

RAGING SWAN PRESS

# VILLAGE BACKDROP: IDYLL 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: IDYLL 2.0

---

*Idyll seems like the perfect place to live, but subtle signs something is not right are scattered throughout the village. Why are the residents reluctant to leave the village's precincts? Why are there so few children in such a prosperous place? How has the village stayed unspoiled with the wasteland surrounding it? Why is the seemingly empty Wardens' Lodge that once served as the centre of law for Idyll so ominous? Those who investigate Idyll's mystery too deeply may discover plane-shattering secrets. Whether the curious can capitalise on these secrets is yet another question.*

## CREDITS

---

**Design:** Mike Welham

**Development:** Creighton Broadhurst

**Art:** Larry Elmore, William McAusland and Dean Spencer. 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 2019.

## CONTENTS

---

Credits .....	1
Contents .....	1
Idyll at a Glance .....	2
Village Lore.....	2
Villagers .....	2
Whispers & Rumours.....	2
Notable Locations at a Glance .....	3
Life in Idyll .....	4
Trade & Industry .....	4
Law & Order .....	4
Customs & Traditions .....	4
Village Dressing .....	4
The Surrounding Locality .....	5
Notable Locations in Idyll.....	6
1: The Monoliths .....	6
2: Cobb's.....	6
3: Grandmother Oak.....	7
4: Opalescent Pools.....	7
5: Wardens' Lodge .....	7
6: Council Hall.....	8
7: Aid Station .....	8
8: Storage Silos.....	8
9: Pinion River.....	8
10: Fields of Battle.....	8
OGL V1.0A .....	9

To contact us, email [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com)

To learn more about Raging Swan Press, visit [ragingswan.com](http://ragingswan.com)

To learn more about Raging Swan Press on Patreon, visit  
[patreon.com/ragingswanpress](https://patreon.com/ragingswanpress)



## IDYLL AT A GLANCE

**Ruler:** Tetrad Council

**Government:** Council

**Population:** 127 (64 humans, 4 dwarves, 2 elves, 1 gnome, 16 half-elves, 32 half-orcs, 8 halflings)

**Alignments:** LG, NG, CG, LN, LE, NE, CE

**Languages:** Common, Sylvan

**Resources & Industry:** Farming, winery, artefact trade

When the characters arrive in Idyll, the following items are for sale:

- **Potions:** *healing* (400 gp), *invisibility* (500 gp)
- **Scrolls (Wizard):** *magic aura* (300 gp), *sleep* (300 gp)
- **Scrolls (Cleric):** *hold person* (600 gp), *resist fire* (600 gp)
- **Rod:** *rulership* (35,000 gp; location 6)
- **Weapons:** *sword +1, +2 vs. magic-using and enchanted creatures* (2,000 gp location 6)

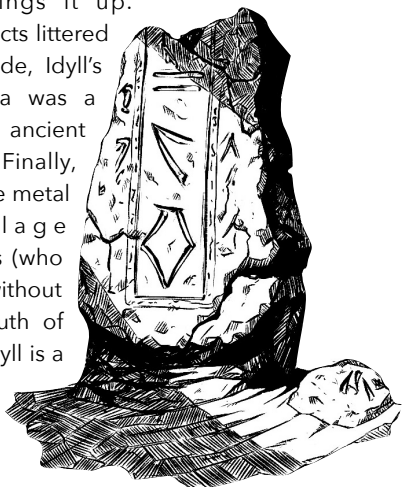
Situated in rolling hills and resting alongside a gently flowing river, Idyll lives up to its name. Though its immediate surrounds are blasted ruins, the village is a pleasant place to visit or live. In stark contrast to the land outside its bounds, within Idyll the river's water is pure and the soil deep and fertile.

The villagers welcome all visitors and treat them to flavourful, filling meals. Fine wines from Idyll's vineyards complement exquisitely flavoured meats butchered from the villagers' cattle and sheep. If any complaints arise from guests, they usually centre on the village's bland dullness.

However, there are hints not everything is at it seems, in the village. The foremost of these are the weathered monoliths standing at the cardinal points on the village's borders. Weatherworn sigils in numerous planar languages decorate the monoliths; none of the villagers profess to be able to translate them but remark that nothing odd has occurred because of the monoliths. The residents also show a strong reluctance to leave the village rarely straying beyond a few feet outside the bounds demarcated by the monoliths.

While many villagers dote on cats, dogs and other domestic animals, Idyll curiously lacks children. The villagers brush off the subject if a visitor brings it up.

Additionally, strange artefacts littered all around, but well outside, Idyll's borders indicate the area was a focal point of countless ancient skirmishes and battles. Finally, rumours abound of strange metal people in the village apprehending lawbreakers (who subsequently disappear without a trace). Whatever the truth of the matter, the village of Idyll is a place of secrets and contrasts.



## VILLAGE LORE

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

- Idyll is a pastoral village where the inhabitants spend their time in agricultural pursuits.
- While the village is ideal, the toll of an ancient war still corrupts the surrounding land.
- Very few of the inhabitants ever travel beyond Idyll's boundaries. Another strange aspect of the village is the notable lack of children.
- (Only a character wise in planar matters knows Idyll serves as a relocation centre for extraplanar beings wishing to stay hidden from their powerful enemies.

## VILLAGERS

**Appearance:** The villagers have no uniform appearance. However, when they first arrive a villager briefly displays an odd trait (glowing blue eyes, a barbed tail or curved horns) but this quickly disappears.

**Dress:** Befitting their agrarian lifestyle, the villagers wear utilitarian clothing. Occasionally, someone wears ostentatious clothes, but no resident ever remarks on it.

## WHISPERS & RUMOURS

While in Idyll, 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	If someone wishes to remain hidden from their enemies, Idyll is the place to go.
2*	An apocalyptic event (meteorite, flood or earthquake, depending on the person providing the rumour) will soon destroy the village and wipe out its inhabitants.
3	During the full moon, a shimmering light emanates from the monoliths, creating a dome around the village.
4	The council has been particularly contentious of late, and a couple of people have overheard Vaelin threatening to harm the other council members.
5*	The village's storage silos hide bodies from olden times; the magic of the buildings has preserved them down through the ages.
6	When (rarely) an inhabitant leaves the village, a new resident of the same race arrives shortly thereafter.

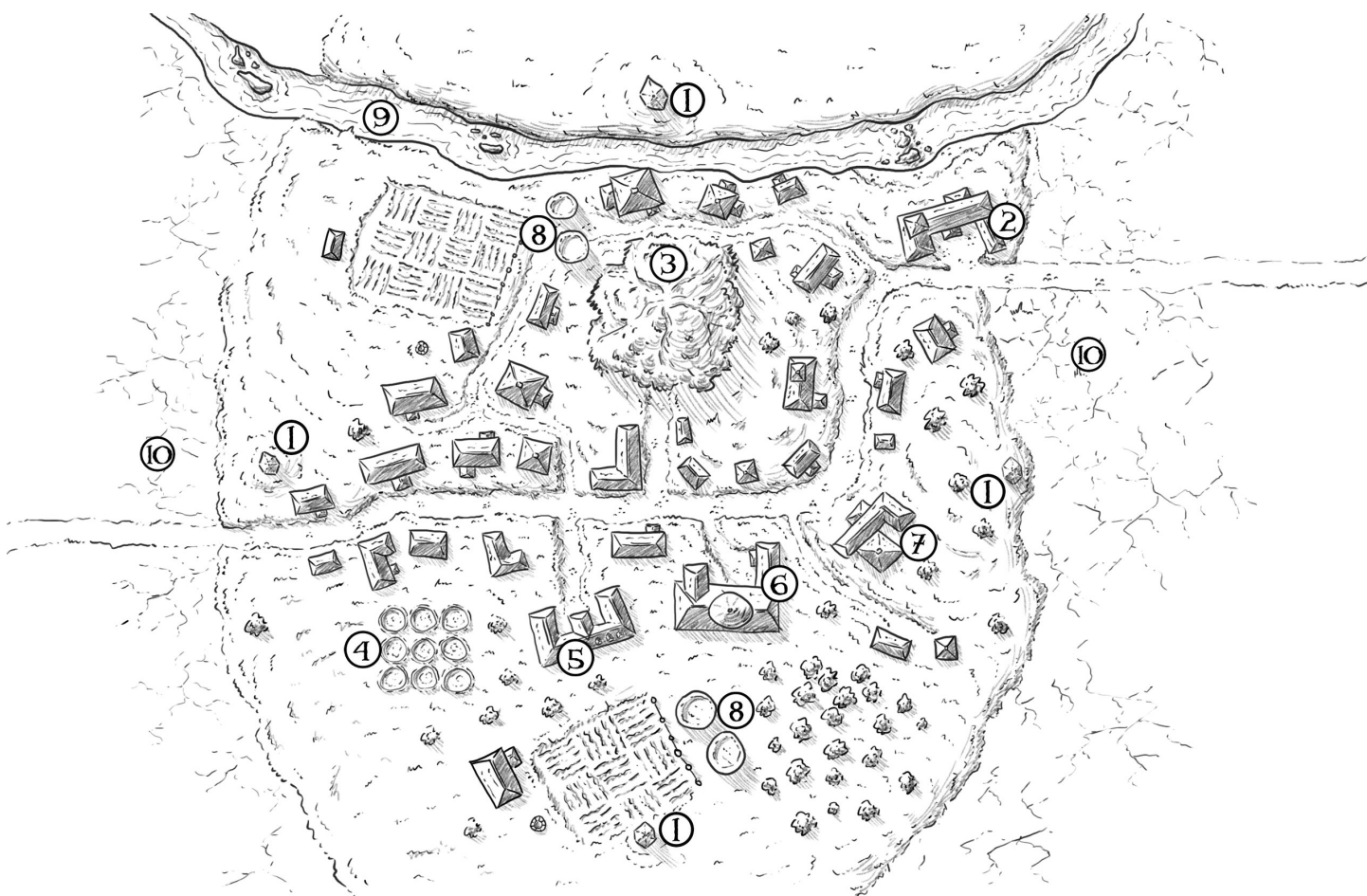
\*False rumour

## NOTABLE LOCATIONS AT A GLANCE

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

1. **The Monoliths:** Idyll's most notable feature, the monoliths stand at cardinal points marking a circular border around the village. Each monolith features inscriptions in a multitude of planar languages.
2. **Cobb's:** Villagers direct visitors to this tavern. For astonishingly low prices, diners receive tasty (and filling) drinks and meals. Cheap, comfortable lodgings are also available here.
3. **Grandmother Oak:** This impossibly large oak stands at Idyll's heart, providing ample shade. The tree is an extraplanar entrance to Idyll for fey nobles who wish to escape deadly court intrigues.
4. **Opalescent Pools:** These nine pools, arranged in a square three-by-three pattern, glow softly during moonlit nights. The pools are one-way planar portals that operate in a similar fashion to the *gate* spell.
5. **Wardens' Lodge:** Sealed shut, this building ostensibly serves as Idyll's law office; when questioned, villagers maintain the building is unnecessary as there is no need for law enforcement. The building is virtually impregnable.

6. **Council Hall:** In contrast to the peacefulness of Idyll's inhabitants, where everyone gets along, the Council Hall is the scene of intense arguments.
7. **Aid Station:** Evangeline, an elven druid, and Melody Joon, a human cleric, reside here and provide aid both magical and mundane to visitors, villagers and animals alike.
8. **Storage Silos:** Ample supplies of grain, grapes and other food stuffs, kept fresh using magic, fill these silos.
9. **Pinion River:** This deep, clear river winds into the village on its meandering route; it provides great fishing. Within the village's borders the river's waters are clean and refreshing; beyond the village's borders they are polluted and disease-ridden.
10. **Fields of Battle:** Just outside Idyll, dedicated archaeologists and treasure-seeking adventurers can find ancient objects of war, rejected by the ground. Such individuals must first gain permission from the Tetrads Council.



## LIFE IN IDYLL

---

Idyll is typically a tranquil place where the inhabitants work hard in the fields and vineyards. The weather is perfectly mild year-round no matter the prevailing climate beyond the village's bounds and gentle rains fall during the night hours so as not to disrupt outdoor work.

Villagers are pleasant to visitors and readily engage in small talk and the like. However, questions about Idyll's oddities are met with redirection and, for those who do not get the hint, an end to the conversation.

## TRADE & INDUSTRY

---

Idyll notionally derives its wealth from a bounty of crops, livestock and wine. As the weather is mild all year, the villagers can grow crops throughout the year. Because of this abundance, the price for the fruits of the villagers' labour is quite low. So far, Idyll is a secret most traders like to keep to themselves, and the wasteland surrounding the village discourages caravans from making the trek. This keeps demand at a level where the villagers do not need to raise prices to meet demand.

Another relatively untapped economic resource comes from the surrounding land itself. As erosion or settling occurs, various items emerge from the ground and draw the interest of treasure hunters. Such prospecting commands great fees from the Tetrad Council, but in return they offer inordinate sums for specific items retrieved from the wastes.

## LAW & ORDER

---

The Tetrad Council governs Idyll, but stalemate among the members usually means they enact very few new laws. However, the villagers usually treat each other peacefully. The occasional verbal argument might erupt between inhabitants; to a stranger, these arguments may seem much more philosophical than expected for ordinary farmers.

The Wardens' Lodge is the true centre of law and order in the village. If a resident harms another resident, the powerful Wardens pour out of the lodge and whisk the offender away. This usually spells a death sentence for the offender, as he or she loses the protection afforded by living in the village. One of the council members politely asks a visitor who harms a villager or steals from the village to leave. Noncompliance results in the visitor being forcibly escorted from Idyll.

## CUSTOMS & TRADITIONS

---

The village holds the Festival of Welcoming when a new villager arrives in Idyll. This typically entails a feast and the newcomer sharing their reason for hiding in Idyll. Thanks to the relative state of grace in the village, those bothered by objectionable stories do little more than express their disdain.

## VILLAGE DRESSING

---

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

### D20 DRESSING/EVENT

---

1	A sheep escapes from its pen and runs beyond the monoliths; a giant worm bursts forth from the ground and devours the animal.
2	A cloven-hooved man with a ram's head stands just outside Idyll and demands the villagers turn over someone whose name is unfamiliar to them.
3	A group of adventurers arrives bearing an ornate axe. Everyone from the Tetrad Council rushes out to greet them, before ushering them into the council hall.
4	The centre opalescent pool (location 4) bubbles furiously as though it were boiling, and then ceases a minute later.
5	The characters overhear someone announce a pregnancy; nearby villagers grow quiet at the announcement.
6	A sudden thunderstorm catches everyone by surprise; the villagers seem exceedingly troubled by the rain.
7	The Celestial script on the northern monolith shines with a blinding light just before the monolith sends a beam of light into the sky.
8	A flock of pigeons flying over the village seems to hit an invisible wall; their corpses rain down onto the ground.
9	The sound of battle drifts from the east. If anyone looks in the direction of the din, they see ghostly angelic creatures locked in mortal combat with demons.
10	An elderly woman explains to anyone her research on the village of Edgewood's curse and its likely origin in Idyll.
11	A dwarf trundles beyond Idyll's boundary to fill a bucket. Sipping the foul liquid, he seems refreshed by it.
12	A dog gives playful chase to another dog. From the corner of the eye, it appears both dogs exhale smoke.
13	Two members of the Tetrad Council leave the Council Hall, ready to come to blows. One furiously whispers something to the other, and they instantly stop arguing.
14	Sheets of blue energy connect all four monoliths and surround the village.
15	A man asks if anyone fought at the Battle of Crematorium Crater, as he is trying to remember if he also fought there.
16	A befuddled bear emerges from Grandmother Oak.
17	A halfling offers 20 gp to each person who can work for eight hours to help build the new grain silo.
18	The sun becomes bright green upon reaching its zenith.
19	Four riders pursue a woman but stop when she enters Idyll. One shouts, "You can't stay in there forever, hag!"
20	At night, a chorus of crickets suddenly goes quiet.

## THE SURROUNDING LOCALITY

---

The immediate area surrounding Idyll is a blasted landscape, showing scars from terrible wars. The remains of baroque weaponry, helms, shields and armour jut from the ground like the weeds that find purchase in the seemingly poisoned land. Other than the Pinion River, the land appears to have no strategic value. However, those sensitive to openings to other planes discern a "thinness" denoting a confluence of unseen portals to countless existences. This presence diminishes the further one travels away from Idyll and stops abruptly five miles from the village's centre. The only threats in the devastated land come from wild scavengers, artefact hunters and potential curses carried by even shattered remnants of ancient battlefield relics. Though archaeologists and treasure hunters have turned up a number of artefacts, the land seems to expel more from beneath its surface on a regular basis.

Beyond the surrounding wastelands, nature reclaims the land. Lush meadows cover rolling hills, and the polluted Pinion river returns to normality, allowing for safe fishing. Owing to the blighted land, only a few domiciles stand in the more pleasant land. Wild berries and game animals provide plenty of food for

visitors to the area and seem untouched by the afflicted land closer to Idyll. This largely unclaimed land is dotted with dangers in the form of wild animals and gangs of bandits who waylay travellers journeying through the gentle terrain. Despite generous incentives from the barony governing the land surrounding Idyll, very few settle here.

Scholars who study Idyll and the antediluvian wars fought in and around the village's current location theorise the terrible energies released during battles persist unseen. In their minds, this accounts for the irreversible ruin of the land surrounding the village and the general, inexplicable unease about living in an ostensibly cheerful land. It also provides a possible explanation for the curse annually claiming the lives of residents of Edgewood, the closest the closest settlement to Idyll at 11 miles distant. The neighbouring village shares a similar insularity with Idyll, in that very few residents move away from their homes. However, Edgewood's residents are as accommodating to strangers as Idyll's, and that village's surroundings are congruous with the village itself.



## NOTABLE LOCATIONS IN IDYLL

### 1: THE MONOLITHS

Four stone monoliths stand 30-feet tall at the exact cardinal points of north, south, east and west. (Any character wise in the ways of nature can confirm this fact.)

- **North:** The northern structure is basalt and various runes describing Heaven and the like cover it.
- **South:** Carved from obsidian, the southern monolith has a mixture of runes refer to Hell and the Abyss.
- **East:** Granite comprises the eastern stone, which has runes engraved on it dealing with Heaven and Hell.
- **West:** The western monolith is white marble with black marble veins running through it; a combination of Abyssal and Heavenly runes covers the stone.

The monoliths date to the dawn of humanoids, when armies of demons, devils and angels warred with each other. The circular area bounded by the monoliths originally served as neutral ground for commanders who wished to parley with their opponents. After the armies withdrew to their home planes, the magic kept this area free from planar meddling, and a new purpose arose for the area: a haven for outsiders fleeing reprisals (or justice). The monoliths protect themselves and creatures and buildings within the boundary with *nondetection* and *misdirection* (and radiate abjuration and illusion auras). They also sustain perfect wind speeds, temperatures and precipitation by means of *control weather*.

#### ADELINE COBB

NG female dwarf

*This dwarven woman wears practical clothing and has her long, brown hair in braids. She is typically seen balancing several mugs, plates and trays with relative ease.*

**Mannerisms:** Adeline is constantly on the move and seems to search for ever more outrageous ways to impress visitors with her speed and dexterity.

**Personality:** Even when she is supposed to be taking a break from her duties at the inn, she remains watchful for any tasks, no matter how minor, she needs to perform. Despite her constant state of movement, she pays attention to her guests and makes even the most long-winded feel heard.

**Background:** Adeline was a deva who thwarted a balor's assault on an angelic host. She chooses to stay in Idyll to avoid the demon's revenge.

**I Need Great Adventurers:** Adeline is on the lookout for powerful heroes to destroy a vengeful balor. Used to her life in Idyll, she likely will never leave, but the demon's death would put her at ease.

All of Idyll's residents have a new, if mundane, lease on life, and those who have chosen to live here prefer this existence to one where they might get snuffed out of existence altogether. Residents are free to leave, but they give up the protections offered by the village when they do so. When a visitor asks about the monoliths, villagers greet the questions with vague responses about the ages of the monoliths, and no one claims to have translated the stones' writings.

### 2: COBB'S

Bordered by the main road and the Pinion River, this inn and tavern, run by Adeline Cobb (NG female dwarf), is the village's primary destination for visitors. The two-storey building holds twenty large rooms furnished with down beds. A stable attached to the building suits nearly any mount. Adeline has a staff of three to seven (various races), some of whom are temporary employees, depending on business. The staff serves food, maintain rooms, tend to stabled mounts and so on.

The most memorable feature is the tavern, where Adeline treats diners to delectable food and opulent wine. The tavern also serves superb ales and mead, and all food and drink come from Idyll's fields and vines, or the Pinion River. Because of this, prices are astonishingly low for the fare.

## IDYLL: BEHIND THE SCENES

Lawful planar creatures known as the Wardens act as agents of order in the planes, usually by destroying chaotic creatures or acting as a bulwark against incursions by such creatures.

Over two centuries ago, a denizen of Elysium (home to chaotic good planar creatures) fleeing the wrath of an archdevil sought protection at a Warden outpost. The Wardens initially granted the request, but it became increasingly clear hosting a fugitive would bring unending trouble to their door. They turned their attention to other locations they could hide the good creature. Eventually, they found a perfect location: an old battlefield on a Material Plane protected by powerful towering monoliths. The protections offered by the monoliths withstood the passage of time and offered the perfect place to hide fleeing outsiders. The Wardens made a deal with the fugitive, promising the creature safety in return for its agreement to remain in the village of Idyll the Wardens would build to house it and other fugitives.

As an additional concession, the creature from Elysium agreed to have its powers stripped and its memories partially removed. The process, used now for all Idyll's residents, preserves their essences, but renders them mundane and better able to fit in with the other residents. Every creature transferred to the village is aware of their situation and knows they can leave at any time, but doing so forfeits the village's protections.



- **Food & Drink:** meal (selection of mutton, roast, turkey, fish or even vegetarian options with poppy-seed bread and spiced soup) 3 sp, ale or mead 1 cp, wine (bottle) 1 gp.
- **Accommodations:** A room costs 1 sp per night. The room sleeps two comfortably, and a good lock protects the room, even though Adeline assures guests there is no need to lock the door.

### 3: GRANDMOTHER OAK

This 100-foot-tall tree, ringed with flowing Sylvan script burnt into its trunk, provides shade for a large swath of the village. The tree is remarkable in that there are no other trees in Idyll nor in the wasted lands outside the border marked by the monoliths.

The prevailing weather conditions provide the Grandmother Oak with plenty of sun and water, so the ancient tree thrives. It hosts a wide variety of bird species as well as chipmunks and squirrels among its branches. The druid Evangeline (NE female elf druid 4; also see location 7) tends to the tree and its inhabitants when she is not tending the occasional wounded animal at the Aid Station (location 7).

In truth, the tree is an extraplanar entrance to Idyll for fey nobles who wish to escape their deadly court intrigues. These nobles spend the shortest time in the village, as they inevitably grow bored and wish to return to their former lives, in the hope that whatever feud they have escaped has blown over.

#### EVANGELINE

NE female elf druid 4

*Several rodents and birds nest among the folds of this violet-eyed elven woman's green robes. Despite the presence of the little creatures, her robes remain pristine.*

**Mannerisms:** Evangeline distracts herself with her animal friends and offers curt responses to those conversing with her. She lights up when someone expresses an interest in Grandmother Oak or the animals living among the tree.

**Personality:** Evangeline has softened her haughty fey regard for humanoids she deems lesser beings, in no small part because the villagers have extraordinary stories. She still exudes aloofness with visitors but becomes friendly if they share a compelling anecdote or demonstrate a genuine interest in nature. If she suspects someone of being abusive toward nature in any of its forms, she uses her magic to harass that person while they remain in the village. This usually manifests in various nuisance encounters with animals, such as village cats attempting to tangle themselves in the target's feet or birds dive-bombing the person.

**Background:** Evangeline is one of the fey nobles "vacationing" in Idyll, and she has spent over fifty summers in the village. She struck up a friendship with Adeline, despite their dissimilar personalities and outlooks on visitors to Idyll.

### 4: OPALESCENT POOLS

The other way to arrive in Idyll from the planes is through these deep pools, each leading to a plane suited to the alignment represented along the typical lawful-to-chaotic, good-to-evil axes. The pools are clear during the day, but give off a pearly glow when a full moon is directly overhead. Characters who bypass the *nondetection* spell can discover the pools can cast *gate* but only in one direction (from the plane to the pool in Idyll). However, clever characters steeped in the ways of extra-planar travel can reverse the direction of travel. This potentially puts them in the arms of the Wardens who oversee travel to the village.

When a resident forgoes his or her residency in Idyll, the Wardens prepare a replacement. As rigidly lawful creatures, they keep the population levels in the village the same, so the replacement must accept the race of the former resident.

### 5: WARDENS' LODGE

While the Tetrad Council ostensibly enacts laws from the neighbouring building, the residents of this building uphold the laws. Lawful planar creatures known as the Wardens oversee Idyll from this building and respond immediately to any major infraction or threat.

The building itself is nigh impregnable. While it appears to be fashioned from wood, it has the hardness of adamantite, and the material repairs 50 hp worth of damage per round. The building has one entrance, with a door made of the same material and a high-quality lock (-40% penalty to open lock rolls).



## 6: COUNCIL HALL

---

The Tetrad Council meets on a semi-regular basis in this luxurious building. The council must include one being of each extreme alignment (LG, CE, CG and LE), which ensures the council achieves very little. The Wardens devised this government to ensure no particular group gains the upper hand, and it allows the council members to continue their philosophical battles through the proxy of government.

The council also entertains trade agreements, as they export the ample food and wine produced in the village. They also approve excavation requests from outsiders who wish to take artefacts from the ancient battlefield outside the village. The council takes a considerable amount of time to deliberate such requests, arguing about allowing creatures of certain alignments to obtain weapons that would tip the balance in their favour. Eventually, they decide on an exorbitant fee as a deterrent to the would-be acquirer, or they promise a large bounty for items turned over to the council.

The council comprises:

- **Brie Ornth** (CG female gnome thief 4) is a former denizen of Elysium who sung a melody so pure she broke a contract between an archdevil and a powerful soul; the archdevil promised horrific torments for Brie.
- **Mercius Grady** (LG male human ex-paladin 6) was a heavenly planar creature who deserted his unit and decided to run away rather than face punishment; he hopes to atone for his desertion and eventually return home.
- **Vaelin Smith** (CE male human fighter 5) formerly led an army of demons as a demon lord, but treachery from an underling drove him into hiding.
- **Constance Indra** (LE female halfling cleric 4), a pit fiend who made an imprudent choice of political allies and fell out of favour with the archdevil she served.

**Political Infighting:** Brie is convinced Vaelin has made a deal with another group of visitors to attack and kill her or Mercius, quickly enough they don't draw the Wardens' attention in time to prevent the deed. She doesn't know the assassins' identity or whether they are currently in Idyll. She promises a golden lute if the characters provide evidence they have thwarted the scheme. She cautions the characters not to directly question Vaelin, since he will see through even veiled attempts to gain information about his plot.

## 7: AID STATION

---

Evangeline (NE female elf druid 4) and Melody Joon (LG female human cleric 5) tend to the wounded and injured in this building but are more than willing to make "house calls." Typically, this involves Evangeline administering aid to livestock or Melody checking on a wounded visitor recuperating at Adeline Cobb's inn. Very rarely, one of the healers must patch up a resident.

A muddle of holy symbols covers the walls. If asked about the display, Melody and Evangeline deflect the questions or merely indicate they follow a philosophy and the symbols are there to make people feel at ease.

## 8: STORAGE SILOS

---

Two silos stand adjacent to the two major fields in Idyll. The silos store all the food grown in the village, and use a variant *purify food and drink* to maintain the items stored within. Grain and grapes take up most of the space, but a refrigerated area for butchered meat occupies one of the silos.

As these buildings are beginning to overflow, the residents have petitioned the council about erecting a new silo. After months of argument about the best placement for the silo, the council are poised to agree the request.

## 9: PINION RIVER

---

The Pinion River got its name from its feather-like appearance as seen from the air. The river has lost that appearance thanks to the wars that rerouted it, but the moniker has stuck. Within Idyll's confines, water from the river is refreshing and pure. However, outside the village's boundary, it becomes polluted and disease-laden. New visitors often require a great deal of assurance the water is safe to drink within the village.

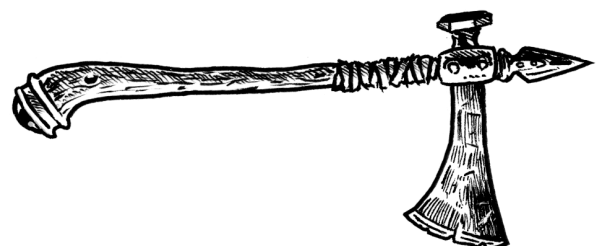
**Poisoned Fish:** Two patrons at Cobb's become seriously ill after eating fish caught from the Pinion River. Both Adeline Cobb and Evangeline believe someone poisoned the fish to sow chaos and dissent in the village. They ask the characters to quietly investigate, since they can't involve themselves and prefer not to bring the Wardens into the situation.

## 10: FIELDS OF BATTLE

---

The former battlefield hosted wars between powerful extraplanar beings has never recovered from the devastation unleashed by the combatants. When the creatures retreated to their home planes, they left a poisoned land, littered with engines of war and powerful magic items. Over time, the earth more or less reclaimed the land with a layer of sediment covering most of the items used in those ancient battles. Nothing edible grows in this hostile land. This roughly five-mile-diameter splotch of wasteland makes Idyll's existence all the more remarkable.

Those aware of the treasures buried in the earth, and willing to brave the poisonous land, must obtain a license from the Tetrad Council to search for treasure. Depending on the items found, the council may charge a kingly sum or may offer payment exceeding the items' apparent worth. Those who decide not to deal with the council and obtain treasure unlawfully receive a visit from the Wardens who give the offender the chance to return the item or lose it by force.



# 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: Edgewood 2.0.** ©Raging Swan Press 2019; Author: Mike Welham.

**Village Backdrop: Idyll 2.0.** ©Raging Swan Press 2019; Author: Mike Welham.

To learn more about the Open Game License, visit [wizards.com/d20](http://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: Idyll 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 Mike Welham to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.





