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VILLAGE BACKDROP: EDGEWOOD 2.0



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VILLAGE BACKDROP: EDGEWOOD 2.0

The thriving village of Edgewood stands in the very shadow of the Shadetimer Forest. For a century, it has prospered. Wars, droughts and pestilence striking other nearby settlements never seem to affect the village, and yet tragedy mars life in Edgewood. For every year, terror stalks the village and its inhabitants die seemingly random, but horrible and gruesome, deaths. Thus, despite its prosperity, Edgewood remains a small place, and few travellers remain there for long.

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EDGEWOOD AT A GLANCE

Ruler: Mayor Velendra Arrisse

Government: Autocracy

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

Alignments: NG, CG, N, CN

Languages: Common, Elven, Gnome, Halfling, Sylvan

Resources & Industry: Farm goods, honey, hospitality

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

- **Potions** *healing* (400 gp), *heroism* (500 gp)
- **Druid Scrolls** *entangle* (300 gp), *speak with animals* (300 gp)
- **Wondrous Items** *feather token (tree)*, 3,500 gp)

Edgewood rests on the east side of the vast Shadetimber Forest. A wide stream flows from the forest, marking Edgewood's northern border. The forest and stream provide plenty of game and fish for the villagers, who make their living growing fruits and vegetables and harvesting honey from hives standing a quarter-mile south of the village proper. Edgewood trades most of its goods to visiting traders and merchants and has prospered since it was founded nearly 100 years ago. The village seems immune to major upheavals affecting the region and has thrived through droughts, wars and monstrous incursions. Many nearby settlements have not been so lucky and Edgewood remains the only settlement of note in the immediately locality.

Despite its prosperity, Edgewood has not grown much in terms of population beyond the ninety original settlers (although some survivors from other nearby villages have settled in the village). Edgewood's prosperity comes at a bizarre price: every year, during a so-called Night of Terror, one to three villagers succumb to a random, brutal attack by a group of creatures from the forest.

At first the attacks occurred during one of the solstices and involved brazen attacks by wild animals, which ignored other villagers as they sought their prey. Once the inhabitants discovered the pattern and attempted to circumvent the attacks, the timing became utterly random. Those who openly discuss settling down in Edgewood hear ominous warnings from the villagers of their possible grizzly fate.

Simply moving away from Edgewood is not enough to avoid the village's curse. A resident who flees may be safe for a couple of years, but weird circumstances bring the former villager back to Edgewood—normally just before the annual Night of Terror. Sometimes the returning villager is part of the Culling, while some return to witness a friend or loved one being culled. Often the returning villager is unharmed—a reminder any villager, past or present, is not exempt from the Culling, but that neither is the villager's doom a certainty.

VILLAGE LORE

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

- A displaced group of wanderers founded Edgewood almost 100 years ago. The village sells high-quality fruits and vegetables, as well as regionally renowned honey.
- The villagers are friendly, and Edgewood is an excellent waystation for those entering the Shadetimber.
- Edgewood's residents suffer an unusual curse; at least one villager a year dies as the result of a savage animal attack. Even those who have left the village are potential victims.

VILLAGERS

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

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

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

WHISPERS & RUMOURS

While in Edgewood, 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.

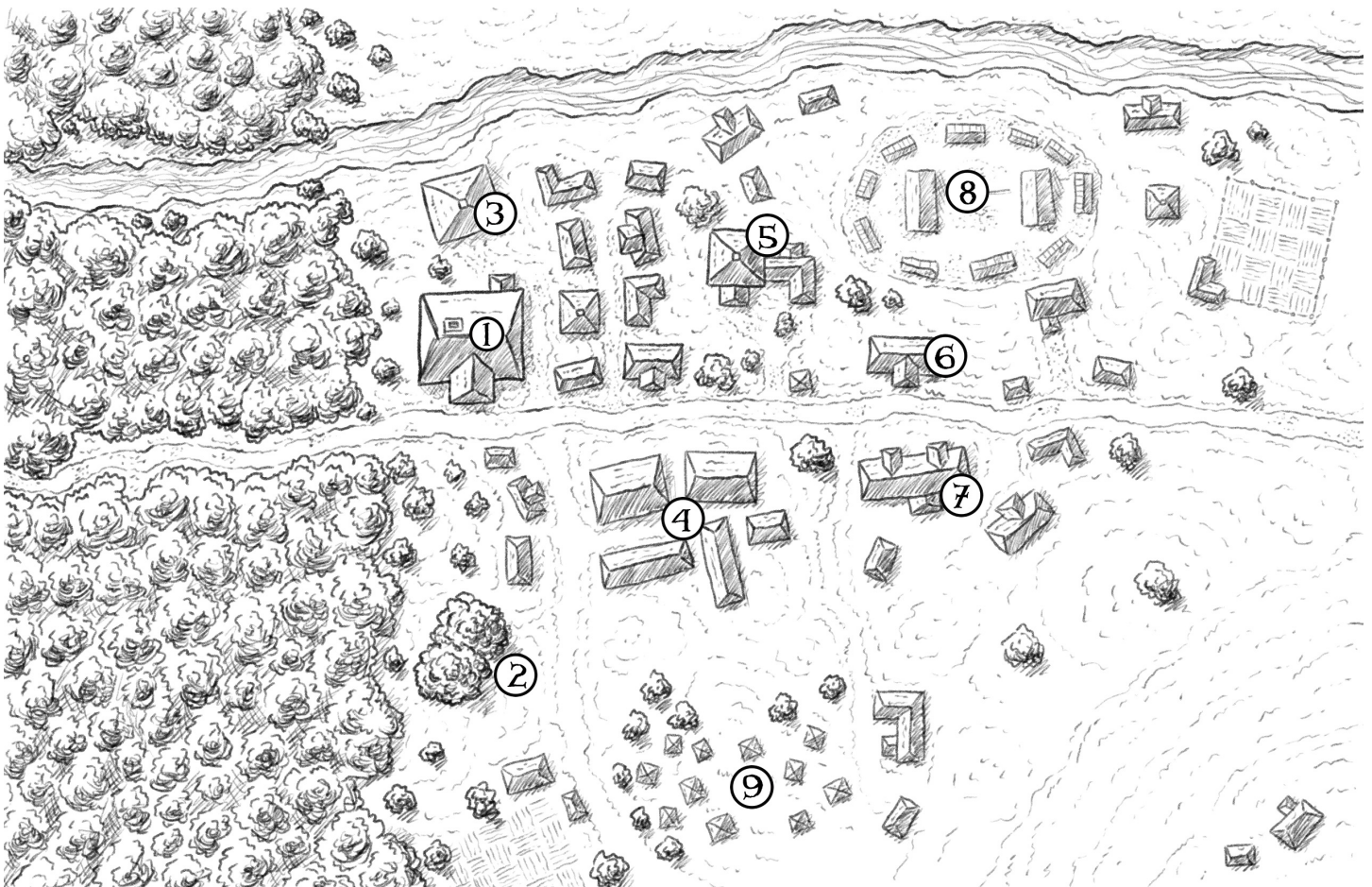
1d6 RUMOUR

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

NOTABLE LOCATIONS AT A GLANCE

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

1. **Edgewood Inn:** Sitting on the only road leading through the village, Edgewood Inn is a charming, cosy destination for travellers. The inn is renowned for the wonderful dishes cooked by its owner, the half-orc Quinna Poul, and is usually busy; it is the last place for travellers to rest their heads before daring the Shadetimber forest.
2. **Eternal Lovers:** A pair of centuries-old oaks has entwined starting twelve feet from the ground, creating a massive home for birds and squirrels. Weddings are held in the trees' shade.
3. **Sacrifice Square:** The fallen paladin Cleauregard spends most of his time here at this shameful reminder of a time when the villagers thought they could control what (or whom) was culled each year.
4. **Storage Houses:** Warehouses, protected from the heat and humidity, hold harvested goods ready for trade and sale. With the village's incredible bounty, the storage houses are normally full to bursting.
5. **Honey Haven:** This gnome-run tavern and brewery caters to visitors to the village and offers a fine selection of mead. Honey Haven offers no food or accommodation; locals also frequent the tavern and it is frequently busy.
6. **Bailiff's Office:** Ostensibly the village bailiff, Barth Poul, works here but this office is usually unoccupied. He is rarely troubled by crime—those who commit crimes in the village invariably suffer the consequence of their actions when they leave Edgewood. He is responsible, though, for cleaning up and burying the attacks remains so travellers are not put off visiting the village.
7. **Mayor's Hall:** Velendra Arrisse has her offices here, but she usually wanders about the village and along the forest's bounds. The half-elf does not enjoy being confined inside and so is rarely here.
8. **Festival Grounds:** Here, brightly decorated stalls stand around a small tournament ground. A previous mayor decided to celebrate Edgewood's prosperity and commissioned the building of this area, which hosts major festivals after harvests which see the population of the village increase as travellers arrive to buy the village's bountiful wares. Otherwise, the festival grounds remain empty.
9. **Beehives:** Pasmari Clee oversees her beekeepers as they tend a dozen hives; the workers render the bees relatively docile before collecting their honey. The bees have been thriving of late, and Pasmari plans to soon establish a 13th hive.



LIFE IN EDGEWOOD

Edgewood's citizens have a mixed view of living in the village. For most of the year, they work hard to grow their crops, and they are rewarded with exceptional yields every year. The cost of that prosperity comes with the culling of at least one of their neighbours (or family members) each year, usually in a particularly brutal fashion. The residents have grown accustomed to the annual culling and accept their fate, which may seem odd to visitors, especially adventurers looking to right an apparent wrong. Obviously, no outsider has succeeded in lifting the curse afflicting Edgewood. The fallen ex-paladin, Cleauregard (LN male human ex-paladin 4), provides an object lesson for those who persist in the attempt. Nearly every villager enjoys the blessings they have and tries not to think about whether they will be the curse's next victim. After all, life elsewhere is hard and can be brutally short.

TRADE & INDUSTRY

The produce and honey from Edgewood is unparalleled in quality, and the village's reputation has built a sizeable amount of trade. The village swells to five times its population when it hosts a market festival, and the gold flows into every resident's pocket during the market. This has granted the inhabitants a high standard of living, and no one lives in poverty. Illness and injury are rare in Edgewood, but those suffering from either still find work to do and quickly recover from their ailments.

During the offseason, Edgewood hosts visitors who have heard about the remarkable dishes prepared by Quinna Poul at the Edgewood Inn, or the mead available at Honey Haven.

As the last settlement before the Shadetimber Forest, Edgewood sees more than its share of adventurers who seek glory in battle against the mighty creatures rumoured to stalk the forest. It is a rare week which does not see a band or two of adventurers resting in the Edgewood Inn.

LAW & ORDER

Barth Poul (location 6) constitutes the entirety of the "law" in Edgewood. He keeps an eye out for potential troublemakers, so he can warn them off any nefarious ideas they might have. Most of the time, outsiders heed his warnings about "the village taking care of its own." Those who commit crimes against residents suffer no immediate sanction and often believe they have gotten away with it. Such folk get a rude awakening when they leave the village. Then they are beset by wild animals, swarms of insects and the like who do not stop until the transgressor lies dead. Barth is responsible for cleaning up the grizzly remains of these savage animal attacks so they do not frighten off future visitors. At least once during or after a festival, he has to bury some unrecognisable corpse found the village.

VILLAGE DRESSING

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

D20 DRESSING/EVENT

1	Dark clouds build on the horizon, creating a tense feeling among the villagers; the clouds then dissipate, to the obvious relief of the residents.
2	A man the PCs met earlier comes to the village carrying a dead companion. He claims millions of ants poured out of the ground and covered his friend.
3	Nim approaches the PCs and regales them about his theories on the culling before Velendra embarrassedly attempts to pull him away.
4	Bees suddenly leave the hives to the south of the village en masse; some swarm through the village.
5	If the PCs plan to enter Shadetimber Forest, Cleauregard implores them to take him with them.
6	The PCs arrive during a festival, during which, a massive thunderstorm strikes, sending the villagers into a panic.
7	Three children taunt a younger boy, claiming the boy will be the culling's next target.
8	A mirror cracks and shatters when a PC passes it. The owner sheepishly apologises and ducks away.
9	A loud crack portends a mighty fir tree falling at the village's border.
10	A hunter carries a mighty stag slung over her shoulders. Children surround her and pepper her with questions.
11	A man runs east out of Edgewood, while Barth Poul chases him, yelling, "I implore you to stop!" The man crosses the village's border, slows down and grins while catching his breath. In moments, a horse speeds toward him and kicks him in the head, instantly killing him.
12	A loud roar sounds from deep within the forest.
13	A mischief of rats races toward the storage building containing grain. One by one, the rats drop dead just before reaching the building.
14	The smell of freshly smoked fish drifts from Edgewood Inn.
15	A crow lands near the PCs. If the PCs pay attention to it, the crow seems to croak, "Beware. The culling is coming."
16	A man and a woman carry full crates through Edgewood.
17	A black cat hisses at the adventurers' approach.
18	A visitor to Edgewood intently looks toward the Shadetimber. She starts if someone approaches her.
19	Children laugh and splash about in the stream to the village's north.
20	All the village's dogs howl in unison.

THE SURROUNDING LOCALITY

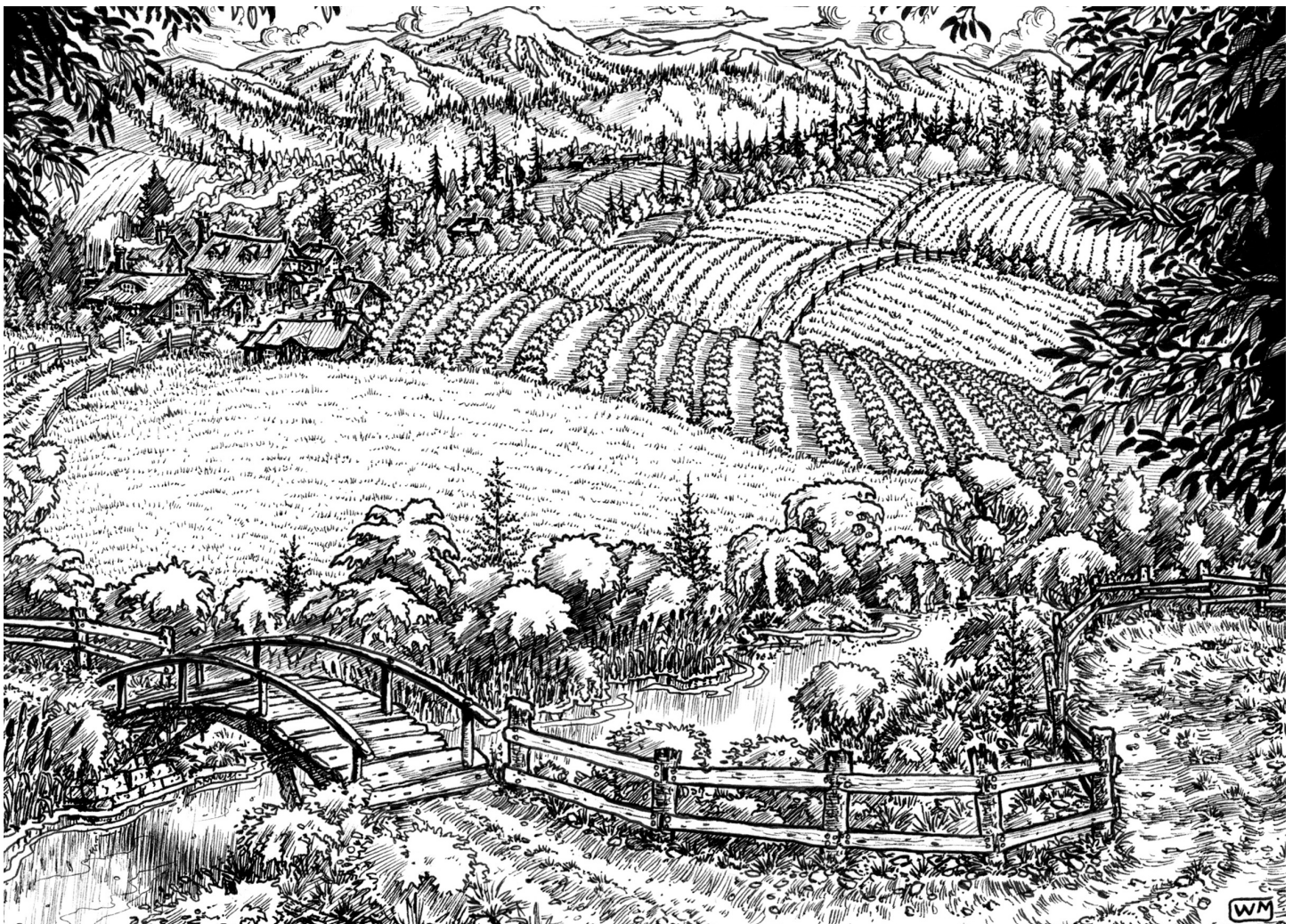
Edgewood's major neighbouring feature is the Shadetimber Forest. The villagers cut down the trees bordering the village, but try not to log its inner reaches, owing mostly to superstitions connecting the forest to the culling. The nearby forest is serene, home to game animals and fruit- and nut-bearing trees. One must travel deeper into the woods to find any immediate danger, and the Shadetimber provides plenty. Adventurers who have passed through the forest and stopped in Edgewood reported giant spiders with mandibles powerful enough to decapitate a person, shambling mounds and hellish wolves that effortlessly stalk through the undergrowth. These adventurers also talk about a race of gentle forest giants, who sometimes help explorers survive the horrors of the deep forest, and mighty treants who stand as guardians of ancient groves. The forest is home to faerie circles, but no one has spoken of encounters with the fey. Dilapidated huts also dot the forest, and rumours speak of witches and hags inhabiting the decrepit buildings waiting for their next meals to blunder by.

A lake deep within the Shadetimber Forest is the source of the stream wending its way out of the forest to the north of the village. It flows another eight miles before abruptly ending at a ruined

village. Salmon, trout and other freshwater fish supplement the game animals hunted by the villagers. The stream never runs dry and never overruns its banks, at least where it borders the village. The cool water provides a respite from the summer heat, and many village children play in the stream during the hotter months.

The land to Edgewood's east and south is primarily open plains. Forlorn ruins of villages and towns sparsely fill the plains. Many of these nearby locations fell to plagues, battles and pillaging by bandits, orcs and various other foul creatures. Against all odds, Edgewood remains untouched by the depredations that destroyed the nearby villages. Refugees from these devastated settlements bolster Edgewood's population, as they ignore the villagers' warnings—they reason a small chance of dying once a year is better than a near certain death from the elements or the creatures that destroyed their former homes.

The nearest inhabited settlement is the village of Idyll, twelve miles from Edgewood. No villagers, and very few visitors, have been to Idyll. Those who speak of the nearby village proclaim it a strange place populated by odd folk.



NOTABLE LOCATIONS IN EDGEWOOD

1: EDGEWOOD INN

An obvious sign of Edgewood's modest wealth, Edgewood Inn boasts two storeys of luxury accommodations. Owner Quinna Poul (CG female half-orc), who also serves as the inn's cook, and a staff of five run the inn, which sees hundreds of visitors a year. Since the inn provides the last vestige of civilisation for those entering Shadetimber Forest (or the first welcome sight of civilisation for those emerging from the forest), Quinna sees it as a sacred duty to offer a welcoming atmosphere for guests. Edgewood has a surplus of supplies beyond those earmarked for sale or trade, allowing the half-orc to pick the freshest fruits, vegetables and fish, as well as the best cuts of meat. Quinna has become renowned for the meals she prepares for guests. The villagers appreciate the dishes Quinna makes, so the common room often hosts a mix of locals and travellers.

- **Food & Drink:** Meal (fish or venison, bread and honey) 4 sp, weak mead 5 cp, wine (pitcher) 3 sp.
- **Accommodation:** Two-bed chamber 10 sp; four-bed chamber 20 sp; common room 2 sp.

THE NIGHT OF TERROR AT THE INN

As a tell-tale warning, a massive storm always precedes the Night of Terror, cueing the villagers to leave the inn. Prior to an incident 44 years ago, many villagers reasoned the attacks did not target Edgewood's visitors, so the inn would make a safe place. A horrific mauling by a pack of wolves, during which three guests perished in an unsuccessful attempt to defend the wolves' target, put that

THE NIGHT OF TERROR

Every year, the Night of Terror sees several (normally between one and three) of Edgewood's villagers (and occasionally visitors trying to defend the village) brutally murdered in strange and horrible ways the denizens of the nearby Shadetimber forest. The locals call this practise "the Culling".

The Night of Terror does not fall on a set night every year—instead it occurs at seemingly random intervals. Bad weather and thunderstorms presage the Night of Terror and the villagers have—perhaps—an understandable and unhealthy obsession with the weather. The arrival of heavy clouds and strong winds sees many villagers rushing to get inside and lock their doors—in the hopes the Culling will pass them by. Others are fatalistic about the chances of their succumbing during the Night of Terror—as except for this annual event their lives are relatively easy and comfortable.

Adventurers have previously attempted to protect the village from the Night of Terror, but the villagers have come to believe that such interventions normally make things worse—they point at the fallen paladin Cleauregard's various attempts to save the village as evidence of this fact.

theory to rest. The village took a brief hit in reputation, and an unanimous vote among the inhabitants decreed the inn off-limits during future attacks. When major storms strike, the locals, including the inn's staff, make various excuses and immediately depart, leaving Quinna to watch over the inn. She realises this provides no guarantee of her safety.

Nim (CN male halfling) spends most of his time at the inn. Since many of the villagers have grown weary of his tall tales, he tries to share them with Edgewood's visitors. He likes to impart his theories regarding the reason for the annual culling. While he is happy to freely disclose his theories, he tries to finagle a free drink or a meal in exchange. Quinna or her staff try to watch interactions between the halfling and guests to ensure Nim doesn't pester visitors, and escort him out of the inn if he seems to be causing trouble.

2: ETERNAL LOVERS

A pair of gnarled oak trees stands 100 feet from Edgewood Inn. The trees stood apart from one another until shortly after the first settlers founded Edgewood. By the end of the first year, the boughs had begun intertwining. The trees gradually formed a shaded archway. Surprisingly, the trees grow together without one out-competing the other. This harmonic growth prompted villagers to believe the tree spirits gave their blessing to Edgewood's founding. Now, considering the many deaths over the past few decades, a few jaded villagers see the trees as a cruel representation of their fates interlocked with that of the village.

EDGEWOOD'S WOES

The cause for Edgewood's yearly culling is left purposely vague, allowing a GM to determine the reason and perhaps a way for the PCs to fix the problem. The four examples below provide possible answers to the mystery of Edgewood's annual woes.

- One of Edgewood's founders murdered another, and the victim laid a curse on the village that will only end when the last of the murderer's descendants, as well as all the descendants of the murderer's co-conspirators, dies.
- A malign otherworldly entity turns its attentions to Edgewood every year in pursuit of some unknowable plot. The selection of victims appears random, but it actually follows a disturbing pattern.
- A bizarre cosmic wager between an angel and a demon holds Edgewood as the prize. If all the villagers flee, the demon can use the abandoned village as a beachhead for its armies. The angel ensures the village thrives for most of the year but allows the demon to slaughter no more than three villagers a year.
- Edgewood rests on a malfunctioning portal to the primal realm of the fey. At a random time during the year, the portal opens, allowing evil fey to wreak havoc on the village.

This connotation does not prevent wedding ceremonies under the oaks' boughs, where the married couple passes through the archway to signify passing into a new life that combines both partners' strengths. Pasmari Clee (N female gnome druid 7), or one of her followers, tends the trees at least once a day.

3: SACRIFICE SQUARE

When the attacks first occurred during one of the solstices, the villagers attempted to assuage whatever power held the people of Edgewood in its grip. Their leaders designated a small section of the village bordering the forest as an offering place. They set aside their best fruits, vegetables and livestock as sacrifices to the creatures that swept through the village. Year after year, these offerings were ignored as the attackers took their due.

As the villagers grew more desperate to establish control over who got taken, they eventually decided to hold a lottery to choose

CLEAUREGARD

LN male human ex-paladin 4

This unshaven, dark-haired man wears a longsword strapped to his back. He wears the remnants of a suit of plate mail and a tarnished holy symbol.

Mannerisms: Cleauregard speaks intensely about any subject, as if everything he says carries the utmost importance. He constantly rubs at the stubble on his face and looks irritated when he feels the scratchy hair.

Personality: Cleauregard is still intent on discovering and removing the curse afflicting Edgewood, but he is certain it is a task doomed to failure. However, if he meets a group of capable and well-meaning adventurers, he becomes excited at the prospect of outsiders who might be able to finish the job he started. He humbly requests to help them break the curse, figuring he must keep away from the hubris that brought about his downfall despite his desperation to regain his holy status.

Background: The now ex-paladin arrived in Edgewood two years ago in response to rumours of a malevolent force taking the lives of the inhabitants. He overconfidently assumed he would stop the random deaths and defeat the fiend behind them. He failed in his first mission when a band of hill giants strode into Edgewood and knocked him unconscious before tearing their victims limb from limb. He was heartened when he discovered a lingering evil presence that seemed to guide the giants, and he redoubled his efforts to find and destroy the creature responsible. He failed in that task as well, but his efforts apparently drew the attention of the force he sought to defeat. The following year's attack saw Cleauregard turn into a werewolf and kill three villagers. This action, combined with the former paladin's questioning his deity, caused him to lose his paladinhood. The villagers quickly forgave him, as they knew it was the village's curse that was responsible for his one-time transformation, but he has not forgiven himself, and he spends his time brooding in the square.

the sacrifice from the village. A flock of starlings pecked the unlucky selectee the first year, and the residents were satisfied they had gained control over their fates. However, in subsequent years the chosen victim went unharmed, while others lost their lives. The square still stands as a monument to Edgewood's folly, and it remained empty until Cleauregard's fall from grace. Now, the fallen paladin can be encountered here most days.

4: STORAGE HOUSES

With the incredible bounty provided by the crops grown around Edgewood, the villagers had the not quite earth-shattering problem of properly storing goods they traded and sold to other settlements.

Another odd beneficence of Edgewood comes in the form of a lack of vermin—except for the rat and spider swarms that occasionally kill the year's victims. This means the produce need only be protected from spoilage. The storage houses sit in shaded areas in the village centre and several workers inspect the produce for signs of rot.

5: HONEY HAVEN

Glennon and Mari Clee (CG gnome) decided to follow in their older sister's footsteps and make their living from honey. Rather than raise bees, they use honey to craft superb mead, which they sell exclusively at the tavern they built up around the brewery. Locals and visitors alike enjoy sampling the mead, and the Honey Haven has drawn people away from the Edgewood Inn, starting a friendly rivalry between the Clee siblings and Quinna Poul. Quinna's husband, Barth (the village bailiff, location 6), has begun spending more time here than at her inn, which has intensified the rivalry.

- **Food & Drink:** Mead (cup) 1 sp, mead (pitcher) 5 sp.

PASMARI CLEE

N female gnome druid 7

This female gnome stands just under three feet tall. She has coloured her hair so it has alternating yellow and black stripes, making it difficult to tell which, if any, is her hair's natural hue. She wears all-encompassing white clothes and carries a veiled beekeeper's hat.

Mannerisms: Pasmari speaks quickly, almost buzzing when she does. She can't stand in one place for long and fidgets, or busies herself with various chores, during conversation.

Personality: The gnome is proud of her bees and talks about them as if they were her children. She welcomes visitors to the beehives and has a couple of protective outfits for those who arrive to view her bees. Her main concern is her bees, so she becomes defensive if she notices someone provoking them.

Background: Pasmari's mother took over the beekeeping business from her mother, and Pasmari has done likewise. She takes beekeeping seriously and works to grow her colonies.

6: BAILIFF'S OFFICE

One of a pair of virtually unoccupied buildings, this office is run by Barth Poul (N middle-aged male human fighter 3), who took the bailiff's job a month ago when the previous bailiff decided to return to farming.

7: MAYOR'S HALL

The other office building that sees very little business, the mayor's hall sits across the road from the bailiff's office. Mayor Velendra Arrisse (NG female half-elf) took the office five years ago after winning the latest election, and she has two years left in her term. While the total of seven years is a relatively small amount of time for the half-elf, she has not really had a chance to become bored with the job. However, she does not enjoy the confines of her offices and has decided to spend most of her time in the village or forest. She claims she has a better feel for the villagers' needs by getting out and about. Most business in the village is handled at Edgewood Inn or on the festival grounds when the people of Edgewood sell their wares, so Mayor Arrisse has very few visitors in the mayor's hall.

8: FESTIVAL GROUNDS

This brightly decorated field holds stalls and a small tournament space; all stand empty for most of the year.

Shortly after a harvest, which has never failed to yield a cornucopia of goods, the villagers open up the festival grounds for their own celebrations and to host the many buyers who come to Edgewood. While a Night of Terror has not happened during a festival week, the villagers are too wary to assume an on-going festival will stave off further attacks.



9: BEEHIVES

Large honeybees inhabit a dozen artificial hives, most of which were constructed by Pasmarié Cleé's grandmother. The bees produce an exceptionally sweet honey, and the gnome and her workers, nature clerics and druids of varying levels, keep the bees docile and prevent visitors from disturbing the hives. The bees produce copious amounts of honey, so Pasmarié shares the bounty with her siblings at the Honey Haven. She also sells honey to the Edgewood Inn at a greatly reduced rate.

The bees have been thriving under Pasmarié's care, greatly increasing in population, so the gnome is considering building a 13th hive.

BARTH POUL

N middle-aged male human fighter 3

This tall man would appear taller were it not for his stooped posture. He has blue eyes and his grey has almost overtaken his brown hair. He wears simple clothing adorned with a star denoting his station as the law.

Mannerisms: Barth smiles readily when conversing with others. He quickly offers to help anyone who seems to be struggling with something.

Personality: An easy-going person, Barth enjoys the mostly quiet job he has as bailiff. Like many, he has accepted the strange culling as a price the village pays for its prosperity. He has witnessed the bizarre demise of a couple of visitors, so he tries hard to impress upon newcomers the importance of respecting the village and its people. He doesn't offer any information about the village's situation but speaks about it if someone asks him a direct question.

Background: Barth is in his mid-50s and has lived in Edgewood all his life. He has been married to Quinna for nearly 30 years and has helped her with the inn owned by her family since marrying her. When the post of bailiff became vacant, Barth's wife convinced him to take the post, and, as anyone can fill the unelected, voluntary position, he thought he would give it a go. He wanted to get away from the inn's hustle and bustle, anyway and reckoned a "boring" job would be a nice change.

Since taking the position, Barth has stopped one fight and had to intervene when a group of travellers got rowdy and began to destroy Edgewood Inn's furniture. Other than the occasional disturbance brought about by a villager's inebriation, Edgewood is crime-free. Barth's job is to maintain the peace among visitors, which he does for their protection more than the residents'. As if the capricious entity that controls the inhabitants' lives has a jealous streak, any outsider who harms someone in the village meets with a twisted punishment (the last being a thief who stabbed his victim and ran afoul of a virtual tidal wave of rabid badgers after fleeing to the forest).

OGL V1.0A

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