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VILLAGE BACKDROP: MACRIMEI 2.0





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VILLAGE BACKDROP: MACRIMEI

Nestled between desolate, windswept hills the village of Macrimei is home to a hard people. Dung fires warm their homes built from the ruins of an ancient buried city whose remnants can be seen in the tumbled stones scattered about and the massive red-hued obelisk looming over the settlement. The Red Obelisk, said to be home to Macrimei's god, has attracted the attentions of a band of raiders led by an evil wizard, who dwells in a mysterious black tower and seeks to uncover the ruin's buried secrets. Now, Macrimei's villagers live in sullen fear as the raiders capture people from the surrounding area to dig a deep pit to intersect with the ruins below.

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MACRIMEI AT A GLANCE

Ruler: Anazurex (N male android wizard 11)

Government: Despot

Alignments: NG, CG, N, CN, CE

Population: 183 (178 humans, 1 half-elf, 4 half-orcs)

Languages: Common, Elven

Resources & Industry: Breeding, hunting, leatherworking

Macrimei stands in a cold country of windswept hills and thick, hardy grass, amid the ancient ruins of a once magnificent city. The Macrimeians are descendants of the fallen city's survivors, now regressed into primitive barbarism. Instead of enjoying their ancestors' grand sorceries and marvellous technologies, the villagers eke out a living raising hardy ponies and a breed of fearsome dogs. Where once stood spiralling towers of marble and ivory, now lie tumbled rocks and ruins with cloth and leather stretched over them to create crude homes. Thick, black smoke curls up from the villagers' dung fires, burned for warmth as wood is scarce and too valuable for burning.

Few outsiders visit Macrimei. However, each year a trickle of adventurers and curious scholars come to poke around the village and surrounding countryside; they search for caves leading down to the ancient city's buried ruins which they believe to be filled with valuable treasure and knowledge from the elder times.

In Macrimei itself, a slender, sleek obelisk of red marble thrusts up through the ground from the city below. In the structure's forbidden interior, village priests once conducted rites to a local god the villagers call "Soryan." Exactly who and what Soryan is remains a mystery to most.

In recent years, a mysterious wizard, Anazurex, arrived at the village in a strange-looking tower. With him, he brought a group of outcast barbarians calling themselves the "Sons of Soryan." They quickly took control of the village and began to excavate the buried ruins.

Now the Sons of Soryan brutally rule the village from which they launch raids throughout the surrounding area for slaves. The Macrimeians keep to themselves, going about their normal business while attempting to avoid the notice of the Sons of Soryan. Things are grim in the village; even the only surviving village priest has been barred from the Red Obelisk and the god he's vowed to serve.

VILLAGE LORE

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

- Macrimei's villagers specialise in the breeding of large dogs and ponies.
- Macrimei is said to lie amid and atop the ruins of a once fabulously wealthy ancient city.
- Some sort of strange cult or group rules Macrimei. They ruthlessly seek something buried below the village. A powerful, emotionless wizard leads them.

VILLAGERS

Appearance: Macrimeians wear their hair long and unbound, and most have brown or grey eyes. Men often sport long beards. Their features have a chiselled, weathered look.

Dress: Macrimeians dress in drab clothes of leather and thick furs to stay warm. What little jewellery they possess is often worn in the beards for men, or the hair for women.

Nomenclature: *male* Brutho, Corvo, Fedrok, Mulmon, Sarvos, Tergar; *female* Cedra, Gridene, Leddi, Nani, Yura; *family* Macrimeians don't have family names, often referring themselves to as "son of" or "daughter of."

WHISPERS & RUMOURS

While in Macrimei, a character 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 character learns.

D6 RUMOUR

1*	The Sons of Soryan practice horrible rites at night. They are seeking to unlock a long-bound demon from the ruins below the village!
2	A strange, silvery child appeared one day in the centre of Macrimei but then vanished. No one has seen it since but the Sons of Soryan seemed interested in finding it.
3	Hedde can broker you a deal to have the Sons of Soryan leave you alone, for a hefty price.
4	Anazurex's Tower suddenly disappears for days and weeks at a time before magically reappearing. While the wizard is away, the Sons of Soryan are even more brutal and unrestrained.
5	Kulway has been meeting with Britha, trying to get her to rally the villagers against the Sons of Soryan.
6*	Those who enter the Red Obelisk meet a demon which steals their soul if not their life. None emerge from the obelisk unchanged.

*False rumour.

DESIGNER'S NOTE

Macrimei pays homage to classic swords and sorcery fantasy which sometimes included elements of science fiction. The nature of the ruins below Macrimei and its contents have intentionally been left vague for you to develop as you see fit. The ancient civilisation works as either one steeped in high magic or advanced technology. Anazurex, instead of an android, could be an ancient human survivor of that civilisation whose powers can easily be re flavoured as belonging to an extinct, but powerful, type of protohuman. Feel free to include bits and pieces of advanced technology as you see fit.

NOTABLE LOCATIONS AT A GLANCE

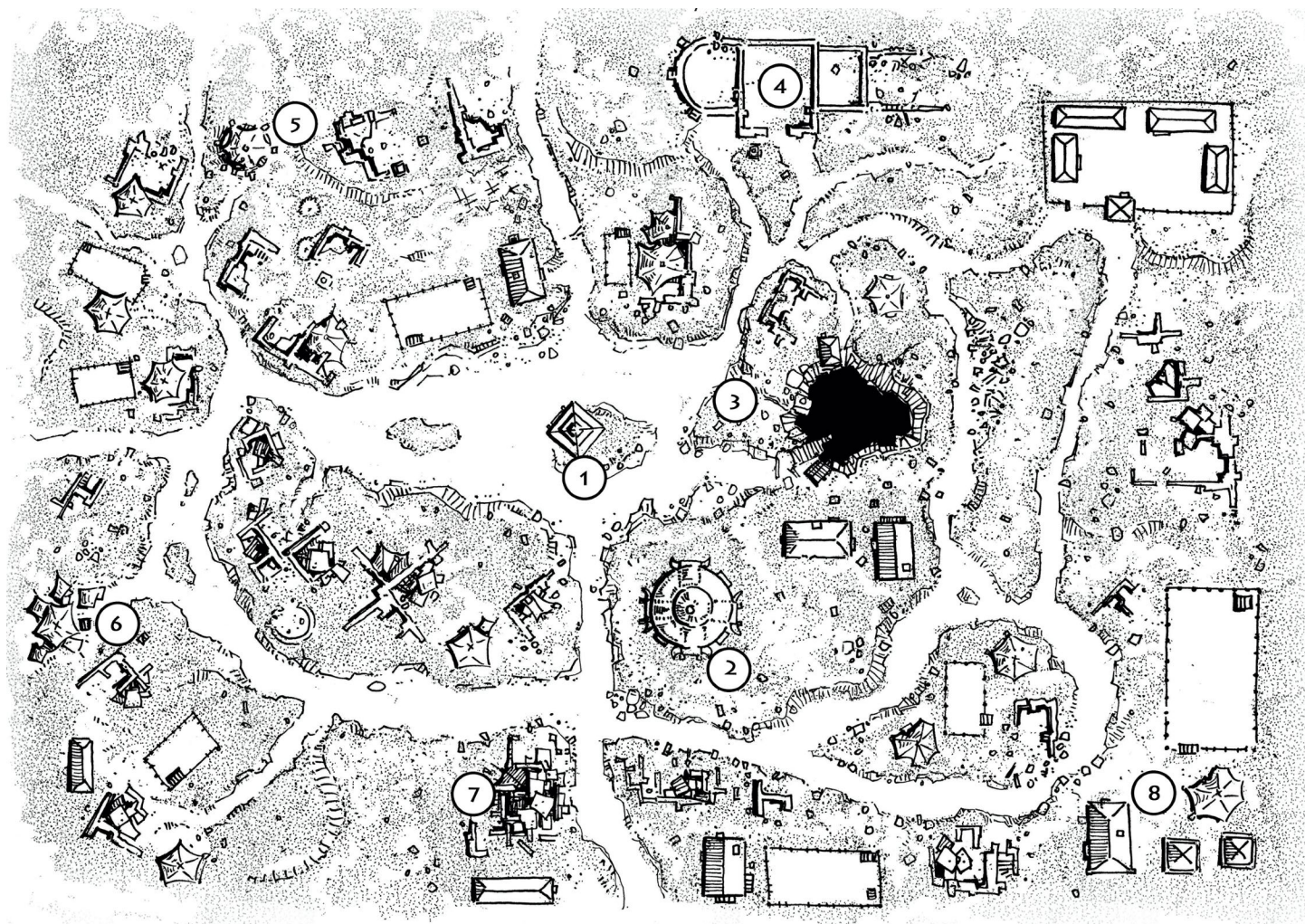
Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Red Obelisk:** The Red Obelisk is said to be the god Soryan's home. The Sons of Sargon ruthlessly restrict access to the site.
2. **Anazturex's Tower:** This tall, slender tower appears to be fashioned from a mysterious black metal. The android wizard Anazturex dwells within.
3. **Excavation Site:** Slaves work on creaking scaffolding, digging ever deeper into the ruins below. Accidents, injury and death are common here.
4. **Sons of Soryan:** The Sons of Soryan control the village from their base. They have dug a fighting pit in the ruins; those that displease them are forced to fight to the death within.
5. **Kulway's House:** The former priest plots against the Sons of Soryan and the reclamation of Macrimei.
6. **Darlaria's Place:** Here, Darlaria sells an assortment of unusual items, mostly to visitors.
7. **The Bloodied Pony:** A ramshackle affair of stones and cloth forms Macrimei's one drinking establishment.
8. **Britha's Farm:** Britha breeds and trains both native dogs and ponies from her small farm.

NOTABLE FOLK

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

- Anazturex** (location 2; N male android wizard 11) seeks his lifemate buried deep below Macrimei, and willing enslaves anyone to achieve his goal.
- Britha** (location 8; N middle-aged female human druid 6) commands the respect of the villagers and is looked to for guidance and leadership. She is the village's best pony and dog breeder.
- Darlaria Elowee** (location 6; CN female half-elf wizard 5) scavenges through the ruins for strange artefacts to sell.
- Grul** (location 4; NE male human ranger 9) leads the Sons of Soryan and enforces Anazturex's will with unprecedented brutality.
- Hedde** (location 7; N female human thief 4) serves as a go-between for the Sons of Soryan and those wishing to deal with them. She is a keeper and seller of secrets.
- Kulway** (location 5; N male human cleric 6) served as the village priest until deposed by the Sons of Soryan.
- Menetethis** (location 5; CG young male variant adamantite golem) wandered into Macrimei from one of the nearby ruins.



LIFE IN MACRIMEI

Life in Macrimei was always hard and brutal, but the arrival of the Sons of Sargon have made the apathetic villagers’ plight even more pronounced.

TRADE & INDUSTRY

Macrimeians specialise in breeding large, shaggy ponies and a fierce breed of dogs. The ponies excel at living in the windy, barren climate surrounding Macrimei and make excellent light cavalry mounts. The dogs hunt prey and protect the village from wolves, mountain lions and the like.

Some villagers hunt the various large and dangerous game roaming the lonely hills and valleys. A few Macrimeians, such as Darlaria (location 6), make a living selling artefacts plundered from the ruins below the village.

LAW & ORDER

Prior to the Sons of Soryan arrival, the village priests, along with an elected headman or headwoman, ruled Macrimei. The village has no formal laws. Instead, the populace adhere to a number of taboos, which often seem strange to outsiders. Breaking a taboo frequently meant exile from the village. The Sons of Soryan care little for lawful governance—they take whatever they want or need. Villagers standing up to them are forced to work at the Excavation Site (location 3) or are cast into the fighting pit in the Sons’ fortress (location 4). Visitors who cause trouble or pry into the Sons of Soryan’s business share the same fate.

CUSTOMS & TRADITIONS

Macrimeians have little spirituality, trusting more in themselves than gods (beyond an acknowledgment of Soryan’s presence amongst them).

The long, cold winters and harsh summers don’t allow for traditional harvest or other seasonal festivals and celebrations. Macrimeians tend to only have faith and believe in what they can experience with their five senses. Magic to them is hardly tolerated, seen as a form of trickery. Even those within Macrimei who use magic, wield it out of sight of their fellow villagers.

Macrimeians celebrate the transitioning into adulthood which often occurs at an earlier age than places considered “civilised.” To become an adult, a Macrimeian must perform a feat worthy of respect. For many of the hunters, it is to single-handedly slay one of the fearsome predators roaming the hills. Even as adults, Macrimeians perform such feats to prove a point, as an act of love or settle an argument.

One secret ceremony occurs every five years. On the Night of the Star, a red star appears in the night sky. At that time, the village priest escorts one man and one woman into the Red Obelisk. With a ritual, the duo serve as a temporary vessel for Soryan until the red star dims with the morning’s light.

VILLAGE DRESSING

Use this table to generate the minor sights and sounds the characters experience as they explore Macrimei.

D20 DRESSING/EVENT

1	A group of large men in mismatched leather armour brutally flog a stick-thin man near the Red Obelisk.
2	A raucous fight spills out of the Bloody Pony and an unconscious villager lands at the characters’ feet, quickly followed by a leather-clad barbarian.
3	The characters hear a sudden shriek from a nearby home and catch sight of a small silvery figure disappearing around a corner.
4	A tall, metallic black tower suddenly materializes in a large, empty spot. A group of leather clad warriors enter it.
5	A regal woman dressed in furs leads a shaggy pony down a street, followed by two, wolf-like dogs. A number of armour clad warriors leer and whistle at her.
6	A tattooed man wearing priestly robes quietly converses with a group of villagers who continually glance about as if keeping watch for something.
7	A loud rumble followed by screams comes from the Excavation Site.
8	A blue glow, followed by images of an ancient and strange city, appears at the entrance of the Red Obelisk.
9	Villagers quickly carry an injured woman into a tent from which waft strange aromatics.
10	Two well-dressed, but obviously afraid, scholars approach the party and ask for directions to Darlaria’s house.
11	A large, dented metallic creature lumbers out of the Excavation Site, shooting sparks and lightning.
12	A green vapour pours from the Red Obelisk and consumes a fleeing man (who instantly dissolves).
13	A tall, half-elven woman sits outside a tent and twists a short metal pole into a mechanical box.
14	Two dogs chase one another until they knock over a brazier of burning dung onto a character’s feet.
15	The clashing of swords, cheers and dying screams emanates from a large compound.
16	A child makes a strange sign in the air and spits at the characters’ feet, as they pass by.
17	A group of villagers lug a massive (and dead) mountain lion on poles. The beast has two long extended fangs.
18	A two-humped beast stabled at the Bloody Pony spits at a random character, full in the face.
19	A character notices what appears to be a child made of metal wearing a dress and wig disappearing into a hut.
20	The Red Obelisk rumbles ominously for a few seconds. A glow begins to spread upwards from its base to its tip.

THE SURROUNDING LOCALITY

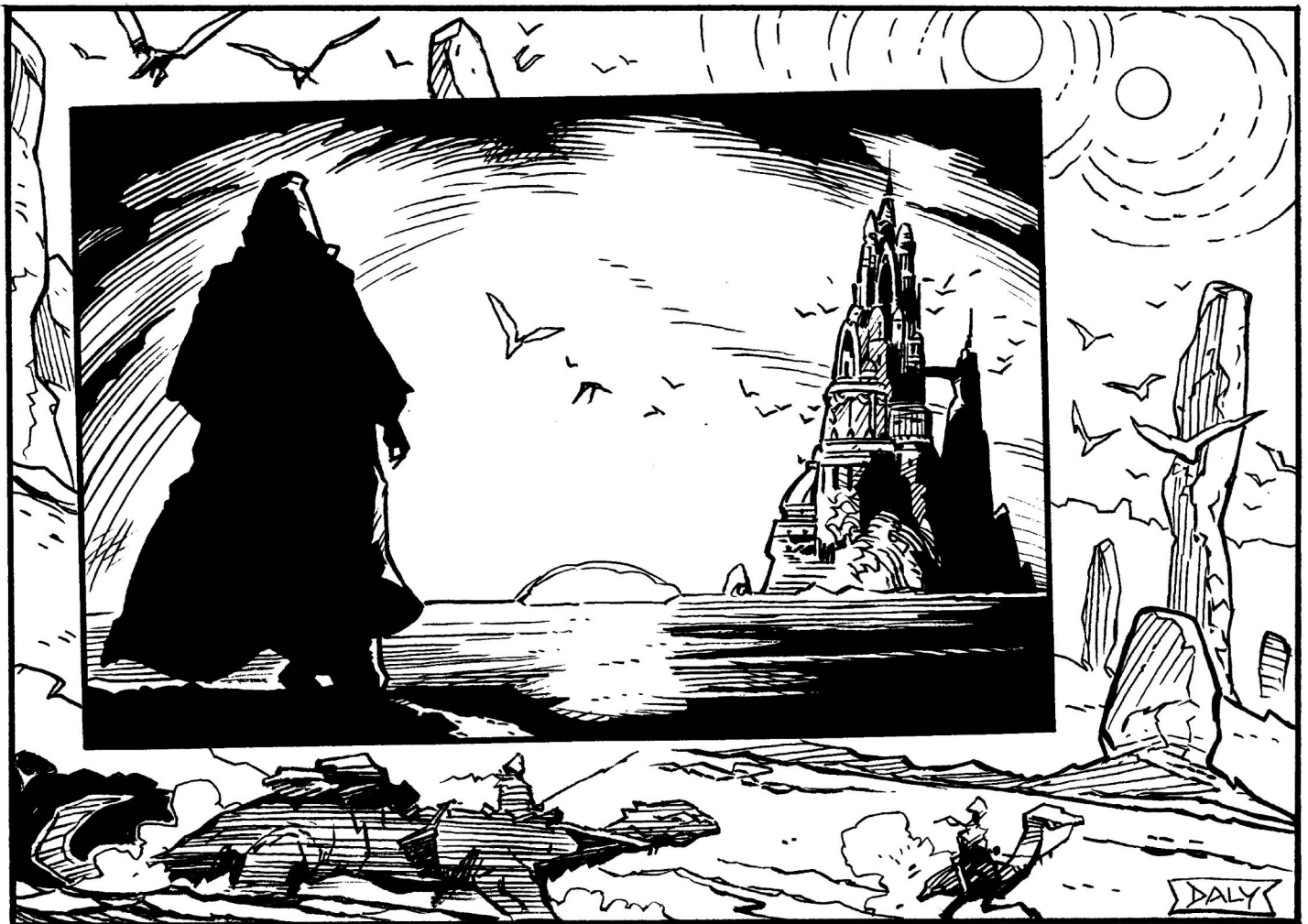
North of Macrimei, the rocky hills disappear into a strange wasteland. Large, irradiated pillars of emerald-red stone thrust out from the earth at various angles. Most living creatures die within moments from the prevalent radiation. However, those with protective enchantments tell stories of monstrous intelligent insects and lizards hunting one another amid the strange and weird landscape. The creatures thrive on the radiation, their bodies twisted with bizarre and deadly mutations.

At the far north, beyond the radiation zone, sheer obsidian mountains rise up so sharply they block all further travel. A greenish glowing mist wafts around their peaks at night.

The Sons of Soryan originally came from the eastern desert where giant mesas hold the remains of ancient glass domed elvish cities. The cities lie smashed and broken. At certain phases of the moon, the cities disappear for days at time. Anyone in the city when it vanishes is never seen again. Various barbarian tribes war amongst themselves in the desert for possession of what few valuable resources are left. Each tribe worships a divine ancestor. The Sons of Soryan were but one of many such tribes before Anazturex lured them away.

To the south, the land turns into verdant grasslands watered by a great, wide river. The people raise sheep and other cattle and are of the same stock as the Macrimei villagers. Referred to as the "grasslanders," they seem placid and weak. In reality, they are as much breeding stock for a race of ancient lizard creatures dwelling in numerous black ziggurats squatting on the grassy hilltops. The lizards rarely leave the ziggurats' dark confines and so most assume the grasslanders are enslaved to their beliefs in demonic gods. Visitors who stay too long often go missing.

Travelling east, the rocky hills descend to a flat, barren plain devoid of life before coming to a massive chasm ripping through the earth. The impossibly wide chasm's depth is unknown obscured as it is by a visibly roiling darkness. Stranger still, a series of inverted pyramids made of corroded metal spin slowly above the chasm. A massive metal ring with a thick chain runs from one tip of each pyramid to the edge of the chasm, as if anchoring them in place. Inside the pyramids, alien wizards sleep in giant pools of liquid metal while their minds scour the secrets of the universe. Some travellers dare the journey to seek knowledge from the wizards though contacting them is difficult and the price for their help is often steep.



NOTABLE LOCATIONS

1: RED OBELISK

The Red Obelisk, fashioned from blocks of red marble, rises to a height of 20 feet. It narrows considerably at its apex. An entrance at its base opens into a cramped tunnel leading to a small room. Resting on a golden stand atop a steel pedestal, a 3 ft. diameter orb glows with a swirling green light. The villagers believe the orb holds the soul of the god Soryan. For generations, the village priests were the only ones allowed into this inner sanctum where they receive strange visions from their god. However, now the Sons of Soryan zealously guard the obelisk and orb, reserving access to the strange god to themselves to enhance the fiction they have been chosen to lead by Soryan itself.

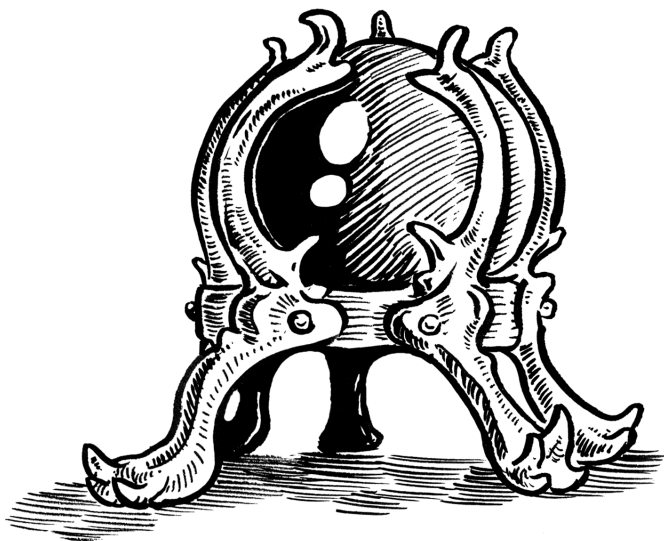
ORB OF SORYAN (MINOR ARTEFACT)

A three-foot diameter glass orb filled with swirling green light is bound to the pedestal in the Red Obelisk with a powerful force. It cannot be removed except with a *wish*.

Once a week, a creature can spend eight hours performing a complex ritual after which it must roll equal or under their Intelligence on 5d6 to activate the orb. At the GM's discretion, the burning of certain incenses and sacrificial offerings can reduce the roll to 4d6. If the creature fails the roll, they must make a successful saving throw against spells or go insane as if affected by a *confusion* spell.

If the ritual is successful, the supplicant contacts a strange, alien creature from another plane of existence called Soryan. The creature may ask Soryan one question as the *divination* (75% chance success) or *commune* spell. Additionally, the creature feels an alien presence inhabit its body for one week, granting it infravision 60 ft. and the ability to cast *detect magic* and *detect invisibility* three times a day using their level as the caster level. However, extra-planar creatures view the creature with antipathy while it is thus affected.

Aura: Strong (illusion and divination); **Weight:** 5 lbs.



2: ANAZTUREX'S TOWER

The sleek, black 40-foot tall tower (actually a variant *instant fortress*) appears to be made from a strange, shimmering black metal. It contains a formal meeting room, a laboratory, a private study and living quarters.

Anazturex (N male android wizard 11) and his two summoned servants, Salrisia (CE succubus) and Talrasio (CE incubus) dwell in the tower. Anazturex was fashioned thousands of years ago in the city now lying below the village but was placed in stasis elsewhere during the city's cataclysmic destruction. Awakened thousands of years later, Anazturex has returned to Macrimei and, with divination magic, located the body of his life partner buried deep below the village. He cares little for the villagers, only using them to further his own quest. He often teleports himself and the tower away for significant periods of time to search for items or knowledge to aid him.

Use this list to add depth and flavour to the characters' visit to Anazturex's lair:

1. Strange sounds and alien smells emanate from the black, shimmering tower.
2. Beautiful laughter, and a deep male chuckling, reach the characters' ears, from inside the tower.
3. A tall, bald man wearing ornate robes emerges from the tower and walks briskly toward the Excavation Site.
4. The sleek, black tower suddenly vanishes from sight. Wind stirs the surrounding area as air rushes in to fill the space formally filled by the tower.
5. The brooding tower glimmers evilly in the pale sunlight.
6. A beautiful man stares out at the village, from a high window.

ANAZTUREX

N male android wizard 11

Beautiful ornate robes of an unusual pattern drape the slender frame of this tall, almost hairless man.

Mannerisms: Anazturex seems to personify stillness even when moving. His voice is monotone and emotionless. Cold eyes see through people as if they were not there.

Personality: Anazturex is a being from a past time of unfathomable glory and splendour. The people of the present are little more than ants to him and he treats them as such. People are either useful to him or are disposable.

Background: Anazturex was created to be slave of the ruling class, taught magic to conjure beings for use as labour from other planes. Anazturex joined with his fellow androids in a revolt against the masters of the ancient and nameless city. During the revolution, he met his life partner, but was trapped in stasis during the fighting. He has now awoken to seek his life partner, and has come to Macrimei.

3: EXCAVATION SITE

Daily, slaves toil in a gaping pit in the ground, hacking at the rocky ground with picks and shovels. A crude elevator lowers the slaves into the pit while numerous buckets and smaller lifts carry up earth and rocks. The digging is slow, due to the lack of available wood to create proper supports and scaffoldings; collapses and accidents are common.

Anazturex believes from years of research he'll be able to gain entry to an otherwise inaccessible building in the ancient city where his life partner lies entombed. The wizard leaves the Sons of Soryan in charge of the digging, instead focusing on researching how to break through the magical barriers he believes protect the buried structure. Most Macrimeians abhor the Excavation Site, attempting to pretend it does not exist. (A perceptive character notices how their eyes quickly pass over the site as they go about their business.)

Use this list to add depth and flavour to the characters' visit to the Excavation Site:

1. A miner hacks at the rock with a pickaxe. His efforts release a blue vapour which quickly consumes him, leaving only a contorted skeleton behind.
2. Two emaciated miners swing their chains at a massive barbarian who merely laughs before slicing both in half with one blow of a heavily notched two-handed sword.
3. Miners excitedly pull a circular metal object from the ground. The object rises, glows and rotates before unleashing nearly invisible tendrils which pierce the miners dead.
4. A rickety stretch of scaffolding gives way, seriously injuring the miners walking underneath it.

GRUL

NE male human ranger 9

This monstrosity of a man looms large in heavy black leather and fur armour. He wears a mask crafted from the broken shards of several skulls.

Mannerisms: When Grul walks, he lumbers, always swaying slightly like he's drunk. Every word Grul speaks is screamed. When he "speaks" spittle flies an impressive distance.

Personality: Grul is violent, mad and insane. He has the keen cunning of a predatory animal, and always manages to stay ahead of his men (who would happily slay him if they dared).

Background: A brute since a child, Grul wanted to prove he was an adult at an early age. Denied a chance to perform a mighty feat, Grul crushed his father's skull with his own fists and stole into the Red Obelisk. His goal was to steal the *Orb of Soryan* and smash it in front of his fellow villagers in defiance. However, when he placed his hands on the orb, Sargon's alien mind utterly crushed his sanity. Grul wandered the nearby land until his violent ways lead to him creating his own tribe, the Sons of Soryan.

5. A miner screams as he suddenly begins to sink into the ground. Quickly, all that is left is a pile of skin on the ground where he stood.
6. Miners pull from the ground what looks like a hairless man. The man's lower half is missing and his torso shoots sparks of electricity from strange intestine-like tendrils dragging along the ground.

4: SONS OF SORYAN

Grul (NE male human ranger 9) leads the Sons of Soryan from this large ruin perched on the edge of the village. The walls encompassing the ruin stand 15 - 20 ft. high. The roof remains intact in some places; thick, rain resistant cloth covers the places where it has collapsed.

The Sons of Soryan have transformed the ruins into their base of operations. With its walls, they have a barracks, mess hall, audience chamber and a small fighting pit. In this pit, they force certain of their slaves to battle to the death against each other or brutalised dogs they keep for this purpose.

Near the ruins stands a crude stockade of wood and stone surrounding long tents where the slaves are kept under guard at night.

Use this list to add depth and flavour to the characters' visit to the Sons of Sargon's lair:

1. Harsh laughter, punctuated by sobs, emanates from behind a crude stockade surrounding a ragtag collection of tents.
2. Two rough and ready warriors squat against a ruined wall passing a wineskin from hand to hand.
3. Smoke rises from the ruin, and the smell of something foul cooking reaches the characters' nostrils.
4. A monstrously large warrior wearing a helmet crafted from skulls glowers at the characters, from a doorway.

KULWAY

N male human cleric 6

The broad, powerful features of this once prideful man are sunken with age and defeat.

Mannerisms: Years of avoiding the Sons of Soryan and hiding Menetethis (location 5) have caused Kulway to slink when he walk. He often casting furtive glances around him.

Personality: Kulway retains his pride, demanding respect from those speaking with him even though the Sons of Soryan's occupation of his home seems to suck the life from his bones.

Background: Kulway exhibited unusual abilities to commune with spirits, while young. As such, he began his apprenticeship to the former village priest as a child. Growing up strong and with dominion of the Red Obelisk, Kulway became the leading force in the village until the Sons of Soryan arrived. Not only does he seek their destruction, he also fears what will happen if the Red Star of Soryan rises and he does not complete the secret ritual.

5: KULWAY'S HOUSE

The former village priest, Kulway (N male human cleric 6), lives in a large, circular tent. The smell of strange herbs, exotic spices and burning incense—ingredients used as part of the religious rituals which once took place within the Red Obelisk—wafts from the tent.

Kulway, the only surviving priest of Grul's purge, desperately seeks to regain access to the Red Obelisk to beseech Soryan's aid to overthrow the Sons of Soryan. He has the support and sympathy of many of the villagers but unfortunately they are too afraid to confront the Sons. Recently, Kulway took in the strange being Menetethis (CG young male variant adamantite golem), a child-like golem with some intelligence which wandered out of a nearby cave. Menetethis speaks in an ancient, unknown language and Kulway believes Menetethis may be able to communicate with Soryan. So far, Menetethis seems to display nothing more than a child-like wonder and curiosity of its surroundings.

6: DARLARIA'S PLACE

The long-lived half-elf, Darlaria Elowee (CN female half-elf wizard 5), lives and works from this rambling collection of tents flanking one of the roads.

Darlaria has spent most of her life searching the ruins below for strange and unusual items. She maintains a wide range of contacts amongst sages and scholars visiting Macrimei; such folk are common visitors to her home. Darlaria possesses a wealth of information useful to adventurers exploring the area, but demands they bring her new and curious objects from the ruins in return for sharing her knowledge. She avoids the Sons of Soryan who see her as a witch or demon, but she could be persuaded to take a more active stance against them. In all her years living in Macrimei, she has yet to be allowed to enter the Red Obelisk, something she feels would greatly help her research.

DARLARIA ELOWEE

CN female half-elf wizard 5

More grey than black streaks this slender woman long hair.

Mannerisms: Stoic, Darlaria only gets excited when presented with new items brought forth from the ruins, quickly upending her various satchels to find her various tools and examination devices. She keeps several wands at her hips at all time.

Personality: Years spent with the Macrimeians has made Darlaria gruff with strangers, and she exhibits both a frontier wariness and courage. The best way to get her attention is to present her with a newly recovered ancient object or device.

Background: Darlaria arrived in Macrimei long before any of its current inhabitants were born. Her presence has been accepted even if she usually keeps her distance from most villagers. Some believe she might be a descendent of the ancient elves who once lived in enormous glass cities far to the east. Certainly, her obsession with the ancient ruins and the strange artefacts found within give some credence to her belief.

7: THE BLOODY PONY

A sprawl of stone ruins and cloth, the Bloody Pony serves as both Macrimei's only watering hole and trading post. As such, the proprietor, Hedde (N female human thief 4), hears most of the rumours and gossip in the village (which she willingly shares for the right price). She takes a neutral stance to both the villagers and the Sons of Soryan, earning her the ire of many. However, her ability to gather information and diplomatically work both sides makes her invaluable to village life. Besides information, Hedde serves a potent, high alcohol spirit (the recipe is a family secret) and sells basic, common goods as well a few cheap weapons and pieces of armour.

- **Food & Drink:** Pan-seared goat chops and black, hard bread (2 cp), goat and cheese stew (1 cp); fermented pony milk (2 cp); Bloody Pony spirits (3 cp).
- **Accommodation:** Stable (2 sp); corner of the common room (5 cp).

8: BRITHA'S FARM

Britha (N female human druid 6) breeds the hardiest ponies and fiercest dogs in the village, at her sprawling farm. Approaching her middle years, Britha remains unmarried and constantly beset by suitors. A fierce and strong hunter as well as breeder, many in the village look to Britha for guidance and leadership which makes the normally solitary woman uncomfortable. She would rather spend time with her animals than people; however, the atrocities of the Sons of Soryan are becoming too great to ignore.

- **For Sale:** Hunting dog (100 gp), pony (50 gp).

BRITHA

N middle-aged female human druid 6

A cold beauty radiates from this red-haired stern woman.

Mannerisms: Britha carries herself upright with a powerful, stern countenance. Still, she shies away when approached by strangers, wary as a wild animal.

Personality: Britha likes animals more than people; she understands their simple needs, wants and desires more than the complex and usually self-serving motivations of people. She is not quick to trust, but is fiercely loyal to her (few) friends.

Background: Britha's family is as close to any sort of nobility Macrimei might have as they are the largest landowner in the village. Coming from a renowned line of breeders, Britha took over the farm at a very early age when her parents grew sick and died. Britha fiercely protects her land and family's reputation which hasn't given her time to start a family of her own. She despises the Sons of Soryan. Even the most fierce, deadly predators of Macrimei have more honour and nobility than those beasts of men.

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GLOAMHOLD AND ITS SURROUNDINGS



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WELLSWOOD

WASHFORD

THE OLD ROAD

THORNHILL

THE SALT MIRE

