

RAGING SWAN PRESS

VILLAGE BACKDROP: FULHURST MOORS 2.0





YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

VILLAGE BACKDROP: FULHURST MOORS 2.0

In the dreary village of Fulhurst Moors, most residents spend their days cutting peat from the nearby bogs or tending flocks of rugged sheep on the moor. When night falls, the villagers huddle in their homes or gather inside the solid stone walls of the Bell and Whistles. Here they trade stories of the latest gruesome misfortunes to befall those foolish enough to venture out onto the moor after sunset or unfortunate enough to be caught by sudden fog or rain while working in the bogs.

The local priest has been driven close to madness by his inability to provide solace to his congregation, and the mayor and constable become increasingly concerned as a growing number of villagers drown their fears in moonshine whiskey. The fearful atmosphere is well deserved, for ancient beings of malice and cruelty haunt the mists beyond the village. And they have struck a terrible bargain with someone inside Fulhurst Moors.

CREDITS

Design: Jeff Gomez and Jacob Trier

Development: Creighton Broadhurst

Art: William McAusland, Dean Spencer and Jeff Ward. Some artwork copyright William McAusland, used with permission.

Cartography: Tommi Salama

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2020.

CONTENTS

Credits	1
Contents	1
Fulhurst Moors At A Glance	2
Village Lore	2
Villagers	2
Whispers & Rumours	2
Notable Locations at a Glance	3
Notable Folk	3
Life in Fulhurst Moors	4
Trade & Industry	4
Law & Order	4
Customs & Traditions	4
Village Dressing	4
The Surrounding Locality	5
Climate & Weather	5
Ancient Ruins	5
Notable Locations	6
1: Brackenridge Mercantile	6
2: Eliza Reede's Hut	6
3: Grefford Hinks' house	6
4: Mayor Meriweather's home	6
5: Temple of the Fathers	7
6: The Bell and Whistles	7
7: Village Hall	7
8: Wizard's Tower	8
9: Yake Hadley's Hut	8
Fulhurst's Misfortunes	8
OGL V1.0A	9

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit
patreon.com/ragingswanpress



OSR

FULHURST MOORS AT A GLANCE

Ruler: Minerva Meriweather

Government: Autocracy

Population: 140 (127 humans, 6 dwarves, 2 half-elves, 3 half-orcs, 2 halflings)

Alignments: LN, LG, NG, N, CN, NE

Languages: Common

Resources & Industry: Sheep farming, peat cutting

The windswept moorland around Fulhurst Moors was once a lush forest. Savage clans lived here and sacrificed captives and slaves in the bogs below the hills, where the waters of the Blackraven Creek cut through the acidic valley soil.

The sacrifices attracted strings of will-o'-wisps, who fed eagerly on their dying victims' fears. The tribes began to see the wisps as woodland spirits, ancestor ghosts who must be placated for luck in the next raid. The clansmen built cairns, lit ritualistic forest fires and increased their reaving.

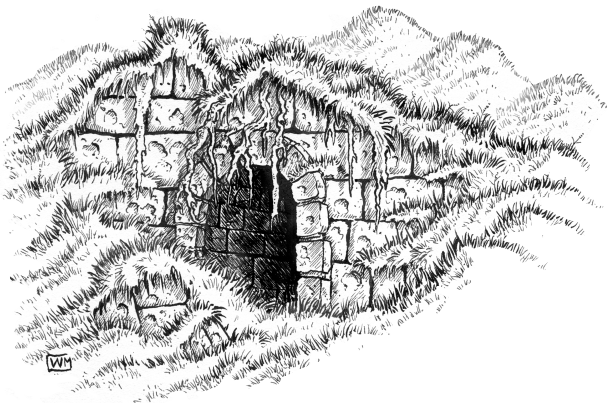
The more the clansmen pillaged and sacrificed, the hungrier the will-o'-wisps became. As the tribes cut down trees for timber and firewood, the rain washed the nutrients from the exposed soil. Wisps and kelpies sucked the life out of the underbrush. Desolate moor replaced the forest, the clans migrated elsewhere, and the wisps starved.

Centuries passed in silence until a caravan of military deserters settled beside Blackraven Creek. They built solid stone houses, raised flocks of rugged sheep on the moor and dug peat from the bog's brown waterlogged soil.

Life was hard, but far safer than the war they fled. The wisps and kelpies—shapeshifting bog spirits—were diminished from years of human abandonment. Fulhurstians kept their fires bright and their ale strong. Traditions became holidays. Chance encounters became trade routes. And taboos became laws.

For decades, the most dangerous things in Fulhurst were the rare kelpie encounters, errant will-o'-wisps and a deep-seated addiction to hard liquor.

Six years ago, the wizard Kelurn Tinddar settled in the village. Seeking ancient artefacts buried in the sacrificial sites, he struck a terrible pact with the will-o'-wisps still haunting the bog: in return for the locations of ancient sacrificial sites, he began arranging deadly accidents and ambushes to both foster an atmosphere of fear in the village and provide the will-o'-wisps with fresh victims.



The effects of this terrible, secret compact are easily apparent to anyone visiting Fulhurst Moors. The anxiety is palpable, and only a handful of villagers are bold enough to move about as they please. The rest huddle behind their stone walls and speculate who will be the next to meet their doom upon the moor.

VILLAGE LORE

A character may know something about Fulhurst Moors, its history and surrounds. Determine how knowledgeable the characters are and then impart some (or all) of the information below:

- The land around Fulhurst Moors is useless for raising crops. The locals graze sheep in the hills and cut peat in the bog.
- Something sinister lurks near the village. Both locals and travellers have disappeared or turned up dead.
- The bog where the villagers cut peat is rumoured to hold the remains of ancient sacrificial sites.

VILLAGERS

Appearance: Mainly of short and stocky build, most villagers have thick auburn hair and grey eyes. The peat cutters usually emit a persistent waterlogged odour.

Dress: The shepherds of Fulhurst Moors favour sheepskin vests and grey woollen cloaks, while the peat cutters wear long oilskin trousers, rugged shirts, wide brimmed hats and solid boots.

Nomenclature: *male* Eruc, Garel, Huine, Kalet, Worric; *female* Ashina, Dedra, Kalen, Lyeisse, Therdra; *family* Beynet, Drackir, Kalsard, Thaelm, Wyerran.

WHISPERS & RUMOURS

While in Fulhurst Moors, a character may hear one or more rumours. The character 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 character learns.

D6 RUMOUR	
1	Old man Grefford hides a whiskey still somewhere on the moor.
2	A local youngster was found dead in the bog, covered with burns as if he had been struck by lightning.
3	The parents of the adopted halfling twins Aisha and Heather Brackenridge suffered a horrible fate while travelling to the village.
4*	The misfortunes plaguing the village are caused by the spirits of the ancient dead, who are angry the peat cutting has disturbed their burial sites.
5	If you know what to look for, you can see signs of long abandoned settlements on the moor.
6*	When Eliza Reede goes off to gather ingredients for her potions, she sometimes turns into a crow or fox.

*False Rumour

NOTABLE LOCATIONS AT A GLANCE

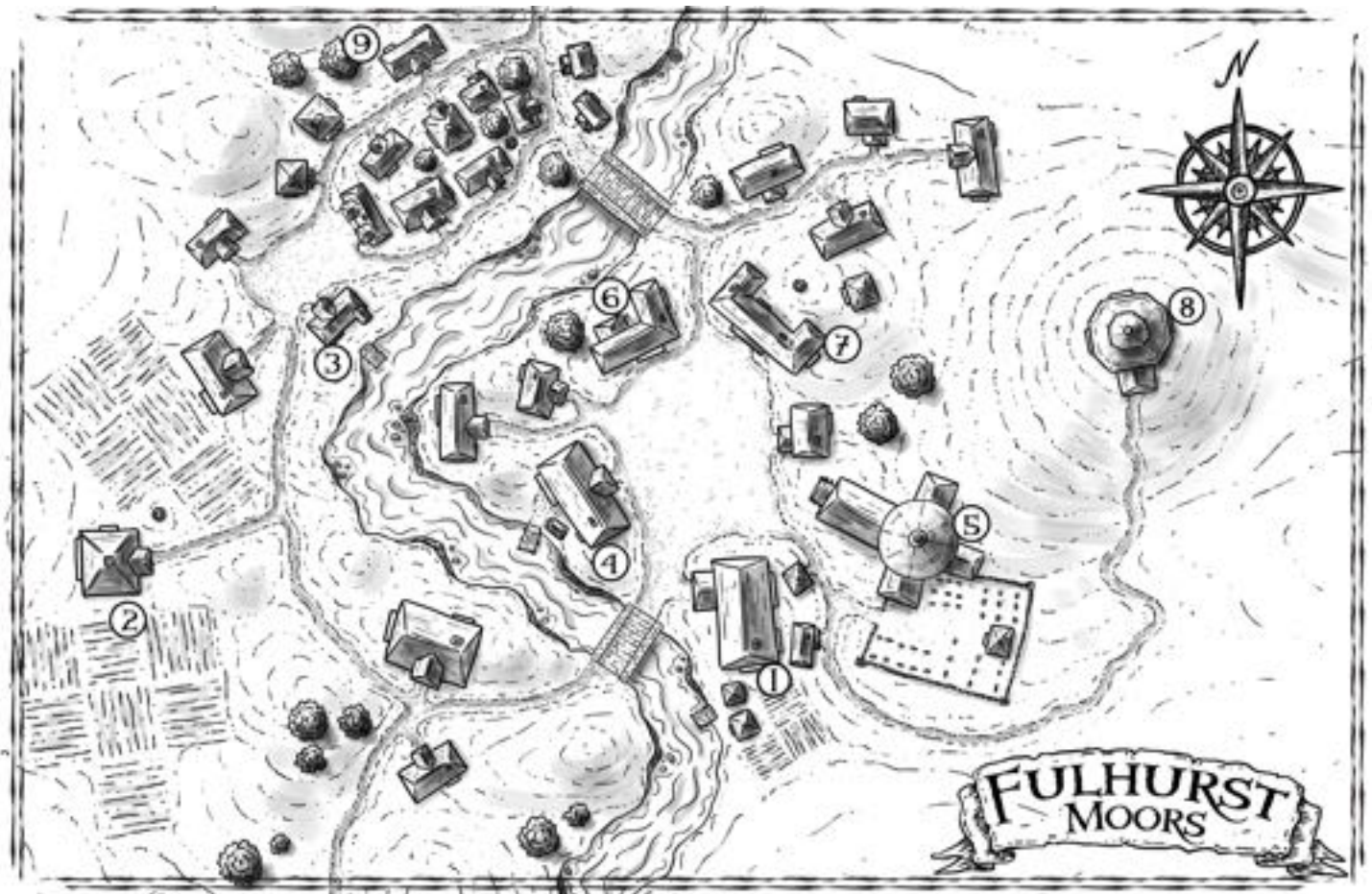
Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Brackenridge Mercantile:** Aisha Brackenridge and her wife Heather run this well-stocked general store.
2. **Eliza Reede's Hut:** From her modest hut, Eliza Reede offers potions and remedies to her neighbours.
3. **Grefford Hinks's House:** Thirsty villagers know to call on Grefford for a jug of moonshine.
4. **Mayor Meriweather's Home:** This large stone house is home to Mayor Minerva Meriweather and her husband Darinn.
5. **Temple of the Fathers:** The local temple is often half-empty even during services these days, much to the chagrin of chaplain Esmond.
6. **The Bell and Whistles:** Despite the mayor having banned strong alcohol, the tavern is full almost every night.
7. **Village Hall:** The village hall functions as a meeting hall, courthouse and jail. The constable, Devyn Matson, lives here.
8. **Wizard's Tower:** Here dwells the wizard Kelurn.
9. **Yake Hadley's Hut:** This rotten dwelling is home to the inbred Hadley family.

NOTABLE FOLK

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

1. **Aisha Brackenridge** (location 1; NG female half-elf) finds her neighbours' anxious prattling irksome. She is the feisty and independent proprietor of the general store.
2. **Bulgrim Graycairn** (location 6; N male dwarf fighter 3) proudly owns the Bell and Whistles and is as solid as its walls.
3. **Devyn Matson** (location 7; LN male human fighter 3) takes his duties as constable seriously.
4. **Eliza Reede** (location 2; N female human cleric 4) brews potions, delivers babies and cures minor ailments. She is practical and pragmatic.
5. **Esmond Wynne** (location 5; LG male human cleric 5) tends to the spiritual needs of Fulhurst Moors, and is plagued by his inability to console his congregation.
6. **Grefford Hinks** (location 3; CN male old human thief 2) distils moonshine whiskey and hates authority.
7. **Kelurn Tinddar** (location 8; NE male human wizard [necromancer] 6) hides a dark secret beneath his chubby stature and well-respected position in the village.
8. **Minerva Meriweather** (location 4; LN female middle-aged human) leads the village as its mayor (and has done so for a decade). She is also a prosperous wool merchant.



LIFE IN FULHURST MOORS

While life in Fulhurst Moors has always been rough, recent events have turned the mood dangerously sour. Most villagers have little to fill their evenings except drinking and retelling the latest horror stories. In response to several incidents of public drunkenness, Mayor Meriweather has outlawed the consumption of strong alcohol in the village.

TRADE & INDUSTRY

Most villagers either raise sheep on the moors or cut peat in the bogs. While most of the peat is used locally for fuel some, along with the wool Mayor Meriweather buys from local sheep farmers, is exported to nearby settlements.

Bleakflat to the north imports a great deal of peat, though its pale villagers refuse any other goods. South along the river, the swampy Aldwater asks for more and more mutton as their own food sources dwindle. Goods also travel along a winding trade route to the south-west to other local towns and villages.

LAW & ORDER

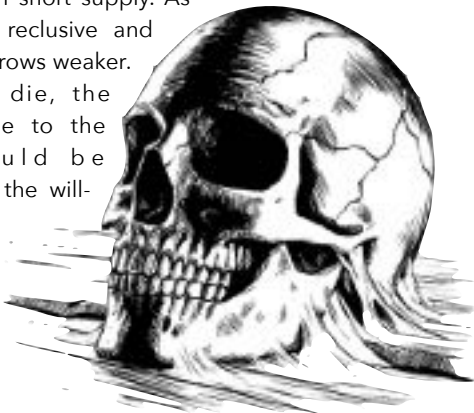
Fulhurst Moors has no official charter or legal system, but it does maintain a one-man police force. Devyn Matson has diligently upheld the peace ever since he was appointed constable five years ago. He dutifully investigates any deaths or suspicious incidents, but when it comes to the trouble caused by Kelurn Tinddar and the will-o'-wisps, he is woefully out of his depth. He spends more time dealing with the symptoms of the fear gripping the village than uncovering the problem's source.

CUSTOMS & TRADITIONS

The Fulhurst Flame is in many ways the soul of the village. This eternal bonfire is kept alight by hand—no shovel or poker is permitted to tend it. Villagers with peat are expected to throw a handful into the flames whenever they pass by.

The Flame represents safety, community and hospitality all in one, and many holidays take place in its warmth. During the longest night of winter, villagers gathers around, drink hard alcohol and tell tales of the warm summer. On the summer solstice, the villagers sombrely reflect on the winter to come.

However, the Flame is guttering. Safety, community and hospitality are all in short supply. As the village grows reclusive and fearful, the Flame grows weaker. Should the fire die, the emotional damage to the villagers would be catastrophic. Thus, the will-o'-wisps lurking in the surrounds eagerly await the day the Fulhurst flame dies.



VILLAGE DRESSING

Use this table to generate the minor sights and sounds the characters experience as they move about Fulhurst Moors.

D20 DRESSING/EVENT	
1	One of the villagers is passed out drunk in the middle of the market square. After a couple of minutes, Constable Devyn Matson arrives to haul the drunkard away to sleep it off in a jail cell.
2	A violent thunderstorm rolls over the village, followed by severe rain. Blackraven Creek is overflowing, threatening to flood large parts of the village.
3	Some of the peat cutters swear they spotted a man shambling through the bogs, moving like a sleepwalker and not responding to their calls.
4	Several sheep are found slain, savaged in the night by an unknown predator.
5	Peat cutters return from the bog with a large rune-covered bronze disc. Mayor Meriweather insists they hand it over to Kelurn Tinddar for further examination.
6	Mayor Meriweather discreetly approaches the party, promising a substantial award if they can find Grefford Hinks' moonshine.
7	A group of older men sit on stones around the Fulhurst Flame, complaining about the unseasonable weather.
8	The characters return to their sleeping area to find a ceramic jug of Hinks' whiskey wrapped in a wool bow.
9	The grasses in Blackraven Creek seem to form the outline of a leaping horse, but the illusion disappears on closer inspection.
10	Strange blue lights on the moors beckon the party closer.
11	A dismal light rain circles the village for days. The normally empty streets become even emptier.
12	A small caravan from nearby Aldwater arrives to meet the Mayor. They beg her for food she cannot provide.
13	A pale man walks out of the north to meet Kelurn Tinddar. Villagers whisper this visitor is Bleakflat's enigmatic mayor.
14	An ancient tattooed skull floats down Blackraven Creek.
15	Eliza Reede's sister and her husband arrive in the village with the intention of settling down.
16	Yake Hadley staggers home drunk. On the way, he spits into the Fulhurst Flame.
17	A small caravan of traders arrives to buy Mayor Meriweather's wool.
18	Two children return from the moors with handfuls of bronze daggers. They found them in a "big earth hill."
19	Eliza Reed hurries to a stone hut to help a friend through childbirth. Both mother and child barely survive.
20	An unseasonable snow falls in the night, freezing Blackraven Creek.

THE SURROUNDING LOCALITY

Fulhurst Moors sits in a vast, acidic moor. Withered shrubs and brushes dot the landscape, divided by stagnant green streams. Every mile or so, an ancient tree of unbelievable size bursts from the depleted ground. These gnarled sentinels, carved by the clansmen and individually named by the village, act as guideposts to those lost upon the plateau.

The village sits at the bottom of a wide valley, not far from the original clansmen's settlement. Steams and waterways converge in the Blackraven Creek, which runs south another fifty miles into the Deepmire Marshes and to the village of Aldwater. While an excellent landmark, the Creek is not wide enough for barges or commerce. All trade must be done on foot, across poorly marked trails and muddy paths.

Food and resources are available to the clever. Frogs and fish swim the mires, while rabbits and snakes slink through the underbrush. There is no metal and little clay here, but hard stone and obsidian litter the landscape. Many villagers carry obsidian knives for food and protection.

But the land is home for the people who live here. Though desecrated and depleted from centuries of overuse, haunted by wisps and infested with kelpies, Fulhurst Moors is still home to its dismal folk.

CLIMATE & WEATHER

To the north, the land rises and freezes. Bitter winds blow down from the village of Bleakflat and the nearby Bleakwoods. Would-be traders must find their way through trackless moorland if they wish to trade with the pale people here (though they have little to offer of value). The summer days are humid and unbearable. The winter nights are freezing cold. At all times, heavy fogs can snare even the most adept survivalists. For the unprepared, the Fulhurst Moors are a death trap.

ANCIENT RUINS

Despite the fog and seeming uniformity of the bog, there is more to the land than meets the eye. Ancient cairns and ruins dot the landscape, echoes of a reaving people long forgotten. Innocuous mounds of earth hide burial sites teeming with ancient weaponry. Toppled boulders show signs of ritual sacrifice. A pile of rotten logs may actually be the last remains of a great hall, once filled with shouts and revelry.

And there is much to protect against. Fear-feeding will-o'-wisps dot the landscape, luring travellers to a watery doom. The kelpies take the form of horses or maids, and drown any who get too close to their home. Wolf packs come south from the Bleakflat and hunt unwary wanderers.



NOTABLE LOCATIONS

1: BRACKENRIDGE MERCANTILE

The bottom floor of this spacious stone two-storey building contains a well-stocked store. From here, the slender, red-haired Aisha Brackenridge (NG female half-elf) and her wife, the plump, apple-cheeked Heather Brackenridge (NG female human) keep the village supplied with tools, as well as foodstuffs and an assortment of sundries. The couple's adopted halfling twins, Kira and Merrick (NG young halfling), usually help out or run errands. The family lives above the shop.

Not originally a native of Fulhurst Moors, the temperamental Aisha sometimes gets irritated by the insular, rumourmongering and frightful disposition of the other villagers, but her good-natured wife usually has a calming effect on her. The pair adopted Kira and Merrick three years ago, after the children's parents were slain by one of Kellurn's traps.

With a good stock of metal tools, Brackenridge Mercantile serves as the one true conduit to the outside world. Aisha maintains regular trade with Bleakflat, Aldwater and other nearby villages, importing metals, glass and various other materials not available in the moors. This unique position makes her invaluable to the village, and she knows it. Aisha mulls a run for mayorship, but her outsider status makes this an uphill battle.

2: ELIZA REEDE'S HUT

This modest hut of stone and turf is not much to look at, but the interior is surprisingly tidy and clean. Fragrant bundles of dried herbs and plants hang from the rafters, and a neatly organised work area is set up next to the central fireplace, while a small sleeping area stands at the back behind a woven curtain.

Most villagers seek out Eliza (N female human cleric 4) when they suffer minor ailments, and she aids women of the village with childbirth and other fertility matters.

It is well known Eliza frequently wanders the moor alone, both by day and by night. While this is merely to seek out ingredients for her many potions and remedies, it is enough to make her neighbours' imagination run rampant.

Eliza does her best to dispel rumours of witchcraft and shamanism. She plays cards at the Bell and Whistles, tends to the Fulhurst Flame, and makes friends where she can. Even so, a magical reputation can be helpful at times, and she embraces her neighbours' superstitious ignorance when it suits her.

Eliza has encountered Kellurn on the moors several times, and is starting to suspect him. While she doesn't have anything definitive yet, she may confide in the characters and ask them to investigate him.

3: GREFFORD HINKS' HOUSE

In a simple stone house by the Blackraven Creek lives Old Man Grefford Hinks (CN male old human thief 2). Still remarkably spry for his advanced years, he can often be found working on his small skiff tethered to the wooden mooring behind his house or sat in the shade in front of his house, whittling a piece of wood.

Grefford is the last Hinks in Fulhurst, after a fever claimed his wife and son some thirty years ago. He credits alcohol with getting him through the nightmares, though it was really the love of his friends. Now, he spreads his liquid philosophy wherever he can, much to the chagrin of the mayor. He remains a wise-cracking, drunk old man even through these hard days.

Grefford has been distilling his own whiskey for decades, and has nothing but scorn for Mayor Meriweather's recent ban on hard liquor. Not a fan of authority at the best of times, Grefford feels it's a crime to deny a scared man a drink to calm his nerves. As such, he keeps selling his moonshine to the other villagers. Experienced at moving about unseen, he easily keeps the location of his still hidden from constable Devyn Matson.

4: MAYOR MERIWEATHER'S HOME

Inside this impressive two-storey manor house lives Minerva Meriweather (LN female middle-aged human) and her husband Darinn (N male human) along with a cook and a servant. The large house also serves as office and storage facility for the Meriweather's wool business.

Darinn Meriweather, a notorious womaniser with a meticulously groomed beard, is a full partner in the business. It is well known Minerva is mainly responsible for the Meriweather's prosperity. Minerva endures her husband's adultery with cool disregard. She has larger subjects to attend to than the love of fools. The feeling is mutual.

Minerva Meriweather is a tall and striking woman, her hair jet black despite her age. She is both shrewd and practical, and her superlative organisational skills have made her the obvious choice during the annual mayoral election. She has been the village's mayor for over a decade.

Meriweather's tenure as mayor had been uneventful until the recent misfortunes. She focused on maintaining the status quo and running her own wool business. Now, she is deeply troubled by the problems facing Fulhurst Moors, and even more troubled by her inability to rectify the situation. Meriweather's most controversial move, the prohibition of hard alcohol, was made in impotent desperation. Unfortunately, this new ordinance may cost Meriweather her job. The rule has proven spectacularly unpopular, and a handful of mayoral candidates promise to repeal it if they win the upcoming election.

OLD MAN HINKS' MOONSHINE

This golden malt whiskey has a sharp and peaty flavour. It is most often stored in dark brown clay jugs. The moonshine dull the drinkers' fears but it is potent in the extreme.

In addition to the normal affects of being tipsy, drunk or hammered every cup drunk beyond the first gives a +1 bonus to to saving throws against fear for 10 minutes.

Anyone drinking more than four cups within the span of an hour must make a saving throw against poison save for each additional cup drunk or be nauseated for one minute and then fell deeply sick for an hour per consumed cup.

5: TEMPLE OF THE FATHERS

The interior of the circular main area of the village temple is decorated with colourful paintings depicting scenes of prosperous trade and strong warriors and priests protecting the weak. Coloured panes of glass in the domed ceiling filter the sunlight, bathing the room in a golden glow.

An alcove in the north wall holds an altar dedicated to Conn (LN god of community, family and rulership), while the altar in the south alcove is dedicated to Darlen (LG god of law, order, justice and the sun).

Both Conn and Darlen are modified versions of the clansmen's gods, civilised for a less bloodthirsty time. Many Fulhurst myths and legends originate from these people. While the raiding and human sacrifice is glossed over, a sceptical visitor might notice this correlation in the subtleties of Esmond's weekly sermons.

A small cemetery stands behind the temple, surrounded by a low stone wall. Here, the soft earth contains the ashes of Fulhurst's fallen. The village practices cremation atop a peat fire lit by the Fulhurst Flame. In a land where the streams change course and the main industry requires digging, burial can result in some unfortunate surprises.

The village chaplain Esmond Wynne (LG male human cleric [Conn] 5) has a modest cell in the eastern section of the temple. Here he spends most of the time between the poorly-attended sermons praying for guidance. Esmond feels he has failed to protect and console the villagers, and is growing ever more desperate and depressed. Much to his shame, he has begun to sneak sips of the moonshine he so hates.

6: THE BELL AND WHISTLES

The cosy common room of the Bell and Whistles Tavern is a favourite gathering place for many villagers at day's end.

Bulgrim Graycairn (N male dwarf fighter 3), a stocky dwarf with a thick black beard arranged in seven distinctive braids, runs the tavern with the aid of his wife Grellun (N female dwarf) and their four daughters (N female young dwarf). While Grellun prepares her famous mutton and potato stew in the kitchen, Bulgrim serves tankards of dark ale from behind the bar.

Bulgrim retains his broad smile no matter the village's troubles, a skill he learned as an apprentice. While this has made him many friends, Bulgrim's optimism in the face of murders seems suspicious. Bulgrim is currently the top suspect on constable Devyn Matson's list.

Bulgrim is conflicted about the mayor's decision to ban strong alcohol. On the one hand, he is losing an increasing number of customers who prefer to sip moonshine whiskey elsewhere. On the other hand, the drinking brought a belligerent atmosphere to the tavern, and there are still plenty of folk who drop by to fill up on ale and gossip.

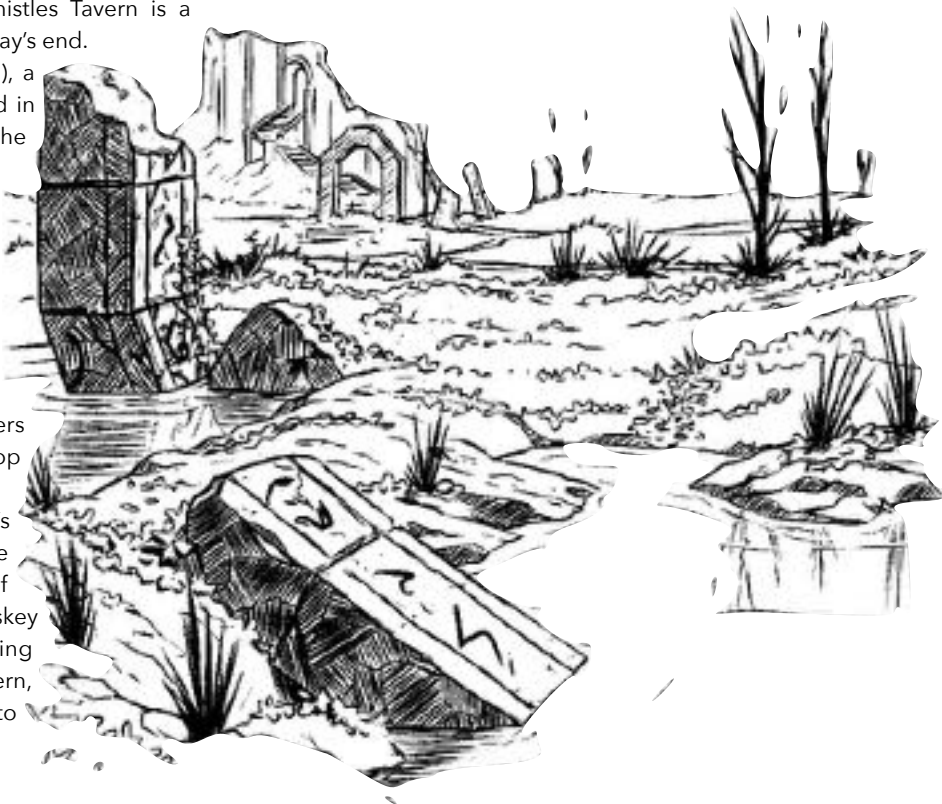
- **Food & Drink:** Meal ([burnt] mutton sausages, sheep cheese and beans) (2 sp), dark ale (6 cp), moonshine (8 cp).
- **Accommodation:** Two-bed chamber (4 sp); common room floor (2 sp).

7: VILLAGE HALL

Built in dark grey stone, the village hall functions as the courthouse, jail and gathering place for village meetings. Unless it is raining, most assemblies take place outside around the Fulhurst Flame. This eternally lit peat fire is Fulhurst's symbol of community and safety. It provides warmth and comfort, and sends up a plume of smoke that can be used to find the village when travellers and locals are far out on the moor.

Devyn Matson (LN male human fighter 3), the burly village constable, has a small apartment in one section of the hall, while another section holds three simple cells. Not overly bright, but dedicated and honest, Devyn frequently fills the cells with local drunkards and troublemakers in his futile attempt to keep the precarious situation in check. He is loyal to Mayor Meriweather, and enforces her law without exception.

This strict practice has made Devyn something of a laughingstock in the village. He is hesitant to impose harsher punishments, and the jail is no less comfortable than many people's homes, so crime is usually worth the risk. Old man Hinks makes it his mission to spend particularly cold nights in jail, where the nearby Fulhurst Flame can keep him warm. He emerges chipper and whistling, knowing he has made a mockery of Meriweather's new law.



8: WIZARD’S TOWER

The compact stone tower atop the hill on the eastern edge of Fulhurst Moors was originally a watchtower. It is now the home of the wizard Kelurn Tinddar (NE male human wizard [necromancer] 6) and his ambitious, unprincipled apprentice Rilad (NE male human wizard [necromancer] 2).

Kelurn, a stout and balding man, is a respected member of the community, and occasionally entertains guests in the dining hall located on the ground floor. The first floor contains the wizard’s private library and Rilad’s room, while Kelurn’s own quarters and laboratory fill the tower’s top floor.

In the cellar, a secret door leads down to a ritual chamber and several cells where Kelurn keeps his undead creations. From here, a hidden passage leads under the hill and out onto the moor, allowing Kelurn and Rilad to move unseen when they go to meet the will-o’-wisps or to set ambushes for the villagers and other unfortunate travellers.

Kelurn’s bargain with the will-o’-wisps has allowed him and Rilad to uncover dark knowledge and lost objects of power from the ritual sacrificial sites in the bog. The pair have no qualms about sacrificing innocent lives to further their own gain.

9: YAKE HADLEY’S HUT

The Hadley family sticks out like a sore thumb in Fulhurst Moors, yet the land belongs to them more than anyone. When the clansmen fled the moors hundreds of years ago, three families stayed behind. These families hunted frogs, prayed to the will-o’-wisps and intermarried into a single lineage: the Hadleys.

When Fulhurst Moors was established, the wild Hadleys were seen as a bizarre nuisance. Over the decades, these native clansmen integrated themselves into the village. However, to their fellow villagers their customs seem strange and unnatural at best.

Yake Hadley (NE male human fighter 2) is the family’s young patriarch. He has two wives, both of them his sisters. The entire group is just beginning to feel the effects of inbreeding. Two of his six children have lame legs, and must use crutches to get around. To make matters worse, the entire Hadley family, children included, are addicted to Hinks’ moonshine.

Yake’s mother Talin (NE old female human thief 2) is bitter and cruel, obsessed with the supposed superiority of the clansmen’s blood. She despises the people of Fulhurst Moor, and believes her son should rule them like a king. Yake, starting to come around to the idea, has taken advantage of the spate of deaths and made several clandestine attempts on the mayor’s life. He has not been caught, but has not been successful either.

Of course, even if he killed the mayor, Yake would have no chance at leading the village. The villagers see his family as an uncomfortable aberration, a pitiable group of inbred strangers. The Hadley’s have their own chanted customs, and frequently make animal sacrifices to the wisps. They sneak out in the dead of night and visit ancient cairns. And worst of all, they refuse to feed the Fulhurst Flame, no matter how low it burns.

Despite their connection to the clansmen and wisps, the Hadleys have no idea of Kelurn’s plan. However, most villagers suspect that they are behind the recent terrors.

FULHURST’S MISFORTUNES

The past few months have visited one misfortune after another on Fulhurst Moors. Use this table to generate misfortunes that Fulhurst has experienced in recent months, or misfortunes it experiences when the characters visit.

D20 MISFORTUNE

1	A kelpie in the form of a grass horse drowns Treddie Revenson’s daughter near the bridge.
2	Strange lights lure Molsey Poggen out into the moor. It takes three days to find her, and she is frozen half to death.
3	Vigrid Maize goes missing from her room in the dead of night. Her bed is soaked with putrid bog water.
4	On the night of the Winter Solstice, a chill wind snuffs out every fire in the village. Only the Fulhurst Flame remains barely alight.
5	A silent lightning storm ravages the village during a deep fog, though nobody is hurt.
6	Little Pretel Kryne is lost on the moors for a month. He claims he lived inside a wooden ruin and ate frogs.
7	Drums are heard in the night from every direction. The sounds get closer until sunrise, then suddenly disappear.
8	Vivrane Moss is terrified by something she saw in the creek. She kills herself without saying what it was.
9	Kellurn Tinddar swears a green ghoul attacked him while he meditated on the moors (this is a lie).
10	Galvern Hidge is slowly sucked into the peat. A dozen men are unable to pull him, and he is pulled down to his doom.
11	A crossbow bolt shot from the morning mist nearly skewers Mayor Meriweather. No assailant is found.
12	Bretta Bralie’s frozen corpse is found on the moors, despite the unseasonably warm weather.
13	Grefford Hinks complains of terrible, violent nightmares for months.
14	One of the Hadley children is found cut open on an ancient cairn.
15	Butchered frogs and fish are found surrounding the village after every full moon (the work of the Hadleys).
16	The corpse of an unknown traveller is found in a stream upon the moors.
17	Grefford Hinks swears he chased some green ghouls away from his still. (He didn’t he was simply paralytic).
18	Devyn Maston fought off an assailant in the dead of night. He couldn’t see the attacker’s face.
19	Darinn Meriweather claims a woman made of grass tried to drown him in a stream.
20	Talin Hadley performs some bloody ritual on a rabbit in the centre of the village.

OGL V1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Village Backdrop: Fulhurst Moors 2.0. ©Raging Swan Press 2020; Author: Jeff Gomez and Jacob Trier.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Village Backdrop: Fulhurst Moors 2.0* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Jeff Gomez and Jacob Trier to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



GLOAMHOLD AND ITS SURROUNDINGS



