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# VILLAGE BACKDROP AZAGIRN



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# VILLAGE BACKDROP: AZAGIRN

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*Eschewing the deep, dark homes of their ancestors, the survivors of the reputedly cursed dwarven clan of Azacral now dwell amid the stark beauty of high, windswept hills. But life is not idyllic for the dwarves as their ancient enemy—tribes of half-mad, homicidal trolls—ever lurk nearby. While the majority tend herds of sheep and goats with the aid of their domesticated wolves, an unknowing, accidental threat lurks within the village—a threat that could herald the return of the ancient slaughter and bloody death that birthed the village a century ago.*

## CREDITS

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## SYSTEM NEUTRAL NOTE

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This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM's system of choice.

One special note about the NPCs in this supplement. While some are wizards, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we've made no attempt to note their "class" leaving them simply as "female human" and so on.

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## AZAGIRN AT A GLANCE

**Ruler:** Thegn Elren Farsten

**Government:** Autocracy

**Alignments:** LN

**Population:** 61 (61 dwarves)

**Notable Folk:** Belgal Dalnore (location 2), Elren Farsten (location 8), Yurthic Glanhak (location 3)

**Languages:** Dwarven

**Resources & Industry:** Wool, mutton, goat's cheese, dwarf craft items

Set atop an isolated, windswept high crag, the peaceful tiny dwarven village of Azagirn was born from madness, violence and the near genocidal ending of clan Azacral.

Clan Azacral's final years were marked by falling birth rates, madness and incessant troll raids. The few survivors of the clan's final ruination founded Azagirn as a haven of peace and tranquillity high up among the craggy hills near the western mouth of Kuldor Pass.

Typically for dwarves, Azagirn's folk dwell under the wide, blue sky and rarely explore deeply into the earth. The villagers believe some nameless, ancient spirit of the deep earth cursed their progenitors for delving too deeply and too greedily and dwell above ground to avoid their ancestors' fate. Now a century later, the dwarves have grown to love their new home. Only a score or so of the villagers remember their ancient clan-home, and thus—slowly—the memories and traditions of the old ways are slowing dying.

The dwarves now tend their sheep and goats and try to live in harmony with their surrounds. Shortly after founding Azagirn, they tamed a pack of wolves haunting the nearby hills. The wolves, now trained to defend the village's herds, dwell with the dwarves in their homes and are viewed—for all intents and purposes—as part of the family. Working together the wolves are capable of taking down, or driving away, the solitary mountain lions which occasionally prey on the village's herds.

Few folk visit Azagirn these days—merchants come to trade and adventurers sometimes visit to learn more of Clan Azacral's ancient home—but few others come to the village.

### VILLAGERS

**Appearance:** Typically for dwarves, the villages mainly sport black hair, black eyes and elaborate beards. They are, however, more tanned and weather beaten than normal dwarves.

**Dress:** Villagers mostly dress in sturdy clothes well suited to the hills' hard environment. Most dwarves wear leather or studded leather armour and carry at least one weapon while out and about; in times of trouble, they don heavier gear.

**Nomenclature:** *male* Arak, Delkas, Erivar, Jarel, Reigen, Valric; *female* Aram Boldis, Durithar, Elren, Norren, Valisi; *family* Aradal, Darzak, Erdukr, Kildann, Ovlag, Werain.

### VILLAGE LORE

A PC may know something about Azagirn, its history and surrounds. Determine how knowledgeable the PCs are and then impart some (or all) of the information below:

- Strangely for members of their race, Azagirn's dwarves eschew living underground and dwell in their hard-to-reach village where they tend flocks of sheep and goats.
- The dwarves of Azagirn are among the few survivors of an older—reputedly cursed—civilisation destroyed by rampaging trolls a century ago.
- The villagers seem content with their lot and, in the main, harbour no desire to reclaim their progenitors' ancient troll-infested halls and mines.

### WHISPERS & RUMOURS

While in Azagirn, a PC may hear one or more rumours. The PC can learn this information in several ways: perhaps by overhearing two locals gossiping, chatting with regulars over a few drinks at the local taverns and so on. Use the table below, to determine which rumours the PC learns.

D6	RUMOUR
1*	The dwarves of Azagirn secretly plot to reclaim their lost home from the trolls who drove them forth a century ago. They have a secret mine from which they bring forth a great hoard of gold to pay mercenaries and adventurers.
2	Sheep herders, the dwarves use expertly trained wolves, capable of taking down a mountain lion, to aid them in their daily lives.
3*	The dwarves plan to build a tollhouse at a nearby river crossing to augment their already impressive wealth.
4	Some of the villagers are survivors of clan Azacral and well remember the old ways. They number several expert metalworkers, masons and so on among their number.
5	Last year, raiding trolls somehow got across the God's Bow. They fell upon a herd of the dwarves' sheep and decimated it before they were all slain.
6*	The dwarves yet hate goblins and trolls. They plot to scour Lanthorn free of the goblin infestation as a first step in their quest to reclaim their ancient clan home.

\*False rumour

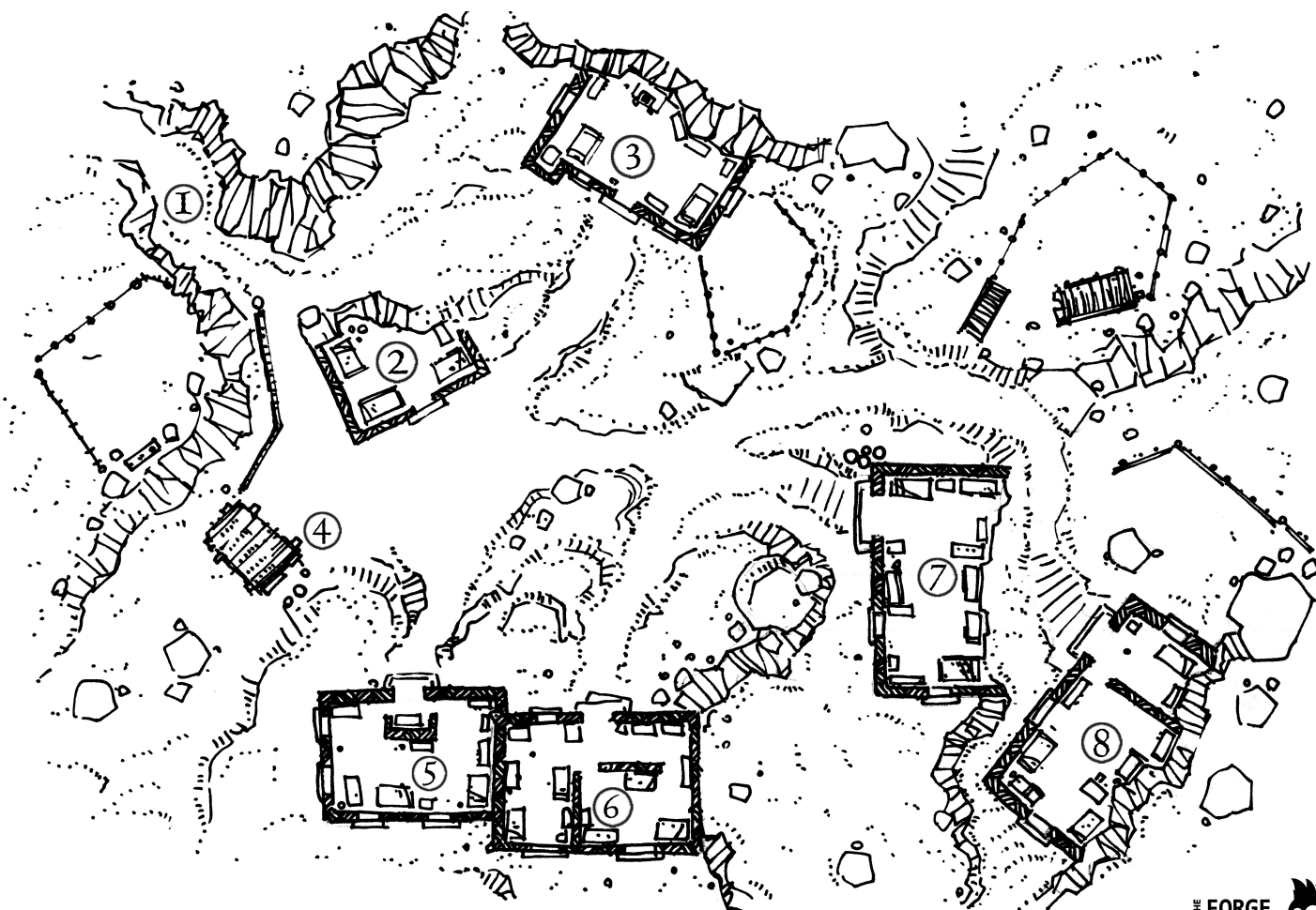


## NOTABLE LOCATIONS AT A GLANCE

Most of Azagirn comprises peasant homes. Many folk live in isolated farmsteads dotted about the village's surrounds. A few locations in Azagirn proper, however, are of interest to adventurers:

1. **Long-Climb Path:** Azagirn sits atop a high, steep sided bluff. The easiest way to reach the village is Long-Climb Path. The path takes a circuitous route about the bluff—hence its name.
2. **Warden of the Way:** Here dwells the venerable Belgal Dalnore. A grizzled veteran now far past his prime, Belgal holds the position of Warden of the Way. He watches over Long-Climb Pass and is the first to challenge visitors to the dwarves' lofty home.
3. **Highforge:** Here dwells Yurthic Glanhak, the village's oldest resident. A skilled metalworker, Yurthic works hard to keep the old ways alive.
4. **The Deep Well:** Cut through the living rock, the Deep Well is aptly named. This is one of the only communal places in the village—bar the surrounding fields—and dwarves can often be encountered here gathering water, sharing news and so on.

5. **Hunters' Home:** The troll-hating husband and wife team of Arathen and Delana Werain dwell in this small house, along with their many pet wolves.
6. **Empty Home:** Two years ago, the dwarven warrior Durrin Boferg dwelled here. He disappeared, and since then the building has lain empty—partly because he has no heirs and partly because his neighbours have not yet given up hope that he might return. A small shrine to the Father of the Dwarves abuts the building.
7. **Village Store:** Extensive cellars pierce the rock beneath this large stone building. Within, the villages keep a central supply of grain, wood, coal and other essentials.
8. **Elren Farsten's House:** Elren Farsten, Azagirn's thegn, and scion of a fading line of minor dwarf nobles, dwells here in the village's largest home.



## LIFE IN AZAGIRN

The dwarves of Azagirn are a peaceful, insular folk. Life in Azagirn is far removed from the horror and savagery of the troll-infested mines to the east, and the villagers prefer it that way. The dwarves have learnt the rhythm of the seasons and work in concert with the weather. Their strong constitutions serve them well—they are an active folk—and almost everyone except the very old and the very young do their fair share to ensure Azagirn's continued peace and relative prosperity.

### TRADE & INDUSTRY

The folk of Azagirn live simply. They trade wool and mutton from their sheep and goat's cheese with the lowland villages for the things they cannot grow or produce themselves. The dwarves have not forgotten their ancient smithing or stoneworking skills; sometimes a rich patron travels to the village to commission a weapon or piece of armour from Yurthic Glanhak; the aged smith works slowly these days and such customers must often wait months for the dwarf to even start their commission.

### LAW & ORDER

Azagirn is peaceful, and crime is virtually non-existent. Visitors are automatically suspect for any crimes perpetrated while they visit the village. The village has no formal guard or armed force, but the dwarves have not lost their martial bent. If the settlement is threatened, virtually the entire populace—except the children and the infirm—turns out to meet the threat. For a village militia, the dwarves are (unsurprisingly) exceptionally well armed, armoured and organised.

### CUSTOMS & TRADITIONS

The villagers have mainly forgotten their old customs and traditions—associating such practises with the madness and fall of their previous home. Only a few of the older dwarves practise their clan's ancient rites or observe a variety of elder holy days.

Every family has at least a couple of pet wolves; the wolves are seen as part of the village and births and deaths among them are celebrated as if it were a dwarf. In the ensuing celebrations, even the wolves get drunk!

The villagers mark the passage of the seasons with great feasts, and hold ritualised sheep shearing competitions at the start of summer. For the hardworking dwarves, such occasions are joyous, and a good excuse to celebrate their hard work. The winter months are spent in front of their hearths, singing old songs, working on personal projects—many of the dwarves still practise stone carving and metalwork—or simply resting.

Every month—except when the winter snows are piled high about their homes—the villagers spend a whole day practising their warcraft. The militia is better equipped than even some lord's personal guards and many of the villagers are skilled fighters. Woe betide any who threaten Azagirn's peace.

## VILLAGE DRESSING

Use this table to generate the minor sights and sounds the PCs experience as they move about Azagirn.

D12	DRESSING/EVENT
1	Aided by three short-haired wolves of noble mien, a stout, bearded dwarf drives a small herd of sheep ahead of him.
2	Clouds scud across the sky, periodically plunging the village into shadow. To the east, thick, dark clouds casts a deep shadow over the mountains.
3	The distant howling of wolves and the faint bleating of sheep reaches the PCs' ears.
4	Eagles soar high over the village. Suddenly one dives like a thunderbolt, and disappears from sight before soaring back into view moments later clasp something wriggling in its claws.
5	The rhythmic clang of metal on metal heralds Yurthic Glanhak's (location 3) start of a new project.
6	The harsh clash of metal on metal—two dwarves practising their fighting skills—shatters the comparative peace and quiet.
7	Strong winds blast down from the eastern mountains, tearing at the village. A dwarf hurries past muttering about a "troll wind".
8	A rangy wolf, its long tongue hanging out, lopes passed the party. Its gaze lingers on the smallest member of the party as it passes.
9	Dark clouds gather over the village and before long heavy rain—or snow if it is winter—is falling. If the PCs have yet to secure lodgings, Elren Farsten calls out to them and beckons them into her home.
10	Arathen and Delana Werain (location 5)—heavily armed and festooned with equipment—head toward Long-Climb Path. They say they are heading out on patrol but are planning to cross the God's Bow. They are going on a troll hunt.
11	A traveller staggers to the top of Long-Climb Path and collapses. His clothes are slashed and torn and he is bleeding badly. Have the trolls again managed to cross the Gibber Stones?
12	A goat creeps up behind the party and starts munching on a PCs' cloak.

## THE SURROUNDING LOCALITY

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Azagirn stands amid a range of steeply, craggy hills. A handful of miles to the south lies the western mouth of Kuldor Pass, and the only trail leading eastwards to the fortified village of Lanthorn. To the east, the hills quickly gain in height until they blur into a steep, troll-infested mountain range. A score or so isolated farmsteads stud the hills around Azagirn and it is here the majority of the villagers dwell. Under a score of dwarves actually live in the village proper.

Winters are harsh at Azagirn, although nowhere near as harsh as they are in the mountains. Incongruously, summers can be exceptionally pleasant.

### GETTING TO AZAGIRN

A deep, curving gorge—the God’s Bow—a singular quirk of local geology cut by the Kalschawr’s raging waters—cuts off the village and its environs from the mountains. The gorge provides a respite from the murderous rampages of the local trolls and serves as the village’s eastern border.

Without magic, all travel across the gorge is on foot. There is but one place where the gorge can be crossed—a precipitous path—in places natural and in places hacked from the gorge’s sides by long-dead dwarves spirals down to the gorge’s floor; even the dwarves’ surefooted mountain goats occasionally fail to negotiate this dangerous trail. Here, the Kalschawr’s waters foam about great boulders and in places the dwarves have placed flat stone slabs between the boulders to form a perilous bridge—the Gibber Stones—of sorts. Across the Gibber Stones, another dangerous path—twin to the first—picks its way up the gorge’s wall. From there, a well-trod trail leads to Azagirn.

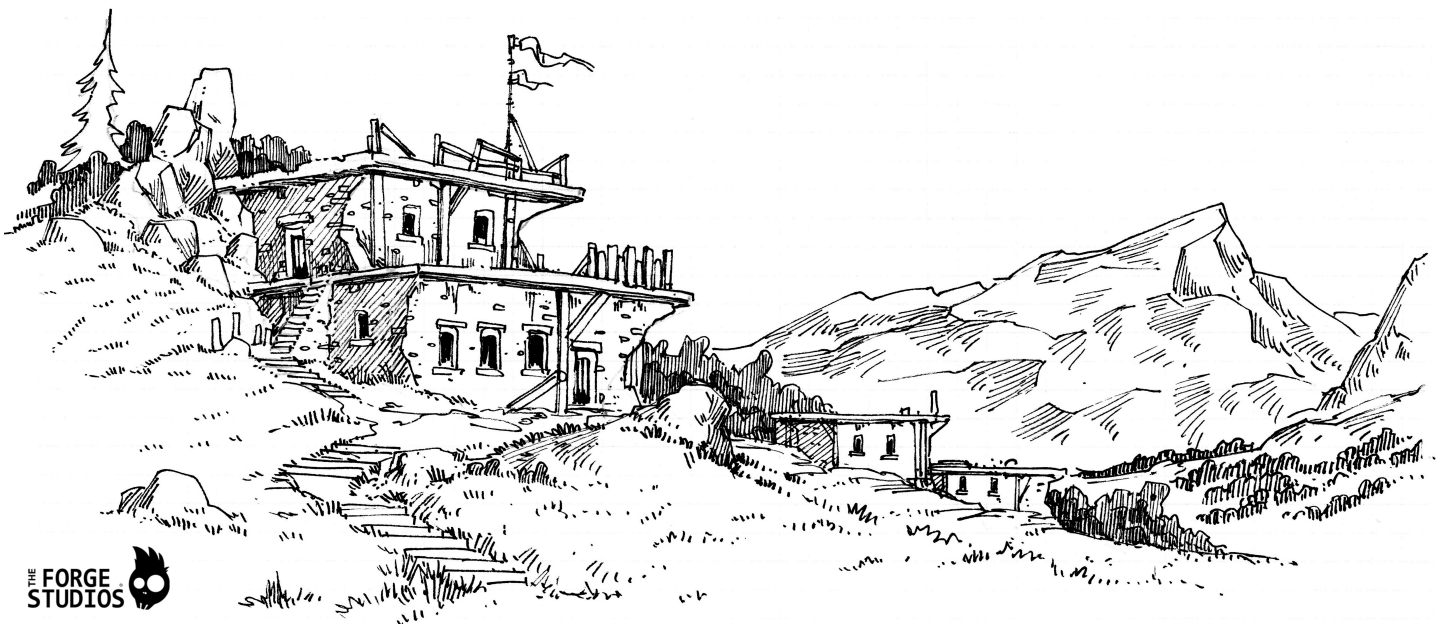
### BEYOND THE GOD’S BOW

Sometimes, restless or more adventurous, villagers come to the gorge to stare eastwards toward their ancient homeland. Here, they dream dreams of what could be if the dwarves were numerous enough, or had the will, to drive out their ancient enemies. Sometimes trolls come down from the mountains to try and find a way across the gorge, but only once in the last few years have the dim-witted, half-mad creatures found the path to Azagirn.

Beyond the God’s Bow the land rises swiftly to blur with the distant mountains. Deep, forested valleys pierce the hills, but none run eastward for more than a score of miles. The dwarves rarely come here—the chances of troll ambush are too great.

The villagers also tell stories of a covey of illusive and shy “women of the woods” dwelling in several of the valleys. The dwarves have little truck with such flighty, joy-loving creatures and the two groups have no formal contact.

Large, mossy cairns dot the hill and mountainsides. Dwarven legends speak of the great dwarven warriors buried therein with the bodies of their fallen giantish enemies. One particularly massive cairn—Elir’s Rest—is said to hold not only the remains of the great dwarven warrior-skald Elir Dwojyr but also the bones of his final, greatest enemy—the red wyrm Vaerosingeir. The dwarves hold these cairns to be sacred, and do not look kindly on those disturbing the bones of their ancestors.



NOTABLE LOCATIONS IN AZAGIRN

1: LONG-CLIMB PATH

Long-Climb Path is the easiest way to reach Azagirn. Visitors instead electing to climb the bluff's steep slopes are met with universal suspicion when they finally reach the village.

*This narrow path—in places only three- or four-foot wide—winds its way up the bluff's steep slopes.*

When rare threats assail the village, the dwarves simply barricade Long-Climb Path at several strategic positions using pre-positioned piles of boulders. Intruders winning passed the rockfalls face heavily armed dwarven warriors and their wolf allies. No enemy has reached the village itself and lived to tell the tale.

WHAT'S GOING ON?

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

- 1. Several parts of the path are deeply shadowed, and the savage merciless mountain winds make it a cold climb.
- 2. As the party climb the path, a dwarven herder is driving his small flock of goats down the path. There is no room to pass the goats, and the PCs must retreat if they do not want to anger the dwarf.
- 3. The clatter of stone heralds a small rock fall further up the path. By the time the PCs reach the site, Belgal has climbed down to investigate.
- 4. A distant howling breaks the relative silence of the mountain air. A moment later, answering howls add to the cacophony.

AZAGIRN'S ARCHITECTURE & LAYOUT

Without exception, the villagers' buildings are sturdy affairs. Many have two stories—although none stand higher—and most are built hard against the hills themselves; all are constructed of exceptionally well cut and mortared stones and have cellars cut into the bluff's living rock. The villagers use these cellars only for storage; they prefer to dwell above ground. The walls of their homes are exceptionally thick and so the dwarves are well able to weather the savagely bitter winter storms that lash the village.

Several fields, enclosed in stone walls, surround the village, and there the dwarves keep their herds during the long winter months or when packs of mountain lions or other predators threaten their livestock.

Azagirn has no inn, tavern or shops; the village is simply too small and isolated to support such services. Visitors must stay with a dwarven family, camp near Deep Well or pitch their tents at the bottom of Long-Climb Path.

2: WARDEN OF THE WAY

Here dwells Belgal Dalnore (LG old male dwarf fighter 5)—the Warden of the Way—along with his beloved pet Feng (N old wolf) and two of her last litter (now fully grown).

*The trail up the bluff finally opens out into the village. Ahead stands a stout stone building of obviously excellent construct. A covered porch looks out over the trail head.*

It is Belgal's job to question newcomers to the village. The role is more honorific than anything as few enemies have dared Long-Climb Path in recent years. Still, he takes his job seriously, and visitors can expect an extended grilling before being admitted to the village proper.

WHAT'S GOING ON?

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

- 1. A gigantic silver-furred wolf lounges on the building's porch overlooking the path. At sight of the PCs, she raises her head and lets out a long howl.
- 2. A grizzled, grey-haired dwarf, a gigantic crossbow across his knees, sits on the porch. At his feet lie three wolves.
- 3. A gigantic silver-furred wolf, a thick bandage around its right foreleg, sleeps on the building's porch. (Belgal is grateful if a PC heals Feng's badly sprained leg).
- 4. Smoke belches from the building's chimney and the aromatic smell of cooking lamb fills the air.

BELGAL DALNORE

LG old male dwarf fighter 5

*This stout, grizzled dwarf's beard is flecked with white and grey. He wears ornate studded leather armour under a bearskin cloak and carries an immense crossbow.*

**Mannerisms:** Belgal mutters more and more to himself these days, and often has long, intense conversations with his beloved silver-haired wolf Feng (N old wolf).

**Personality:** Suspicious of strangers, and wary of any visiting goblins from Lanthorn, Belgal is very much the quintessential dwarf warrior—a bulwark against the encroaching evil. The old warrior believes the dwarves brought their own doom upon them and is vocal in his desire to never return to the clan's old halls. Belgal fully intends to die in Azagirn and welcomes the time his stone cairn will stand among his kinfolds'.

**Background:** Belgal well remembers Azacral's fall and the survivor's subsequent flight. Sometimes he still has nightmare of the final desperate rearguard battles fought to buy time for the survivors to escape.

### 3: HIGHFORGE

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Here lives and works the skilled, but elderly, metalworker Yurthic Glanhak.

*Black smoke streams from the chimney of this well-kept stone-walled house.*

Yurthic Glanhak (LN old male dwarf fighter 2) is Azagirn's oldest resident and one of the few who desires to return to the dwarves' ancestral home.

**Laying the Dead to Rest:** Yurthic likes living in Azagirn, but yearns to lay to rest the bones of his old friends and companions. He believes their spirits cannot rest easily until their remains have been properly interred. Yurthic needs guards and helpers to aid in his quest, and asks the PCs to join him. He knows he attempts the impossible, but feels compelled to try none-the-less.

#### WHAT'S GOING ON?

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

1. The sound of hammering—metal on metal—fills the air as the PCs approach Highforge.
2. An elderly dwarf, his face and arms covered in soot, emerges from the house clutching a tankard from which he takes a deep draught.
3. A dwarf emerges from the house with a quiver holding 12 heavy crossbow bolts. He nods to the PCs and strides away.
4. Two dwarves struggle up the path carrying heavy, bulging sacks on their backs. The sacks contain coal and iron ore.

### 4: THE DEEP WELL

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Cut through the living rock, Deep Well is aptly named.

*A low wall surrounds a deep well standing in a small, roofed stone enclosure. Various buckets attached to several long lengths of thick rope stand nearby.*

The Deep Well took months of hard, back-breaking work to construct. Over 120 feet deep, the well has never failed to provide fresh water because it intersects with a subterranean river flowing down from the mountains. Unsurprisingly, this is one of the busiest places in the village. Dwarves are often here pulling up water, exchanging news and so on.

**Lost Bucket:** The seemingly trivial event of a lost bucket in the well's depths has got the dwarves talking. Yurdis Erdukr (location 7) was gathering water when she felt a violet tug on the rope. When she pulled it up, the bucket along with a ten-foot length of rope was missing. The dwarves are worried—has some terrible creature been washed down from the mountains and is now lurking beneath the village?

#### WHAT'S GOING ON?

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

1. Three dwarves loiter near the well, deep in conversation.
2. One dwarf stands by the well hauling up a rope. After a few minutes, a water-filled bucket emerges from the well.
3. A lone wolf is sniffing about the area. After a moment, it urinates on the low stone wall circling the well shaft.
4. A dwarf—surrounded by tools and suchlike—kneels in front of the well repointing a small section of wall.

### 5: HUNTERS' HOME

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Here dwell the troll-hating pair Arathen and Delana Werain.

*This small house stands at the head of a short path. Next to it stands a similar, but slightly larger, building.*

Arathen (N male dwarf fighter 4) and Delana Werain (CN female dwarf fighter 4) live together here with their beloved wolves. The two are the most aggressive troll hunters in the village; they hate the foul beasts with a passion only rivalled by their love for each other. Of the two, Delana is the wilder and the risk-taker; Arathen just hates trolls weaned as he was on his grieving mother's tales of his father's death at their hands. For the black-haired Arathen killing trolls is almost a religious duty and he harbours (unrealistic) dreams of scouring the dwarves ancient homes free of their taint.

#### WHAT'S GOING ON?

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

1. Two young wolves—barely more than pups—roll on the ground snarling and nipping at each other; a PC wise in the way of nature can tell the wolves are only play-fighting.
2. Delana sits on her front step sharpening a handaxe, when the PCs approach.
3. The house is shut up; no smoke dribbles from the chimney—the Werains are out hunting trolls.
4. A wolf lounges in the house's open door way. At sight of the PCs it starts to howl—a sound taken up by at least two other wolves behind the building.

**The Looming Threat:** Arathen and Delana were unwittingly responsible for the trollish incursion last year when trolls followed the pair back across the Gibber Stones. Thus, ironically, Arathen and Delana are Azagirn's biggest threat. So far, the mountain trolls are not aware of the village's location—they busy themselves with slaughtering travellers using Kuldor Pass and trying to breach the fortified village of Lanthorn's defences. If the hunters accidentally reveal the village's position by leading more trolls back across the Gibber Stones, and the trolls survive to return to their brethren, the village is surely doomed.

The day after the PCs get to the village, the pair repeat their mistake—a band of trolls crosses the Gibber Stones—and the PCs are called upon to help annihilate the interlopers.

## 6: EMPTY HOME

Two years ago, the owner of this home disappeared; since then, it has stood empty.

*This large stone house has the air of abandonment about it; weeds grow thickly around its walls, the windows are all shuttered and no smoke drifts from its chimney. Intricate carvings of dwarves at war decorate the building's stone door and window frames. A small shrine abuts the building.*

The owner of this house, Durrim Boferg (LG male dwarf cleric 3), was a staunch defender of the community but disappeared one day while out on patrol. Durrim was a popular dwarf and the community searched for weeks for any sign of his fate, but to no avail.

Durrim was a devout follower of the Father of All Dwarves and personally built the shrine flanking his home. Occasionally, villagers come here to pray for his safe return or to leave small offerings for the Father, but the shrine now has a slightly neglected feel.

## 7: VILLAGE STORE

Nothing is for sale at the village store; rather here the villagers keep a central supply of grain, wood, coal and other essentials along with some of the finished products they sell to visiting merchants and the like.

*This large stone building's window shutters are thrown open and dwarven singing can be heard from within.*

Yurthic Glanhak (LN male dwarf fighter 2) and his wife Yurdis Erdukr (LN female dwarf cleric 3) live here and maintain the village's stores. They keep extensive records of their carefully ordered store rooms, and are well respected members of the community.

Yurthic and Yurdis keep no sheep or goats, instead spending their time making cheese, bread and so on from the village's excess supplies. They have perfected the means of storing and preserving their finished goods and the store's cellars are full of maturing wheels of cheese (2 gp each), dwarven way bread (1 gp a loaf) and so on.

### WHAT'S GOING ON?

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

1. A human merchant has just arrived and wants to buy some of the dwarves' famous goat's cheese. Negotiations could take hours, and the PCs must wait their turn.
2. A wolf pup slinks out of the door, half a wheel of cheese in its jaws. At sight of the PCs it darts off. Shouting erupts from within, as the theft is noticed.
3. Yurthic and Yurdis are taking a break when the PCs arrive and are sitting on the step sharing a pipe.
4. When the PCs arrive, the front door is shut and both dwarves are in the cellars cataloging the inventory. Only the most vigorous of banging attracts their attention.

## 8: ELREN FARSTEN'S HOUSE

Elren Farsten is Azagirn's ruler. She lives here, and conducts the village's business from her front room.

*A short flight of expertly crafted stone steps leads up to this fine, large stone building set into the rock of a looming overhang of grey rock.*

Thegn Elren Farsten (LG female dwarf fighter 5) is here working on village business, if she is not out tending her sheep.

**What Happened to Durrim?:** Not knowing what doom befell Durrim Boferg (location 6) weighs heavily on Elren's mind. If the party are open about their plans to explore the local area she implores them to keep an eye out for any sign of the warrior's fate.

### WHAT'S GOING ON?

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

1. The nearby field is full of sheep and goats. A burly, muscular dwarven woman moves through the flock checking each animal's hooves. Three large wolves look on.
2. An eagle perches on the building's roof. Below, a muscular dwarven woman gently places a bloody rabbit corpse on the ground and slowly backs away.
3. A dwarf—Delana Werain—bangs loudly on the house's door as the PCs approach. She's here to tell Elren she and her husband will soon be going out on a hunt.
4. A wolf basks in the sun on the building's flat roof. It regards the PCs for a moment as they approach and then gets back to enjoying the sun.

## THEGN ELREN FARSTEN

LG female dwarf fighter 5

*Short, powerfully built and impressively bearded, this dwarven woman wears studded leather armour and carries a handaxe on her belt.*

**Mannerisms:** Stroking her beard when lost in thought, Elren appears wise and thoughtful. She speaks forcefully.

**Personality:** Elren deeply loves her wolves, and also harbours dreams of domesticating the eagles hunting in the sky above the village, but thus far her plans have led to nothing. She is frustrated and gratefully accepts any help or advice from folk wise in nature's ways. Elren loves the majestic, wind-swept beauty of the high hills and mountains and has no intention of leading her people back to their ancient holds.

**Background:** Elren was born in Azagirn and has never known any other kind of life. She knows the local area well and is a font of information about legends and rumours of the nearby cairns and so on.

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