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# VILLAGE BACKDROP: POXMIRE

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*Poxmire's disease-ravaged residents choose lingering death over execution. The secluded island village is the destination for those who have incurable, contagious ailments, and those who cannot (or refuse to) pay for curative magic. As is the nature of such places of exile, Poxmire serves as a convenient place to also send fallen political rivals and the like. A sizeable donation to the appropriate temple is enough for a declaration that a foe's malady cannot be treated.*

*Despite the village's unfortunate nature, most inhabitants are content with their lot, thanks in part to the plentiful fish supplementing kitchen gardens growing in a pleasant climate. Poxmire could have been so much more were it not for rumours of terrible, centuries-old sacrifices carried out by cultists devoted to a now-dead deity of pestilence. Superstitious people worry about sending diseased folk to a location dedicated to the spread of disease, but the lack of cult activity for two decades has allayed most fears.*

## CREDITS

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## SYSTEM NEUTRAL NOTE

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

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

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## POXMIRE AT A GLANCE

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**Ruler:** Governor Vaino Tolonen

**Government:** Autocracy

**Alignments:** NG, CG, N, CN, NE

**Population:** 92 (71 humans, 8 half-elves, 6 half-orcs, 7 halflings)

**Notable Folk:** Emil Kylo (Siblings of Mercy), Zoran Bartleby (Bartleby's Barter), Gretja Ironjaw (Final House)

**Languages:** Common

**Resources & Industry:** Medical care, smuggling

Poxmire covers much of a small island standing five miles from the mainland. Prior to Poxmire's founding five decades ago, the island was largely uninhabited. Stories of a cult devoted to a dread pestilence god, and the many sacrifices performed by his adherents on the island, dissuaded civilised folk from settling the island. This made the place an attractive base for pirates and smugglers who used the island as a safe haven.

The situation changed when plague ravaged the nearby kingdoms. Clerics could not keep up with the demand for healing and started charging exorbitant amounts for their services. Rather than outright killing victims of the disease who could not afford healing, the kingdoms' rulers decided to relocate victims to the island as a form of mercy and a convenient way to prevent the further spread of infection. The island, with its temperate climate and bounteous fishing, proved to be an idyllic location for the diseased to live out the remainder of their lives. This "out of sight, out of mind" mentality proved popular, and the island village, dubbed Poxmire after the initial plague, became the place to send victims of later outbreaks.

The growing population necessitated structured government and enforcement of quarantines, especially with respect to those attempting to escape to the mainland. A governor oversees the island and ensures everyone receives proper care. As the village's notoriety grows, charities have sprung up to provide aid to the afflicted and to ensure disease victims can receive visitors. The village has also become a destination for those who have fallen out of political favour, by the expedient of finding—and paying—clerics who declare political enemies incurably diseased.

The island still supports piracy and smuggling, as successive governors took a variety of stances regarding these activities. Some attempted to stamp out such practises while others took payments to look the other way. Fears of contracting illnesses confine the ne'er-do-wells to a section of the island well away from the sick and dying villagers.

The arrival of diseased people has sparked a quiet return of the long-dormant pestilence god's cult. The god disappeared over a century ago, so many people believe the cult destroyed. However, loyal cultists continued to indoctrinate new members in the hope of restoring their deity to power, and they view the arrival of so many diseased individuals as a momentous portent heralding the return of their putrid lord.

## VILLAGE LORE

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

- People who cannot pay for treatment of contagious diseases, or have incurable diseases, are sent to the village of Poxmire, where they live out their final days in relative comfort.
- Diseased villagers are segregated depending on the nature of their afflictions, so they don't suffer from multiple diseases. The governor, along with healthy villagers and visitors, stay on the village's north side. The diseased live across the bay.
- The island hosting Poxmire has a dark history, including pirates who use it as a waystation. The worst stories involve a cult dedicated to a deity of plagues.

## VILLAGERS

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**Appearance:** Most villagers come from the mainland, so they typically have light hair, and blue or green eyes. Afflicted villagers show outward signs of their diseases (pox, mucus production, blood oozing from their orifices, and so on).

**Dress:** Villagers suffering from illness wear robes colour-coded to the specific illnesses to ensure they don't co-mingle.

**Nomenclature:** Villagers' names vary based on where they lived prior to being relocated to Poxmire.

## WHISPERS & RUMOURS

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

### D6 RUMOUR

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1	Vardan was miraculously healed of her disease, and after the Siblings of Mercy examined her, she received permission to leave the village.
2	After Henrik arrived, some kind of flesh-eating thing got to him. He lost his leg, and he's in quarantine until they work out the nature of the disease.
3*	They couldn't destroy poor Ardie's boy with fire at the Final House, so they had to resort to acid.
4	One of the "poxers" tried to swim to the mainland, but sharks got her.
5*	I heard some screaming from the Pit, but I was too scared to find out who or what was making the noise.
6	I noticed some robed people roaming outside the governor's mansion, the other night.

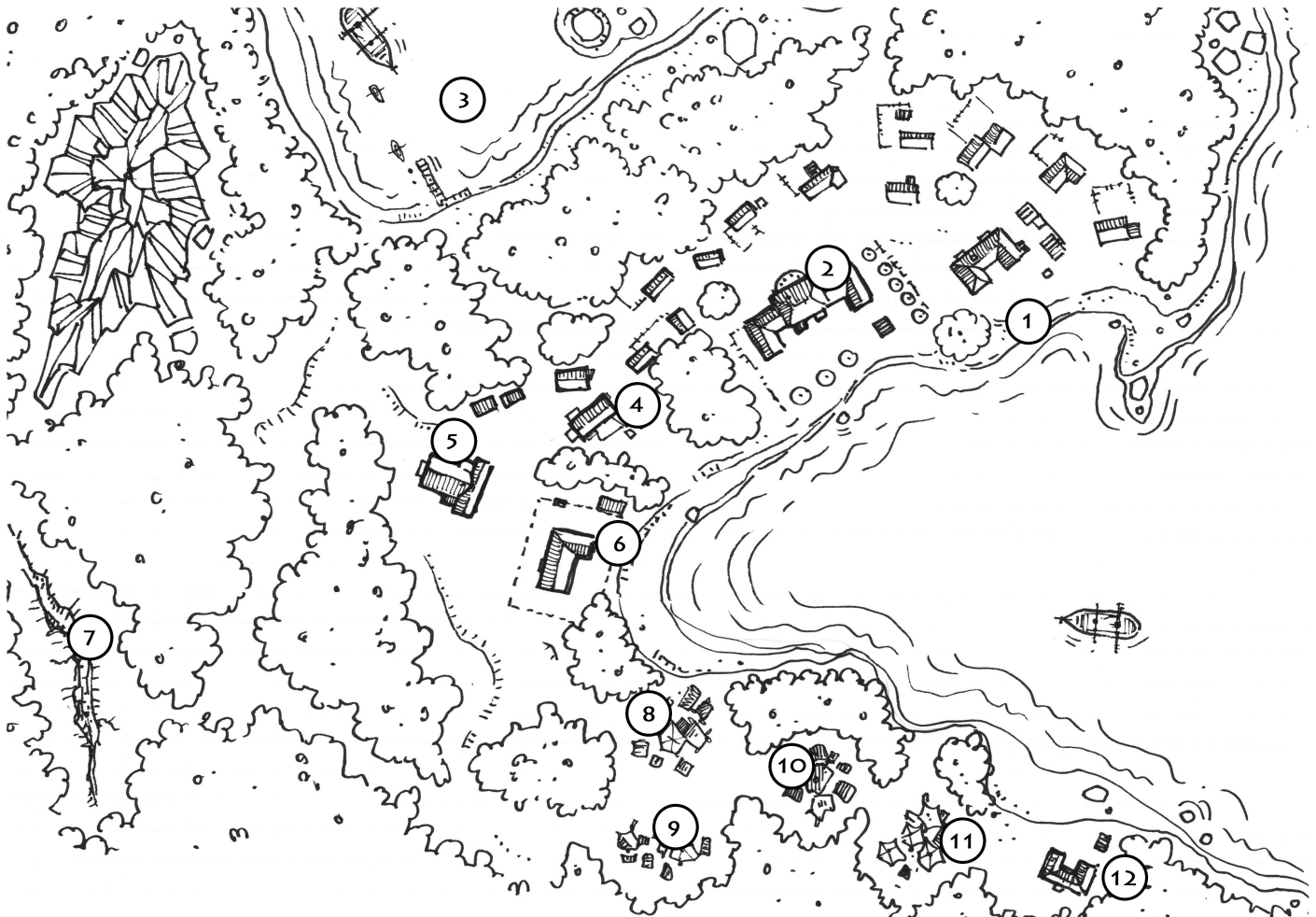
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\*False rumour

## NOTABLE LOCATIONS AT A GLANCE

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

1. **Inn Good Health:** Linnea Hiltunen runs this lodging house. She caters to folk visiting afflicted villagers, representatives of the various charities working to ease the surging in the village and the governor's visitors.
2. **Governor's Mansion:** Governor Tolonen lives and works here. He hates going into the village proper and is a rare sight out and about among his "people".
3. **Hidden Cove:** Concealed from the rest of the island by dense trees, this cove serves as a secret anchorage for smugglers and pirates.
4. **Bartleby's Barter:** The wealthy, retired adventurer Zoran Bartleby trades imported goods for fruits and vegetables grown by the villagers.
5. **Final House:** Villagers who near death end up here, where Gretja Ironjaw and her servants administer sedatives to reduce pain and calm the dying. An incinerator claims the dead, to prevent the spread of disease.
6. **Quarantine:** Arrivals who arrive with an unknown disease, and villagers who develop unexpected symptoms, are ushered to this building to contain the disease's spread.
7. **The Pit:** Rotting and skeletal bodies fill this jagged chasm, which is a sacred place to the cultists returning to the island.
8. **Short-Breathed Ward:** Villagers suffering from shortness of breath, persistent colds, and coughing fits live here.
9. **Leper Ward:** Leprosy is recognised as a separate ailment from the various skin conditions thrown together in the Pox Ward. Where there might be some temptation to visit other wards, most villagers fear and shun the folk sequestered here.
10. **Pox Ward:** Named for the pox, this location also houses people suffering from serious rashes and other contagious skin conditions.
11. **Tumescient Ward:** Villagers suffering from visible and internal tumours and other strange monstrous growths live in this area.
12. **Siblings of Mercy:** Not actual siblings, this trio of priests—Emil Kylo, Pihla Nurmi and Hedgyn Flumm assess newcomers and assign them to an appropriate ward. Emil possesses an uncanny knack for diagnosis, while Hedgyn is secretly a member of the burgeoning disease cult that plots its full return to the island.



## LIFE IN POXMIRE

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The main goals for many of the villagers is surviving to the next day and keeping their minds off their suffering.

Normally, the only visitors to Poxmire are those come to see their loved ones, members of the various charities seeking to alleviate the misery of the afflicted, the pirates and smugglers who use the island as a location to hide from authorities. Sometimes shipwrecked sailors was up on the island—such folk sometimes never escape Poxmire’s clutches.

### TRADE & INDUSTRY

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Poxmire does not export any home-grown or home-produced goods. While the land is arable, and the villagers produce food in relative abundance, no one aware of the island’s purpose would dare buy anything grown here. However, the governor ensures he reaps financial gain from his stay in the village, as did many governors before him. His primary source of income is the pirates and smugglers who pay handsomely to use the island’s secret cove as a port.

The preponderance of charitable organisations has provided the governor with another opportunity, as he taxes the organisations for “administrative purposes.”

### LAW & ORDER

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A handful of guards are charged with maintaining order on the island. Their primary concern is to ensure inhabitants of the various wards don’t try to escape. Chances of success are infinitesimal for someone escaping the island, but the guards who failed to stop an escape have to fish the body out of the water so its diseases don’t spread. The guards also make sure villagers from different wards don’t intermingle too much, but they leave the the wards to police themselves.

The inhabitants of a ward handle punishments for crimes committed within the ward, but most villagers understand their shared plight, so they rarely victimise each other. Egregious crimes (murder and the like) result in a visit to the Final House. The only such incident in recent memory resulted from illness-induced insanity.

### CUSTOMS & TRADITIONS

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Most villagers don’t see a need for annual celebrations, but they come together for minor victories. A villager declared disease-free receives a banquet in his or her host ward, reasoning the villager won’t contract the disease again. The villagers follow a tradition at these banquets to bequeath verbal messages to the person leaving the village, and the departing villager promises to find the recipients to whom he or she delivers the messages.

## VILLAGE DRESSING

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

### D20 DRESSING/EVENT

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1	A woman asks passers-by for money to help her charity bring food and medicine to the afflicted.
2	A child in a blue robe, and with her mouth covered, runs up to the PCs while stifling coughs. She exclaims, “Don’t worry, I’m not breathin’ on ya!”
3	Guards rush to the island’s south shore. If asked, a guard shouts, “Escape attempt,” before running off.
4	Gentle rain falls from grey clouds hovering over the island, for most of the day.
5	The wind shifts a noxious cloud of smoke from the Final House toward the healthy part of the village. A bell rings as doors are closed and windows are shuttered.
6	A boy offers to sell a vial of liquid to interested buyers. He claims it will keep the drinker from getting sick.
7	A woman, bleeding from the eyes and ears, is swiftly led to the quarantine building as onlookers gawk.
8	A man and woman solemnly carry a pair of brass urns toward an awaiting ship. Both have tear-stained faces.
9	A man cries out, “They won’t let me see my son!”
10	A well-dressed woman presses a parchment into one of the PC’s hands. She merely says, “Eino,” before retreating. The parchment notes a location and a time.
11	One of the corpses in the Pit pulls itself out and wanders toward the Leper Ward before collapsing.
12	A ship lists as it draws toward the pier. Panicked people jump overboard and swim to shore.
13	A mangy dog runs along the bay’s north shore (unsuccessfully) begging for food or attention.
14	Linnea Hiltunen carries a net full of trout. She beams and hums out of tune as she makes her way to her inn.
15	An explosion echoes from north of the island.
16	Sobs can be heard from disembarking ship’s passengers on the south side of the bay.
17	A family tearfully waves at a woman across the bay. One of the children attempts to float a lily toward her.
18	Seagulls circle around the Pox Ward, apparently alerted to someone or something dying there.
19	At night, the moon turns blood red for a few minutes.
20	A visitor to the island is stricken by a cough. The person quickly stifles the cough and looks worried.

## THE SURROUNDING LOCALITY

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The reputation, past and present, of Poxmire's island keeps most legitimate sea voyagers away, leaving the surrounding waters safe for pirates and smugglers. Fear of catching a horrible disease keeps most warships who would otherwise enforce the law at bay. The only other vessels docking at the island come to deliver supplies, visitors and new villagers. A previous governor negotiated with pirates and the like to leave these ships alone, and most black-hearted crews abide by the agreement knowing that if they do not the warships might return and drive them away from their safe anchorage. Even without the danger of piracy, many captains fear the island and demand double their normal rates to ferry items and people there. The baronies who send their afflicted people to the island often split the cost of transport.

A warm current flows around the island, which makes the temperatures pleasant for most of the year. Rainfall is moderate, and the island is far enough north to miss out on spectacular tropical storms. Fish are plentiful, and individual wards have a patch of shore from which inhabitants can catch fish. The north side of the island is fishable as well, but very few of the healthy villagers other than Linnea Hiltunen take advantage of this.

The warm current brings predatory creatures such as sharks near the island. Diseased passengers can see tell-tale shark fins breaching the surface as they make the trip to the island. While the sharks are an obvious deterrent for those plotting escape, sometimes the desperate, or those in deep denial about their condition, take their chances with the water to return home.

The island is five miles from the mainland, which proves a daunting distance for even the healthiest of swimmers. When the governor is alerted to an escape attempt, signal fires alert guards to arrive patrol the mainland shore. If an escapee makes it past the sharks and manages to cross the incredible distance, a patrol waits for the escapee's arrival and imprisons them in solitary confinement until they can be returned to Poxmire. Even if a villager escapes to the mainland, the villager has another eight miles through forest to reach the nearest village.

The pirates sailing from Poxmire typically deal with those attempting to stow away in a swift and final manner. Superstitious—even manic—about the spread of disease they quickly kill escapees from Poxmire and immediately dump the bodies over the side before the stowaways can infect them. They don't even loot the bodies.





## NOTABLE LOCATIONS IN POXMIRE

### 1: INN GOOD HEALTH

*The odour of recently fried fish wafts from this modest single-storey building.*

While Poxmire is not a holiday destination by any stretch of the imagination, innkeeper Linnea Hiltunen (CG female human) prides herself on providing the best possible accommodations for visitors. She has lived in Poxmire for nearly twenty years, second only to Zoran Bartleby (location 4) in longevity. Since the inn is the only place on the island for visitors to stay, many visitors gain their only impression of the village from the inn. Thus, Linnea is apologetic about the paltry meal offerings, sometimes muttering about the governor taking all the best food. Her staff comprises a human and a halfling and she turns management of the inn over to one of them during quieter moments, so she can catch the next day's meals for her guests.

- **Food & Drink:** Meal (smoked or fried trout and bread) 3 sp, ale (mug) 6 cp, tea (cup) 2 cp.
- **Accommodation:** One-bed chamber 5 sp; two-bed chamber 10 sp; common room 2 sp.

**Suspicious Guests:** If the PCs gain Linnea's trust, either by sharing their concerns about the conditions in Poxmire or helping her out with a difficult situation, she confides in them that four recent visitors have said nary a word to her, and they seem to spend considerable time with the governor. She hints the PCs should investigate the group and find out what they're up to. Unknown to Linnea, the quartet are cultists of the old disease god, and they have been using the governor's attitude toward pirates to influence him into turning a blind eye to their sacrifices (in return, of course, for handsome bribes).

### 2: GOVERNOR'S MANSION

*This two-storey building's majestic appearance stands in contrast to the rest of the village's structures. Servants focus intently on their chores or rush about on errands.*

Governorship of Poxmire and its surrounding island is not regarded as an auspicious appointment. As if to prove their unworthiness, most governors use the post to fatten their own purses while providing the bare minimum of care for the villagers. This mansion is a prime example of this attitude, as the original building has had many additions or undergone wholesale remodelling. The governor, Vaino Tulonen (NE male human fighter 2), is no exception to the string of self-serving people who have served as the island's ruler. Vaino pockets much money from illicit trade and piracy, while keeping an eye out for the first opportunity to move on to something better.

### WHAT'S GOING ON?

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

#### D6 EVENT

1	A group of black-robed figures furtively moves from the inn to the governor's mansion. If they notice someone spying on them, they return to the inn.
2	The sounds of construction emanate from the rear of the mansion, heralding a new addition.
3	Two sailors hustle a crate into the mansion. It's marked with the sign for healing.
4	The governor yells loud enough for those outside the mansion to hear. While it is difficult to hear his actual words, the PCs pick up, "If you refuse to pay this reasonable fee, you cannot do business here!"
5	Guards attempt to disperse a crowd complaining about a fee the governor has begun charging for passage to and from the island.
6	A tall, well-dressed man takes a few steps away from the mansion, looks horrified when a violent coughing fit overtakes him, and retreats inside.

### VAINO TULONEN

NE male human fighter 2

*This tall man wears tailored suits trimmed in red and gold.*

**Mannerisms:** The governor talks effusively to those whom he thinks can line his pockets. He smiles regularly with such folk, but astute observers note these smiles never reach his eyes. With folk he derives no benefit from, he is terse and makes it obvious he regards them with disdain.

**Personality:** Vaino knows he doesn't belong in Poxmire, and ultimately wishes to find and punish the person responsible for his assignment here. He enjoys putting on a show of his wealth as an obvious contrast to the most of the villagers' downtrodden appearance. His tenure in Poxmire has made him germaphobic, so he minimises direct contact with anyone he meets.

**Background:** The son of a high-ranking noble, Vaino figured he needn't do any work. His arrogance led to disastrous mismanagement of his land, forcing his father to manoeuvre Vaino into an assignment to Poxmire, ostensibly as a lesson in humility. Discovering the standing arrangement with the pirates, and approached with a lucrative deal to allow the disease god's cult to quietly return to the island, the governor plans to increase his wealth and buy himself into a better position.



### 3: HIDDEN COVE

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*The water in this tree-sheltered cove is bright blue. Undisturbed by the current, it is possible to see beautiful rippled sand resting on the bottom of the ten feet below.*

Were it not for Poxmire's history, this area could be the centrepiece of noble's retreat or summer house. Instead, the cove serves as a safe, out-of-the-way place for pirates to escape pursuing ships and smugglers to unload illicit goods. Several caves pierce a nearby hill and the ne'er-do-wells have also dug out several hidden cellars in which they hide their illicit goods until they can be moved onwards.

Dense trees around the cove make it difficult to spot ships from the island, and a narrow mouth makes it equally difficult to spot anchored ships from the sea.

Governor Tulonen (area 2) takes a more direct approach than his predecessors in the pirates' and smugglers' business; he inserts himself as a middleman and charges extra for his "services" in keep warships and the like away. Tulonen baulks at allowing slave trading on the island, but his reticence comes more from not having received a big enough bribe to look the other and is not some kind of moral stand. The governor doesn't come here, but he has several loyal henchmen who discreetly deal with the mariners berthed here. Tulonen only comes here, under cover of night, when he must negotiate a deal with a new crew.

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#### ZORAN BARTLEBY

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NG male halfling thief 4

*Brightly garbed, but not garishly so, this halfling man has blonde hair neatly tied into a ponytail and an omnipresent warm smile.*

**Mannerisms:** When selling goods, Bartleby often negotiates himself down, mockingly chiding himself immediately afterwards. He hums and sings as he putters about his shop.

**Personality:** Due to incredible luck or divine provenance, Bartleby has never contracted a disease despite his close dealings with the villagers. This puts him at ease when he interacts with others, making him a popular person in the village. The governor's actions have dimmed his optimistic view of people, and he has begun to ponder whether everyone is redeemable as he once staunchly believed.

He considered using his wealth to pay clerics to cure the diseases ravaging the villagers, but quickly realised he didn't have enough to treat every villager. He doesn't feel he has the right to choose who receives treatment, so this weighs on him.

**Background:** Bartleby was an adventurer, but he grew weary of the life and wanted to help people directly rather than killing monsters and taking all their treasure to purchase better equipment. Resting after a lucrative venture, he witnessed a group of afflicted people being loaded on a ship destined for Poxmire, so he jumped aboard to start a new life there, where he uses his wealth to ease the disease victims' suffering.

### 4: BARTLEBY'S BARTER

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*This cheerfully decorated two-storey building is festooned with ribbons of various colours. Alternating silver and gold letters on a sign proclaim this as "Bartleby's Barter."*

Zoran Bartleby's (NG male human thief 4) sells goods to visitors and inhabitants alike. Most of his traffic comes from villagers who trade fruits and vegetables they grow for salves and elixirs to alleviate symptoms of their diseases. Despite inconsistent income, Zoran always pays for his shipments, along with the governor's burdensome "taxes."

- **For Sale:** Alchemical remedies and tools (80%-100% usual cost), adventuring gear (typically limited to gear suited for outdoor survival, 70%-90% usual cost).

**Missing Curatives:** Bartleby expected a shipment of vials of alchemical medicines which he intended to sell to visitors at a fair price, but the shipment never arrived. The ship's manifest does not list the material, but the halfling suspects foul play. He offers a generous reward for the shipment's recovery.

### 5: FINAL HOUSE

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*Despite the warmth coming from this squat building's massive furnace, evidenced by the double-sized chimney belching smoke, it is difficult to suppress chills at the palpable sense of sorrow surrounding the place.*

A name bestowed on the building by one of the first villagers to be ushered here, the name Final House spread among the other villagers and stuck. Indeed, this is the final destination for Poxmire's terminally ill. Victims receive drugs to ease their pain at the end-stage of their diseases and are often insensate for their final days.

Final House also incinerates the dead because it is believed burning a diseased body eliminates its contagiousness. The ashes of the deceased are placed in urns or the like, which family members can retrieve, or request be delivered to them (lately, with a tax imposed by the governor).

Gretja Ironjaw (N female half-orc cleric 1) and a staff of two half-orcs oversee the grim activities, here. She has been here for a year, and her tenure has taken its toll of the cheerful, caring priest.

### 6: QUARANTINE

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*Permanently shuttered windows would give the impression this house is abandoned, were it not for the guard patrolling the grounds and the occasional rushing of someone into the house.*

As the Siblings of Mercy have seen, diseases don't stay in nice boxes based on how people are segregated. Thus, when villagers develop new symptoms defying expectations, they are moved here for observation and to remove the possibility of spreading a new disease. Symptoms sometimes disappear, allowing people to return to their assigned wards. Most likely, however, this location is a mere stopover on the way to Final House.

## 7: THE PIT

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*Flies buzz about the skeletons and rotting corpses filling this deep pit. A nauseating smell permeates the air around the pit.*

The former sacrificial location for the disease god's cult, this location went unnoticed for two decades after Poxmire's founding. A heavy rain washed away the dirt and soil covering the charnel pit, revealing its contents.

**Active Again:** A villager notices a fresh corpse in the Pit, and the news quickly spreads around the village. If the PCs investigate, they discover the corpse is missing its internal organs.

## 8: SHORT-BREATHED WARD

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*Blue-robed villagers cough, sneeze and hack out their lungs as they move about thatch huts ringing a central campfire.*

Home to those with lung afflictions and other congestive problems, many of the people sequestered here have difficulty with extended periods of physical exertion. Lumi Tervo (CN female human) has survived here for five years and acts as the ward's de facto leader.

## 9: LEPER WARD

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*Yellow-robed villagers attempt to conceal the disease that consumes their flesh.*

The prevalence of leprosy marks it as a separate disease from the skin-based afflictions that would place someone in the Pox Ward. The leper ward stands well away from the other wards because of the fear and a sense of shame about the disease.

The villagers see themselves as egalitarian and make decisions as a group. Oskari Waara (N male halfling thief 1) serves as the ward's spokesperson but consults with his fellow villagers if pressed for a decision.

## 10: POX WARD

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*Hands and faces peeking out of white robes show obvious signs of skin diseases, such as blisters and inflamed rashes.*

If a new arrival has an affliction that marks the skin, the person is placed here, regardless of the disease's symptoms. This usually means that villagers in this ward suffer from at least two separate skin diseases. A villager developing a new "superficial" symptom does not end up in quarantine, unless the symptoms include a continuous discharge of blood or pus.

## THE WARDS

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All Poxmire's wards have the same general appearance—a set of thatch huts surrounding a meeting place, usually a fire pit. Each ward has a plot of arable soil, as the villagers are encouraged to grow their own food. Gruel served by the Siblings of Mercy is the alternative to fresh fruits, vegetables and grain.

## 11: TUMESCENT WARD

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*Most of the grey-robed villagers in these huts show no outward signs of an affliction. A couple of villagers, though, display obvious tumours on their extremities.*

Merely suffering from a tumour, whether internal or external, is typically not enough to consign someone to Poxmire. However, if many people from the same place suffer from tumours which may be contagious they are all deported to the village.

Lifespans in this ward are the most variable among all the villagers. Kerrtu Anttila (CG female half-elf) has lived with her tumour for ten years and exerts a calming influence on the villagers she shepherds.

**Get Me out of Here:** Political rivals effectively exiled the nobleman Eino Kilpela (NG male human) here by paying a cleric to declare he had a contagious brain tumour. If Eino finds a sympathetic ear among the PCs, he implores them to clear him of his alleged tumour and promises rewards when he is restored to power.

## 12: SIBLINGS OF MERCY

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*This humble building displays a hand-lettered sign reading "Administration" above its front door. An antiseptic smell partially covers the less pleasant odours wafting from the within.*

The Siblings of Mercy, Emil Kylo (N male human cleric 2), Pihla Nurmi (NG female halfling cleric 1) and Hedgyn Flumm (NE male half-elf cleric 3), sort new arrivals into the village's various wards. Emil possesses the ability to determine the disease afflicting a person, even if the disease has no obvious symptoms. Sadly, this ability does not translate into an ability to cure the disease.

### HEDGYN FLUMM

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NE male half-elf cleric 3

*This quiet man wears a cloth mask and a voluminous, all-covering gown.*

**Mannerisms:** Hedgyn is often distracted, requiring multiple attempts to convey a point or ask a question. He gives perfunctory responses and defers to his fellows.

**Personality:** As a cultist to the slumbering disease god, Hedgyn is actually focused on his dread god's goals. His distractedness is an act that he uses to disarm others, causing them to speak freely around him. As he orchestrates increased cult activity, he works to make Emil his patsy if the trail leads back to him. Emil's strange ability to detect disease makes him a convenient candidate as a cultist.

**Background:** Hedgyn lost both parents to disease at a young age. Embittered by their deaths, he was lured in by other cultists with promises of wielding power over disease through their god.

# OGL V1.0A

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