children carve fearsome faces into gourds and jack o' lanterns, to aid the hero in his never ending quest against evil, restless spirits.

The signature weapon of the Brynnyn people is the rhomphaia, a polearm with a strong curved blade, and it sees heavy use by the Brighton militia. All inclined citizens are encouraged to wield the weapon due to its effectiveness against giants. The threat of another ogre invasion haunts many citizens' dreams.

## THE PEOPLE

Brynnyn are a predominately a bronze-skinned people, though several families take after their Gallfaen ancestors, and have pale, fairer skin. Men favor light, comfortable clothing with cotton shirts and leather jerkins, while women dress in blouses with long, colorful flowing skirts. Men wear their hair short and grow stylish beards. Women prefer to grow their hair long, braiding it in elaborate ways, and fixing charms and ribbons to it. Brown and gold eyes are common while blue and lavender eyes are rare and considered highly attractive.

Their language, Brynnynsh, has become the common human tongue in the West.

## THE NOBLES

The noble families of Brynndell are descendants of the heroes Brynn and Gran's original adventuring party. Currently the Bhestos and Vaalaara families have the strongest political ties to the country with several members of each house serving in government positions.

## IMPORTANT NPC'S

**Lord Mayor Wilhem Goodwater**, Second Prince of Brynndell (N, male aristocrat, 9), governs the town of Brighton and is responsible to the throne for the lands surrounding it. The Lord Mayor has governed for the past twenty years and enjoys high popularity among the commoners and gentry. A council of advisors has traditionally helped the Lord Mayor enact laws and policies, though all official decrees come from the Lord Mayor himself. Once a week he holds a public court where individuals can make petitions to him, and once a month stages a town-hall like gathering where groups can voice their concerns. While tedious, Lord Mayor Wilhem has never missed one of these meetings.

**Gaavyn Bhestos** is one of Prince Goodwater's trusted advisors. He watches over his family's financial interests in the town and keeps the capital informed about the goings on at court. His wife, Sybyl, and his four ravishing daughters, are quite adept at seducing information from the lesser nobles and gentry. His son Maartin frequents the town's many taverns.

**Sargent Uwaan Valaara** leads a detachment of 25 infantrymen loaned to the town by Queen Helaan. While technically under the command of the Lord Mayor, Prince Goodwater, the men are fiercely loyal to Sargent Vaalaara after he rescued the entire platoon from an ettercap ambush earlier in the year. The platoon is garrisoned at an old guard tower half-a-mile outside of the town limits. When not running the platoon o drills, Sargent Uwaan advises the Lord Mayor on military matters.



# SHATTERED SKIES

## CAMPAIGN SETTING



**Sheriff Byron Tate** leads the militia. He has a stern reputation and many throughout town find him to be overly strict, bordering on cruel. Rumors abound that Tate is intolerant toward gnomes and his arrest records seem to support that stance. Frobe Briarleaf, the gnome owner of the Leafy Tonic, has recently petitioned the Lord Mayor for Tate's removal, citing ongoing harassment.

**Protector Saayla Perth** leads the Temple of Eternal Rest's clerics in services and duties dedicated to the Grey Maiden. Her chief responsibilities are performing funeral rites and administering healing to townsfolk ill from the many diseases found in the blighted forest- jungles surrounding Bright Mountain.

**Lord-Guildier Tomas Kind** guides the Temple of the Balanced Coin in matters of the Coin-Gods faith. He is chief among a trio of judges that overhear civil and domestic disputes. Ever since he was elevated to Lord Guildier, trial by combat has been permitted as a way of proving one's innocence or righteousness, for he preaches that Coirthradail won't side with a criminal or liar in a lawful duel.

### Brighton

N Large Town

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

**Qualities:** Prosperous, Strategic Location, Tourist Attraction

**Danger:** 5

### DEMOGRAPHICS

**Government:** Autocracy

**Population:** 3417 (3000 humans, 200 gnomes, 110 half elves, 80 half orcs, 20 yapok, 7 other)

**Notable NPC's** Lord Mayor Wilhem Goodwater, Sherriff Byron Tate, The Jade Fox notorious criminal.

### MARKETPLACE

**Base Value:** 3200 gp; **Purchase Limit:** 15,000 gp;

**Spellcasting:** 5th

**Minor Items** +1 wooden shield, potion of bull's strength, scroll of shield; **Medium Items** +1 axiomatic short sword, boots of speed, rod of meta magic, Silent, lesser, rod meta magic Extend, lesser, wand of cure moderate wounds **Major Items** mantle of spell resistance, wand of break enchantment



### INNS AND TAVERNS

**The Laughing Dragon** This tavern and dinner theater is operated by the half-elven, brother and sister, Mywynn and Tannilieg Dankmeadow. A troupe of musicians and actors perform nightly shows for guests while extravagant meals are served from its kitchens. The available guest rooms, at a reasonable 5 GP a night, are well maintained and feature expertly crafted furniture, and comfortable beds. Breakfast comes with the room, but the excellent dinners cost up to 2GP extra.

The siblings, actors and musicians themselves, dream of one day purchasing the amphitheater outside of town. The place has been shuttered for nearly a year following the death of its owner Herron from a nasty fall. Their hope is that the widow Euphemina Vale, wife of Herron and its current owner, will sell once she ends her mourning period.

**The Horse Brass** This rowdy tavern boasts about their menu of over 50 unique craft beers, some brewed as far away as the Islands of Majera. Each season the Horse Brass holds an ale festival where brewers from all over Brynndell compete for the title of Best Beer. Clive Bechlynn's family has run the pub for over sixty years and they are well respected throughout town. Popular among both the gentry and laborers, rumors and gossip are easy to come by during its crowded happy hour. PC's that spend at least an hour at the pub receive a +1 bonus to their diplomacy rolls while dealing with other patrons.

**The Ogre's Belly** This quaint establishment caters to a mostly gnome crowd despite being operated by a surly half-orc named Zuchar. Spiced and pickled sausage is the house specialty along with a honey-roasted nut ale called Zuchar's Black. Though it is brewed on site and on tap, many other taverns, notably the Roadhouse, serve the tasty black ale as well.

**The Roadhouse** operates outside the jurisdiction of the town government, situated on the King's Highway just beyond the border-stone that marks the town limits. Bryndell kingdom law applies here, but none of the town ordinances against public drunkenness, brawling, gambling, and so on have any force. The Lord Mayor is also the Second Prince of the realm, his agents can act here, but they do so with discretion.

The Roadhouse offers travelers and locals alike watered down drinks, greasy food, gambling, rowdy fun, and a choice of three accommodations for a night's rest; on the common room floor, on wooden benches in the common room, and garrets/attic rooms connected to the ground floor with removable ladder/stairways.

Ne'er-do-wells not welcome in Brighton use this place as rendezvous. Adventurers looking to make criminal contacts will have more luck here than in the well-policed town. Midsummer night two years ago a fire in the building killed several workers and guests; the south wall still shows soot marks. The bartender of the Roadhouse is a fierce looking, heavy-set man called Leopus (Commoner level 2). He claims to be a retired adventurer, showing off his missing left ear and the "monster bite" scars on his arms to anyone who does not know the truth: he was mauled by the

millers' watch dogs when, as deep in his cups as we was in debt, he broke in looking for the strongbox. That was his last "adventure" of note; the man has never journeyed more than seven miles from Brighton and would wet his breeches at the sight of any monster bigger and fiercer than a gremlin. He takes gossip he hears from travelers, mixes it with his own wild imagination, and retells it to real adventurers to coax tip money from them.

**The Burning Candle** Indulgences should be just that, sinful pleasures one shouldn't feel guilty about. That's Madame Ignla's guiding philosophy. Some call this three story house a den of iniquity, but as Madame Ignla (N Sorcerer) points out, she offers a safe place for those who wish to indulge in the more pleasurable sides of life. And no one who leaves her vestiblishment has ever done so without a smile.

Card games your fancy, she has a parlor for that. More consequential games of chance your style? Her basement is outfitted in several chambers that house everything from pits for fighting to a more unsettling

stately library with a large mahogany desk. Here a red skinned man with smoldering grey eyes (N Ifrit) lounges perusing tomes or letters on the desk. Feagrin warmly welcomes all visitors. He offers lively religious debates and a wish to those who can best him at chess, solve his riddles, or find the items in his "treasure" hunt. Few more dangerous games exists then Feagrin's.

Softer amusements are not ignored at the Burning Candle.



ZUCHAR

JON



Even those who lose at games of cards always seem to find they're flush with enough gold to be tempted to stay the night. Approaching the third floor the carpet runners on the stairs become more plush and soft. The air is tinged with rose hips and jasmine. No sound escapes closed doors on this level, much to the unrestrained delight of those inside. Madame Ignla doesn't discriminate and crafts concupiscent encounters to meet almost any need. Though she draws a firm line when it comes to certain unsavory partners and acts, there is a distinction between vagary and vile. Though many nobles—both lord and ladies—and a few shopkeepers search for a way to close her down, Madame Ignla is quite good at keeping secrets, both hers and her clients.

## KEY LOCATIONS

**1. Lord Mayor's Mansion** The small keep stands on a hill overlooking the town, a striking example of the Early Brynnish building style: ash-wood doorposts, cream colored limestone walls, narrow windows, and steep-gabled roofs topped in blue slate. Gardens cluster around the building on three sides, with the west lawn left open.

Armed men and trained dogs (human warriors, low level, war dogs) patrol the grounds and watch over the house at all times of the day or night.

If PCs have not earned a heroic reputation and/or are not connected with someone important in society, they won't be invited or admitted under normal circumstances.

Petitioners may drop off letters of appeal with the door guards.

A scribe, Antonius (human, expert 1, wizard 1, LN) hangs about near the gate, looking for clients. If anyone takes up his offer of help, he'll open his writing stand and start asking questions about the case while dipping his pen in ink. He interjects comments about politics as he crafts the petition on the spot. His rapid compositions may lack elegance, but remarkable knowledge of loopholes and obscure bylaws and the speed with which he works have helped his clients win often enough that his good reputation has begun to grow. On wet or windy days, Antonius protects his writing supplies and himself with a spell of his own creation: Antonius's Skyshield.

### 2. The Laughing Dragon Inn

### 3. The Horse Brass

**4. Church of the Balanced Coin** Built like a fortress but decorated like a palace, this copper-roofed house with walls of polished basalt rivals the new jail for strength and the Lord Mayor's home for magnificence.

Visitors may enter through a set of redwood double doors. An enchantment laid on the entrance creates colored auras around magic, poison, and invisible creatures/objects: blue for magic, green for poison, and red for invisible things.

Any attempt to enter via other means provokes a violent response by the well-armed, temple guards.

This temple acts as Brighton's bank and money-changing service as well as a place of worship. The high priest and his acolytes frequent the building during the day, along with citizens here on business both profane and sacred. Guards patrol the site at all times. Rumor tells of other protections in the treasure vaults below the temple, besides armed men; enchanted locks, traps, curses, warded doors, magical beasts, and so on. The last successful robbery occurred seventy years ago, and then only one of a large gang made it out alive to spend his loot. Even the infamous Jade Fox has not attempted a heist—at least, not yet.

**5. Town Jail** The Lord Mayor decreed the rebuilding of the town jail two years ago, saying that the ill-maintained timber building was insufficient for community safety.

Construction ended three months ago. The new jail looks like a small keep: a masonry blockhouse that stands two stories tall, with a battlemented flat roof, narrow windows fitted with iron bars, and stout hardwood doors banded with green bronze. A high curtain wall runs around a small courtyard attached to the south side of the blockhouse. The stout whipping posts erected in the yard show dents and scuffs from their other function; weapons training. Several times a week the Sheriff's men and the jail wardens gather and train with wooden arms, striking the posts and sparring with one another.

A sizeable portion of the interior houses supplies and provides quarters for the Sheriff's men. Common prisoners stay in a large interior room; men, women, and children all together. The upper floor contains offices' and a few private cells set aside for the use of wealthier prisoners, who pay a fee for the privacy and relative comfort. Few prisoners remain long; most stay only while awaiting trial or corporal punishment.

The new jail has a new jailer, the nephew of the old jailer who passed away of old age, last winter. Humeric, an energetic young fellow (Human, Commoner 1/Warrior 1, AL LG) runs the place in a stern, but fair fashion. He wears a big brass key around his neck whenever appearing in public; a symbol of his office, and always goes armed with a poniard. Last month he discharged a guard, Oster, for lashing a female prisoner with more strokes than the court had ordered. He might turn a sympathetic ear to unjustly imprisoned characters, but he won't violate his trust to help favorites.

### 6. The Burning Candle

**7. Rose Petal Park** A statue of Marshall Invis stands in the middle of this well-tended rose garden. The bronze hero stands on a dais, sword lifted and shield held close to his body. Local custom holds that rubbing the boss of statue's shield and then burning a small incense stick in the



Marshall's honor brings protection from ill-luck. Generations of rubbing fingers have left the boss polished to a bright knob set on the green face of the bronze disk. The brass bowl fixed to the base of the dais smells faintly of incense even when no sticks burn in it.

The park Care-Taker, Tomolos, sells the incense sticks to park visitors. He gets these from the Civic Temple; the priest there is his old chum.

**8. The Leafy Tonic** The gnome proprietor of this smoke-shop is friendly and engaging with a boisterous voice that seems too deep for his small frame. Eldon enjoys discussing historical and entertainment topics at long lengths with his customers.

He hand crafts the glass pipes and hookahs that adorn the shops shelves and many wealthy citizens collect the pieces without ever using them, displaying them instead like valuable art. His pipe-fox companion is a constant fixture at the shop and town children often feed it small treats.

**9. The Farmers Guild** of Bright Valley meets in this sturdy timber building, a dry goods store converted to new use after the owner sold out. Rumors in town suggest that the guildhouse doubles as a illegal monster fighting club and gambling house. If this is true, the operators of the Burning Candle have competition, something the mephit Faegrin does not tolerate.

**10. The Temple of Eternal Slumber** This ominous, bleak building is the third largest in town. The stone statue of the Grey Maiden standing on its steeple casts long shadows over parts of Temple Road, serving as an impromptu sun-dial for the citizens. The local saying, "shadows past Temple Road", refers to the early evening and the end of the work day.

The first recognized church of Brynndell, the faith found home in the country along with the priest-hero Gran Goodwater. His nemesis, Ekos the Unclean, fled to the surface continent, hiding in the foothills of Bright Mountain. Vowing to stop the necromancer, the priest gathered his companions and tracked him down, putting an end to his evil ways. Keeping to his vows, Gran refused the crown in favor of his sister. Instead, he built the first temple to the Grey Maiden, the Cathedral of Dust.

The Brighton temple was founded at the same time as the town. It was erected over an old necropolis used by the regions barbarian tribes, ensuring that the burial tombs remain undisturbed. During the inquisition, the temple was the headquarters of the Dustwardens, and rumors hold that a secret sect of the witch hunters still exists within the church.

Protector Saylaa Perth tends to the town's faithful. The high Priestess oversees all of Brighton's funerals using her divine abilities to ward the interned against the curse of undeath, while her clerics fight against disease and injury. The town's graveyard is located directly behind the temple and is enclosed with a tall fence.

### 11. The Ogre's Belly

**12. The Rookery** This round stone tower of yellow limestone stands taller than the rooftops, offering a clear view of the countryside for miles around the town. Bird droppings clumped on the masonry give the highest parts a bone-white color. The upper chamber of the tower serves as the home of a watchman who also tends the Lord Mayor's carrier pigeons.

townsfolk who obtain a writ from the Lord Mayor may send a message by pigeon for 1 gp; this privilege may be granted to wealthy citizens or local heroes. The birds fly as far as Griffonport by the sea and Corbaara in the sky lands.

The lower floor holds a small guard post of the Lord Mayor's men. (20 level 1 Warriors, led by a 2nd level sergeant, armed with a masterwork copper rhomphaia.)

The current occupant of the main floor, a middle-aged wizard named Alhoon performs his arcane tests and uses his spells in defense of the town. In the upper portion of the rookery, the hermit Elias tends to his pigeons. He knows more than anyone in the kingdom about pigeons, and records his experiments in training the birds and his observations of their behavior. He will react well to anyone who shows interest in pigeon studies. Elias spent many years in Corbaara and can provide information on that sky continent.



ELDON



## RUMORS, SECRETS, AND PLOTS

### THE BEAST OF BRIGHT MOUNTAIN VALLEY

For almost a thousand years a sinister creature known as the Beast of Bright Mountain Valley has plagued the region, hunting down and butchering any traveler unlucky enough to catch its attention. No one knows what the Beast wants, but many scholars agree that it must guard some secret place within Bright Mountain. The monster has not been seen for almost twenty years, but, true to habit, it should resurface any time now. The Beast delights in cat and mouse games and is fond of removing just the head, spinal cord, and appendages of its victims, arranging them in foul, occult patterns.

#### Knowledge: local or history

**DC 12:** "This terrible creature has long haunted the valley, killing hunters and travelers, devouring the lower half of their bodies and arraigining their remaining heads and attached arms in gruesome, often macabre patterns."

**DC 15:** "The Beast attacked Jeb Hobbs and his three boys. Killed all of 'em but Jeb. Its howls drove the old man insane for two months; he had to be locked in the town asylum."

**DC 20:** (or learned from Jeb Hobbs) "It's exceptionally fast, jumping at us from across a twenty-foot chasm. Our swords barely harmed it, and that's when we could hit the beast. Its damnable quills would stab us. When they break off, still in you, the pain is indescribable."

#### Knowledge: planes

**DC 14:** The Beast is a type of howler; a vile predator whose constant howling can drive a man insane.

**DC 19:** The quills covering its body give it a defense against non-reach weapons and natural weapons, and cause terrible pain to those they prick.

**DC 24:** Native to the Abyss, its bite and quills are imbued with the taint of that realm (they are considered chaotic and evil aligned for the purposes of bypassing damage reduction).

#### Mythic Howler CR 4/MR 2

XP 1600

CE Large Outsider (chaotic, evil, extraplanar)

**Init** +8; **Senses** Darkvision 60'; **perception** +13, greensight

#### DEFENSE

**AC** 17 (touch 11 flat footed 15 (+2 dex, +6 natural, -1 size)

**HP** 57 (5d10+10+20)

**Fort** +6 **Ref** +6 **Will** +3

**DR** 5/epic

**Defensive Abilities** fortification, quill defense

#### OFFENSE

**Speed** 60'

**Melee** bite +9 (1d8+5) quills +3 (1d4+2 plus pain)

**Space** 10 **reach** 5

**Special Attacks** feral savagery, howl, mythic power

2/day, surge(+1d6)

#### STATISTICS

**Str** 20 **Dex** 15 **Con** 15 **Int** 6 **Wis** 14 **Chr** 11

**Base Attk** +5; **CMB** +11; **CMD** 23

**Feats** Combat Reflexes, Improved Initiative, Skill Focus: perception

**Skills** acrobatics 10 (+22 jump), climb +12, perception +13, stealth +6

**Languages** Abyssal (cannot speak)

#### SPECIAL ABILITIES

**Abyssal Strike-** the Beast's bite and quills are considered chaotic and evil aligned for the purposes of bypassing damage reduction.

**Feral Savagery-** Under the circumstances listed in the monster's stat block—such as when it makes a full attack or a





or a rend attack—it can immediately attempt an additional attack against an opponent. This attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This additional attack doesn't stack with similar means of gaining additional attacks, such as the haste spell or a speed weapon. This ability doesn't grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.

**Fortification (Ex)**- the Beast has a 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing moderate fortification armor.

**Greensight (Ex)**- The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

**Howl (Su)**-A howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling howler must succeed on a DC 12 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. The save DC is Charisma-based.

**Howler Howl Curse**—*howl*; save Will DC 12 negates; frequency 1/hour; effect 1 Wisdom damage; cure 1 save.

**Pain**- Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a successful DC 14 Reflex save or one quill breaks off in its flesh, causing the target to become sickened until all embedded quills are removed. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim. The save DC is Dexterity-based.

**Surge**- Surge is a basic ability that each mythic creature receives. It allows the Beast to roll a die and add the result to a d20 roll, influencing the outcome after the results are revealed.

### OGRE'S ALLEY

When the ogres took Brighton they executed then Princess Distaaraa to demoralize the town. It worked. Over the following five weeks they beheaded nearly two hundred citizens upon the blood rock in the town square. When Brighton was liberated, the chief executioner was beheaded on the rock as a symbol of poetic justice. Instead, the negative energy of the evil giant was anchored to the blood-stained stone.

When Grias Koll had the stone turned into street bricks, he brought the murderous spirit back to Brighton. There are a

a total of nine red stone bricks fixed into the street before the old abandoned shop, three by three. The center stone contains the haunted energy of the executioner.

### Ogre's Alley Haunt Cr 3

(Princess Execution)

XP 800

CE Haunt area 15'

CL 3

**Notice** Perception DC 16 (hear the faint sound of a woman crying accompanied by a blade sharpening.)

hp 6

**Trigger:** touch; center 5' square stone in the haunt area. The haunt senses and can target any living creature in its area.

**Reset:** 1 day (DC 13)

**Effect:** When triggered a large, ectoplasmic form of an ogre brandishing a cruel-looking battle ax. It chuckles and vanishes but the ax does not. Any living creature within the area is subject to an attack by the spiritual weapon (as per the spell CL 3).

**Destruction:** The center stone must be removed, shattered, and then buried separately in a meadow of wildflowers. If only the center stone is shattered and removed but not buried, a new stone forms when the haunt resets.

### THE CULT OF SHUB-NIGGURATH

The evil religion of the Dark Mother has existed on the continent long before the heroes Gran and Brynn settled the land. Prayers in her name, and horrific rites performed for her, echo from Bright Mountain's sinister slopes, causing sane men to snap. When evidence of her cult is discovered, the Dustwardens of the Grey Maiden hunt them down, dispensing the goddess's justice to their vile leaders.

Though she is chiefly worshipped by ogres and monstrous humanoids, her faith has infected the other civilized races as well. Following the occupation of Brighton by ogres, several citizens, their minds broken from the ordeal, were exposed as members of the wicked religion. Ever since, dark whispers have continued, suggesting that other townsfolk, even important members of the nobility, have ties to the cult of Shub-Niggurath.

### TOWN RUMORS

The following rumors can be heard in Brighton with successful Diplomacy (gather information) skill check, DC 13. Roll on the following table and give players the corresponding rumor. Some rumors are automatically encountered depending on where players are gathering information.



# SHATTERED SKIES

## CAMPAIGN SETTING

1. "Merchants traveling from Griffonport to Bryndell were found slaughtered to the man, their bodies arranged in a strange pattern."
2. "Be careful wandering through Ogre's Alley, that street is haunted."
3. "Sheriff Tate hates small-folk, going out of his way to harass halflings."†
4. "I saw the Jade Fox once, beautiful and graceful like an elf, but covered in green fur, with the head and tail of a fox!"
5. "A group of half-orcs have been seen around town lately. I hear they were thrown of Zuchar's for being too rowdy."
6. "I just had a baby boy! Drinks on me. I tell ya, I was so scared, I hallucinated that the midwife delivering him turned into an ogre."
7. "That rake Ariston the perfumer had an affair with Kaarlo Merin's wife, and that's why he killed himself in Ogre's Alley." \*\*
8. "I hear that the wizard Alhoon buys korred braids. You can usually find them by the stone shrines out in the forest after the faeries dance."
9. "Harrin Frost's not a crook like those brothers working down at the general store. Only three-gold-trade-in for a long-sword? Crooks I tell ya." \*
10. "They're fighting deranged owlbears against each other after hours at the farmer's guild-longhouse. Two gold can get you into a fight, but bring more, because they bet deep over there." \*

† Ogre's Belly, \* Horse Brass Pub, \*\* The Burning Candle.

Follow up questions require a second Diplomacy check at DC 10 with a 50% chance that this information comes from a different patron, requiring additional time to gather.

### About Sheriff Tate:

"He's been leaning on the Leafy Tonic, owned by the newly-weds Frobe and Caramanera. He's been fining them for every minor infraction possible. Meanwhile, Gubbo's the butcher has rats the size of dogs!"

"Tate's a fair man, probably the most honest man in town."

### About the Jade Fox:

"A notorious burglar, Sheriff Tate's been after him or her for almost a decade. Only steals high value treasures from rich nobles so, good for the Fox, I say!"

"The Jade fox isn't some hybrid beast; she's a woman in skin tight leather armor with a whip that looks like a tail,

### About Alhoon the Wizard:

"Alhoon lives in the rookery tower and provides spell casting service for the town at the charge of the Lord Mayor. He often spends his time with the pigeons on the tower roof or at the library at Lady Canterville estate."

"Alhoon buys all sorts of weird stuff. Be careful around them stone shrines, if there's any korred dancing within the circle, they'll attack you if you disturb them."

### About Ariston the perfumer:

"That man is a lady charmer, I tell you what. It's those perfumes of his, women can't resist them. I hear he makes them from the centipedes that infest the sewers. Either way, my wife loves his scents, but I have to buy them, I won't let her go near that philanderer."

"I hear his bestselling perfumes are crafted from the scent glands of giant centipedes and he raises the creatures in the basement of his shop. True or not; he pays good gold for 'pede glands."

### About the illegal monster fights:

"Forget I mentioned it. In fact, piss off; I've got nothing more to say."

"Go to the farmer's guild longhouse after hours on Moonday. They change the password weekly though, I think it's, 'Honey pot. Be careful, the beasts sometimes get loose and attack the crowd. Of course, there's an over under on that happening, so I wonder if it's intentional..."

### About The general store:

"Ostog who runs the place is from Kladivo. He's stubborn as heck and hates magic. He rents out a space to two brothers: Jovaal and Haarn. They argue about every little thing: especially the price they'll pay for goods. Save yourself the headache friend and do your business with Harin Frost."



SHERIFF BYRON TATE



# SHATTERED SKIES

## CAMPAIGN SETTING

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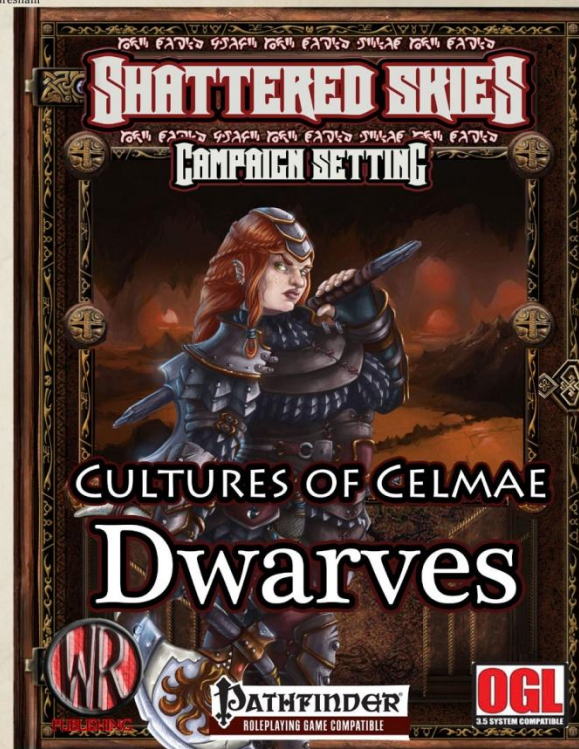


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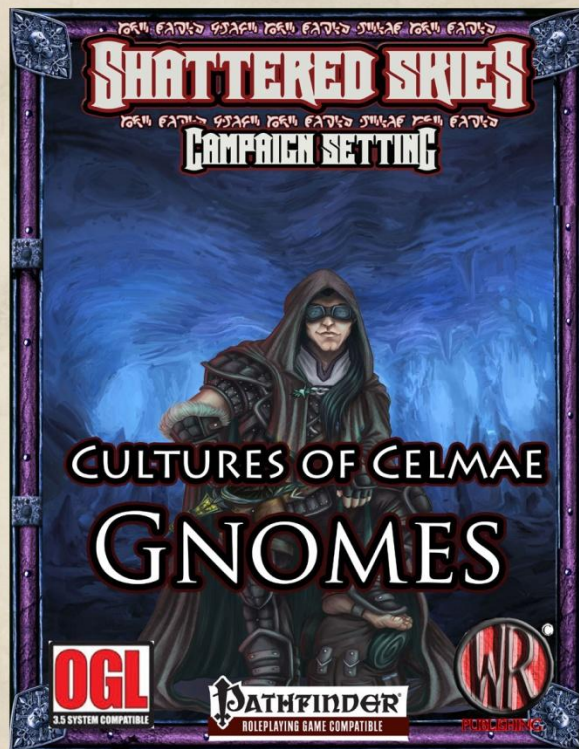
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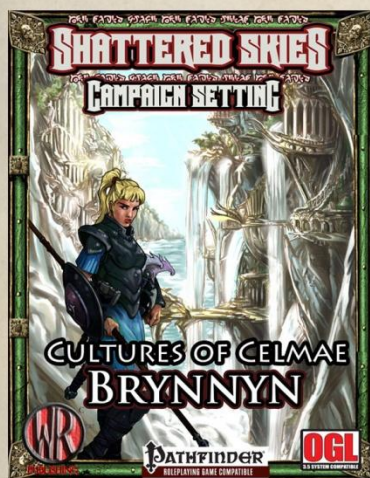
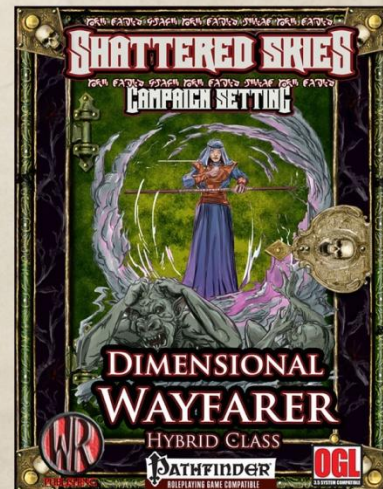
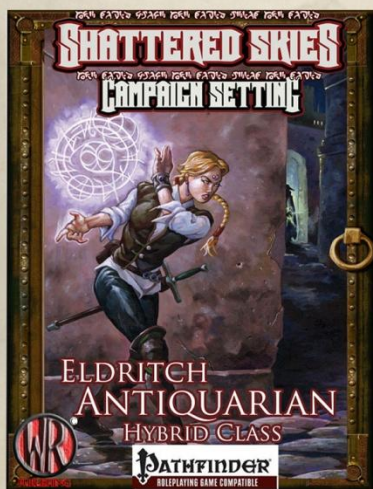
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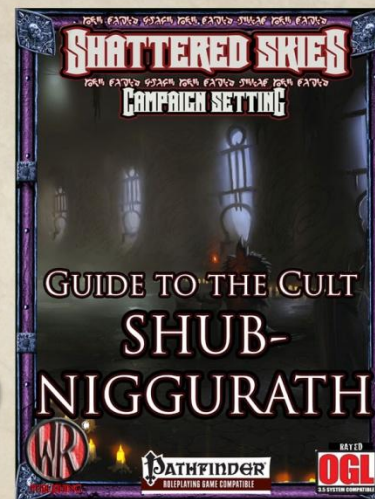


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## CAMPAIGN SETTING

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