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VILLAGE BACKDROP: TIGLEY 2.0





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VILLAGE BACKDROP: TIGLEY 2.0

Wracked by disaster, Tigley is a village reborn. Standing on the fringes of the noisome Gnatmarsh, its folk make their living from the swamp and harvesting guano from the caves honeycombing the spire of rock upon which stands much of the village. But all is not peaceful in Tigley. The villagers' burial rituals have attracted undead to certain nearby sunken ruins and goblins now lurk in the locality. In the village itself, influential figures vie for control of the local industries, a bully uses his influence to spread lies and cause trouble and the village priest hides a terrible secret. Once again, Tigley is a village teetering on the edge of disaster, but this time it is a disaster of the village's own making.

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TIGLEY AT A GLANCE

Ruler: Silas Hinge
Government: Autocracy
Population: 89 (78 humans, 3 dwarves, 3 elves, 2 half-elves, 1 half-orcs, 2 halflings)
Alignments: LN, N, NG
Languages: Common, Goblin
Resources & Industry: Bat guano, hemp products (rope, wax, resins, lantern oil, canvas, paper), sugar

Wracked by disaster, Tigley is a village literally risen again. Decades ago, a powerful earthquake devastated the village. Many of its buildings collapsed and much of Tigley was destroyed or fell into the swamp. Even the land itself was rent. A great gorge opened up, and Tigley's remains were left marooned on a spire of splintered rock jutting from the marshland.

But Tigley endured and although it hasn't exactly prospered, it has begun to grow once again, becoming a centre of commerce. Shacks and half-timber buildings cling to the stack's flanks and cliffs like a vertical shanty town creating a maze of short, precipitous alleyways. Cliffside itself is the newer part of the village and comprises sturdier buildings; here stand many storehouses with attics built above for the workers to live in.

Now the villagers work the surrounding swamplands and adventurers use the village as a base from which to explore the surrounding Gnatmarsh and Blackboar Forest. Goblins living nearby spy on and occasionally raid, the village—although (at least recently) this is a rare event. Hidden deep in the woods, a group of all female bandits, each accompanied by a massive wolf, prey on travellers. Strangely reports of these women are mixed, some saying they were polite yet forceful during their robbery while others speak of caravans completely destroyed but for shell-shocked and terrified female survivors. A bigger, yet so far hidden, threat are the Blackboar orcs in the forests to the north east of the village. Reclusive compared to other humanoids they have thrived in the wildlife-rich woodlands and are slowly building up their numbers. The orcs ride the huge black-skinned boars the forest is named and could easily destroy Tigley if they so chose.

Not all is doom and gloom, though. The powerful wizards' guild in the closest city, Port Blackstone, have taken an interest in Tigley. Investing money in the guano farming and setting regular patrols along the roads they have had a positive effect on the area. Now guild-sponsored young adventurers head to the ramshackle village to make a name for themselves by searching for ancient secrets in the locality and keeping Tigley's enemies at bay. The elite Mage Guard patrol the roads between Tigley and Lady Cross to the east whilst the dwarven Cragrunners, another faction from Port Blackstone, patrol the forests north and south of the road.

Rival guilds also look to Tigley and its unique resources. Hidden agents collect information and spread dissent amongst the villagers. Merchants looking to outmanoeuvre the wizards' guild buy the workers' loyalty on Cliffside with gifts and gold.

VILLAGE LORE

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

- Tigley stands at the edge of the Gnatmarsh. Decades ago, an earthquake devastated the village, but it has since somewhat recovered.
- Much of Tigley village stands on a spire of rock jutting out of the marsh. Vast swarms of bats live in the caves honeycombing the rock.
- The villagers bury their dead in the nearby lake (which they call the Sink). This practise attracts undead and other unwholesome scavengers to the area.

VILLAGERS

Appearance: Most of the villagers are lithe and lean.
Dress: Most villagers wear hemp canvas shirts, smocks and dresses treated with various natural dyes usually worn with high leather boots. Most leathers are treated skins harvested from the reptiles and snakes living in the swamp. Polished stones and shells serve as cheap jewellery.
Nomenclature: *male* Adalbert, Egfried, Otgar, Waron, Worad; *female* Ada, Berta, Gisela, Rilla; *family* Blois, Gall, Lorsch, Trond.

WHISPERS & RUMOURS

While in Tigley, 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	Goblins have always been a problem for Tigley; they live in the nearby chasms, woods and swamps and are always scavenging through the area.
2	The Mage Guard on a nearby road destroyed a walking corpse recently. By all accounts the corpses was in good condition—it had recently risen.
3*	Morgan, the red-haired bouncer at the Crack in the Wall, is in love with Gerold the tavern's owner. Don't mention anything, though, as she will get angry—and you won't like her when she is angry.
4*	Silas' son was taken one night during a goblin raid. The resultant stress caused him and Ella to separate.
5	Odd things have been seen swimming in the Wash at the dead of night. No one knows what they are, but they are fast, quiet and secretive...
6*	Rogar and Hilduin work for a merchant in Port Blackstone who wants to control of Tigley's lucrative guano trade.

*False rumour

NOTABLE LOCATIONS AT A GLANCE

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

1. **The Stack:** Tigley stands on this cave-riddled promontory.
2. **Stone's Throw Orphanage:** This large half-timber building houses orphans from nearby Port Blackstone.
3. **The Belt:** This rough and rickety rope and wood bridge spans the chasm dividing the village.
4. **The Square:** This cobbled open area is used for village celebrations and festivals.
5. **The Well:** Bats use this disused well to exit their cavern-home.
6. **The Foundation:** This large stone tower and several wooden building is the village's centre of worship. Dead villagers are lowered from a platform into the lake below, during funerals.
7. **The Sink:** The villagers use this large, muddy lake to bury their dead.
8. **The Paper Press:** This well-maintained wooden building has a watermill. Looking slightly out of place, the wood of this building is obviously imported.
9. **The Crack in the Wall:** Several shacks and huts serve as Tigley's only tavern and inn.
10. **Cliffside:** A large forge and its warehouses cover the far side of the cliffs. Several lifts and pathways connect them.
11. **The Wash:** This open cobbled area has wooden jetties and a sturdy stone bridge. It is busy most times of the day.

NOTABLE FOLK

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

Emmon (location 3; LN male venerable human fighter 2) has guarded The Belt for nearly 60 years. Despite his frail look, this crotchety white-haired old-timer is a skilled warrior.

Father Isaak Wearne (location 7; NG male human werebat cleric [Conn] 3) runs the Foundation. This tall, well fed clergyman is also Tigley's tax collector. He knows everyone in the village and is well liked (despite his second job).

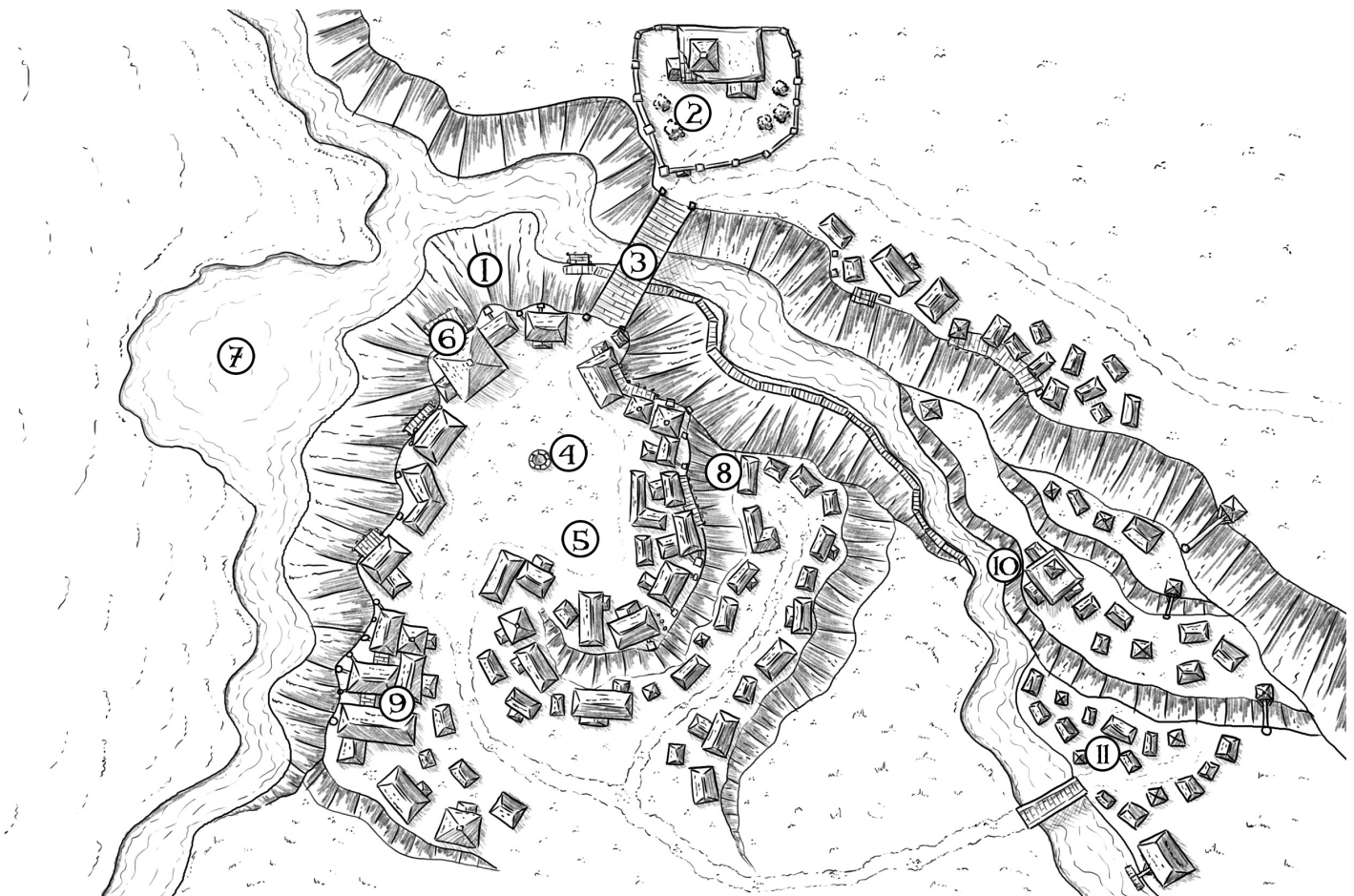
Gerold (location 9; NG middle-aged male human) usually wears an apron covered with sickly sweet sauces and ale. He is a bright-eyed, ruddy-faced man.

Hilduin Caldwell (location 8; NE male old human) runs the Paper Press. He is a creepy-looking, hook-nosed, grey-haired miser.

Matron Ella Hinge (location 2; LG old female human) watches over Cliffside. This kindly old lady is well loved and respected by all.

Rogar Weaverson (location 11; N male human) bullies much of the populace. This large, burly man is not liked by most of his fellows, and is only tolerated for his considerable stone-working skills.

Silas Hinge (location 10; LG old male human) serves as Tigley's mayor. He is stocky, overweight and bearded.



LIFE IN TIGLEY

Daily life in Tigley is busy and hard. Few of the villagers are well off and many struggle to make ends meet. A few villagers–Silas and Rogar in particular–have an inordinate effect on day-to-day life.

TRADE & INDUSTRY

Most of the villagers fish, gather hemp and sugar cane or labour as porters. Most of their pay is in the form of food or free rent of their homes. Most of those living in Cliffside work for Silas (location 6). This has caused a few problems for Rogar (location 10) as his bullying ways do not go down well with them.

The gathered hemp is turned into ropes and cloth or pulped into paper at the Paper Press (location 8). The cloth is then made into clothes or sacking.

One of Silas’s workers has also been experimenting with making bricks from the hemp fibres mixed with clay and lime from the lake. If he is successful, Rogar may lose his monopoly on stoneworking in the village.

Sugar cane is used as food and sold by the sack to visiting merchants. Some villagers smoke hemp but as this makes them unproductive Silas discourage this practice.

MAGIC ITEMS FOR SALE

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

- **Armour:** +1 *leather* (2,000 gp).
- **Potions:** *growth* (300 gp), *speed* (450 gp).
- **Ring:** *feather falling* (5,000 gp).
- **Scroll (Cleric):** *prayer* (900 gp).
- **Weapon:** +1 *dagger* (600 gp).

LAW & ORDER

Tigley is relatively peaceful. Few problems beyond drunken fisticuffs present themselves on a daily basis. In the village, Rogar is perhaps the person most seen as a troublemaker. However, Silas Hinge is a stern fellow and does not tolerate troublemakers.

CUSTOMS & TRADITIONS

The Longest Night festival takes place on the night of the winter solstice. Children make bat-shaped kites from sticks and black paper to fly behind them as they run around the village collecting treats from houses. As the night goes on, the square fills with villagers drinking mead, gin from Lady Cross and eating sweet cakes and liquorice candy. A short prayer of thanks is said before the dancing starts. Festivities continue through the night until the bats dwelling in the caves beneath the village fly home in the early hours of the morning.

On the first rest day of each month, the women bring down their crafted goods to the Wash to trade with each other or to sell to visitors. Bright scarves, long brown cloaks and bead necklaces are popular as are craft beers and ales.

VILLAGE DRESSING

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

D20 DRESSING/EVENT

1	Several goblins are seen spying on Tigley from the other side of the lake. Goblin and boar tracks lead off towards Dudney Chasm.
2	A villager goes missing, while fishing on the far side of the lake. Maybe one of the ghouls lurking therein got lucky?
3	Villagers discover a shroud-wrapped body on the underside of the Sink. It looks like it has been gnawed upon. The villagers ask the party for help as this discovery cannot bode well for the village.
4	Rogar gets drunk at the Crack in the Wall and causes a bar fight which spills out onto the streets. Morgan does her best to deal with this but is outnumbered.
5	A large pack of goblins set fire to a local farmer’s barn and make off with several sheep. A goblin mounted on a large boar was seen leading the attack.
6	Two female orcs are seen hurrying through the woods towards Dudney chasm.
7	A large creature is seen moving amongst the high reeds of the Gnatmarsh, before disappearing into the mist.
8	A huge swarm of bats flies up from the well shrieking loudly. They circle the village before heading to the north.
9	A small bog octopus is found on the Wash. It looks like it has been chewed upon before being discarded.
10	Sandra and Varssk are seen sneaking around the east side of the stack towards the base of the cliffs beneath the Foundation. They sit and talk for several hours.
11	A guano farmer slips and falls on the cobbled road causing arguments between Roger and Silas.
12	A fisherman’s rod is snatched from his hands by something large which swims off into the Sink.
13	A ripped cloak floats downstream to the Wash where it is dragged out of the water by a concerned washerwoman.
14	A group of dwarven Cragrunners march into the village late one night and stay at the Crack in the Wall.
15	A villager is found dead in his house; he has been stabbed repeatedly with a short-bladed knife.
16	Work stops on Cliffside as the washerwomen break into song, much to onlookers’ delight.
17	A caravan from Port Blackstone is chased by a pack of goblins. The raiders flee into the woods when the caravan nears the village.
18	A villager in Cliffside finds a goblin tunnel under his house. Rogar’s workers are called to seal it off.
19	A drunk spots red glowing eyes in the marshes, one night.
20	Emmon loudly scolds a heavily laden peddler trying to cross the Belt before sending him over to Cliffside.

THE SURROUNDING LOCALITY

Rising out of the mire of the Gnatmarsh on the edge of Dudney Ridge, Tigley stands on a high spur of rock. Surrounded on all sides by the waters of Dudney River, Tigley is a ramshackle village with as many shacks and hovels as it has stone houses.

Rising above the marsh, the Dudney Ridge stretches to the north and south for forty miles. To the east, runoff from the mountains splashes down through the tangles of Blackboar Forest before crashing down the cliffs into the Dudney River as it flows towards the sea far to the south.

Hundreds of gorges and crags hide caves and valleys from all but the most determined explorers. Adventurers use Tigley as a base before returning to Lady Cross at the other end of the eastern road. They return with tales of ancient villages collapsed into the chasms and hidden temples buried beneath a strangling canopy of trees and vines.

Patrolling the area, groups of Cragrunners and Mage Guard are commonly seen on the road and in the edges of the forests bordering the road. The Mage Guard from the powerful wizards'

guild in Port Blackstone make sure the deliveries of bat guano to the city and supplies to Tigley get through without interruptions.

The dwarven Cragrunners are adept climbers. The sturdy dwarves patrol the forests and chasms to keep the menacing orc and goblin clans away from the roads criss-crossing the surrounds.

Despite the threat from the forests and marshes, farmers raise flocks of sheep and herds of shaggy-haired cows on the flat lands beside the road close to Tigley. Adventurers can usually find temporary solace in the barns and sheds of these farmers who are thankful for the extra security they provide.

To the west of Dudney Ridge, the Gnatmarsh spreads some forty miles before its fetid waters flow into the sea. Gnarled swampy trees and deep pools litter the area interspersed by huge tracts of open marshland. Deserted villages, their stones sinking into the muck, are now home to tribes of goblins or lizardfolk who zealously defend their little sanctuaries. A ridge line of sandstone stretches across the middle of the marsh providing nesting areas for huge marsh hawks and flocks of harpies. The sandstone, rich with metal deposits, dyes the nearby waters red which provide food for the many shellfish and worms.

Strangely animals normally found in the sea such as clams and octopus have adapted to life in the swamps. Deposited

here centuries ago by a devastating earthquake and result flood they have formed a strange ecosystem with their swampy cousins.

Despite its rough appearance the area surrounding

Tigley is surprisingly

verdant with easy

foraging and

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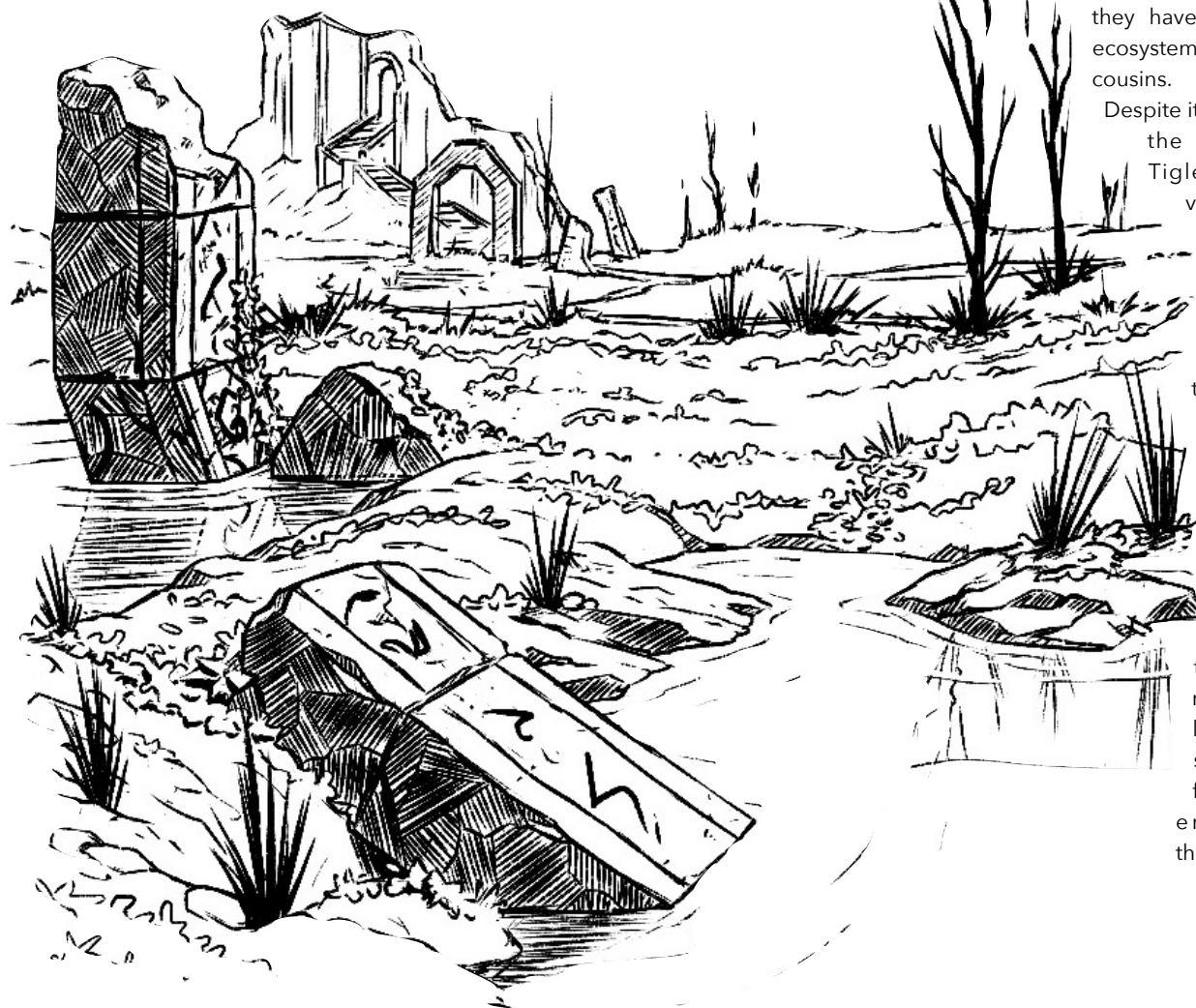
lakes, providing a

staple food source

for anyone clever

enough to catch

them.



NOTABLE LOCATIONS IN TIGLEY

1: THE STACK

The stack is a solid granite rock surrounded by marshy flatlands. It is deeply cracked and the constant noise of bats accentuated by the ammonia stink of the guano hangs in the surrounding air. Wooden walkways and ledges link the various shacks clinging to the rock face and a partially completed winding cobblestone path links the Wash (location 10) to the Square (location 4).

The stack is riddled with caves and crevices home to large bats swarms. Each night, the bats leave their roosts and swarm down to hunt over the stinking marshes. It is against the law for outsiders to enter the caves and disturb the bats; anyone abusing this law is expelled from the village.

2: STONE'S THROW ORPHANAGE

The orphanage perches on the hill opposite the Stack (location 1). This large stone building was ruined in the earthquake and over half of it collapsed. Most of one side has been rebuilt in stone and re-insulated with hemp and lime blocks. The entire upper floor is of timber. The grounds contain several over-climbed apple trees and a wide bramble patch as well as a large kitchen garden. From here, children throw stones at a large, broken tree clinging to the cliff near the Belt (location 3)—hence the orphanage's name. The orphanage's high stone wall is a favourite perch for the children; here they tell tall tales and spy on visitors.

Housing only six children, the orphanage is surprisingly empty. The beloved, but crippled, Matron Ella Hinge (LG old female human) has run the orphanage for 15 years. She is married to Silas the Ironmonger (location 10) but spends all her time here only seeing him when he makes the trip to the loading station opposite the gates.

3: THE BELT

This sturdy plank and hemp rope bridge traverses the chasm. Squat stone pillars hold the myriad of ropes and guidelines forming the three-foot wide and 50-foot long bridge. It is only strong enough to carry foot passage; anything heavier causes it to creak threateningly and alerts Emmon (LN venerable male human fighter 2), the resident guard, who lives in a small shack on the village side of the Belt. He doesn't tolerate heavy packs or "walking tin cans" as he calls them on his bridge. A toll of 1 cp—nicknamed the "Lazy Toll"—is payable by visitors using the bridge. Villagers can cross for free.

Emmon is pushing 80 but still wears his battered and much repaired leather jerkin every day. His halberd is more of a walking stick than a weapon now but he is still quick enough on his feet to give disrespectful children from the orphanage or a self-important adventurer a clip on the behind when necessary.

Having lived in the village all his life Emmon is a good source of local knowledge. He is particularly knowledgeable about the forests to the east where he hunted as a child.

4: THE SQUARE

A painted wooden sign proudly denotes this flat cobbled space between the ramshackle stone and wooden buildings as the village square. Several of the village's better off families live in the surrounding buildings. The villagers hold festivals here as well (as tattered streamers dangling from some of the buildings attest).

The cobbled street leading to Tigley Bottom and the rest of the village is under repair. Several stonemasons work here, but in reality are doing little actual work because their boss, Rogar Weaverson (N male human; also location 11), has been bribed to hold up work.

5: THE WELL

Six-foot across and surrounded by a three-foot high wall this waterless well is somewhat of an oddity. Several times a year, bats swarm from its depths instead of using their usual exits scattered all over Cliffside and Tigley. Once their swarming interrupted a village meeting and filled the square with irate bats and villagers alike. Shortly thereafter the villagers decided to remove the well's cover and winch and let the creatures use the shaft as they wish.

It is still counted as lucky for people to throw small offerings into the well.

6: THE FOUNDATION

This stone tower is all that remains of the village's original temple. After the earthquake, the only parts of the temple to survive were the lower floors of the bell tower. In honour of its survival, the temple is now called "The Foundation." The building was eventually capped with wood and thatched, and a small chapel added as a proper place of worship.

During the earthquake, the entire graveyard collapsed into the large lake that formed below. (This lake eventually earned the nickname "The Sink"—see location 7 for more information). Due to the lack of land available for burials, it became common for the dead to be wrapped in hemp cloth and lowered into the lake during funerals. This practice is still in use today.

The current priest, Father Isaak Wearne (NG male wererat human cleric [Conn] 3), is well respected by the community and has lived here for 20 years. Unknown to his parishioners, however, Isaak is a lycanthrope hiding from his bloodthirsty brethren who dwell in a far-off forsaken village of the damned. He spends most evenings in his rooms at the top of the tower but sometimes feels the need to bond with his own kind—hence the intermittent bat swarms erupting from the nearby well.

Father Isaak is a happy, well-built and well-fed man with slightly elven-like features (pointed ears and high cheekbones) and short black hair. He is currently embroiled in a great argument with Papermaker Caldwell over tithes and taxes owed to the village, but refuses to acknowledge this publicly.

7: THE SINK

This large, muddy lake laps gently against the cliffs some 80 feet below the Foundation (location 6). Several giant bats nest on the overhang just below the building and have so far avoided the villager's attention. Most people stay away from the lake as it is now a sacred burial site.

On the far side of the lake, the ruins of several submerged buildings peak above the waters during hot summer months. These are the remains of an old minor house destroyed during the earthquake and resultant floods, and is the ancestral home of Sandra in Cliffside (location 10). Two lacedons lurk in the buildings' flooded cellars and feed off whatever waste they find—and occasionally a (tasty) dead villager buried in the lake.

Following the river along the banks under the Paper Press (location 8) is a small path that leads to some long flat rocks on the north side of the stack. Here Sandra (location 10) and Varssk (location 8) spend most evenings chatting about leaving Tigley. So far they have avoided the attentions of the giant bats lairing nearby.

8: THE PAPER PRESS

Owned by Hilduin Caldwell (NE male old human), this building is the only completely wooden building in the village. Hilduin was once a wealthy merchant in Port Blackstone but moved here about ten years ago. Whilst being a slightly creepy-looking man with balding hair and a perpetual scowl he isn't anything more sinister—although he may appear so on occasion.

The press makes good quality paper which is sold to the same mages buying the guano from the rest of the village. Hilduin also sells oils and other by-products from the hemp to the villagers to make into whatever they can. Due to the flammable nature of the building and his general miserable attitude he does most business on the doorstep and reacts very defensively to anyone entering his little world.

A long conveyor belt is attached to a wheel in the river via a wooden framework. The current turns this providing power to the various machines used in the Paper Press. Living alone in a small room above the machinery Hilduin rarely leaves the building in case people steal anything. Several villagers do odd jobs for him, including Rook (location 10) and Rogar (location 11). Hilduin also acts as a notary for the village, writing up cargo manifests and legal documents, as required.

Hilduin is embroiled in a vociferous dispute with Father Isaak over the tithe he pays to the village. He makes no effort to hide his dislike for the meddling clergyman. Due to the success of his work he pays a greater amounting to the village's coffers than anyone else, something he doesn't think is fair. Whilst this has no overall effect on the village it makes him sleep better at night and provides Rogar with enough money for him and his cronies to spend most nights in the Crack in the Wall where they spread malicious rumours about Father Isaak.

Beneath the Paper Press, built into the cliff, stands a small shack with a broken rowing boat as its roof. This is the home of Varssk, (NG male half-orc fighter 1). Once living in Stone's Throw orphanage he decided to stay in the village with his friend

Sandra after her parents died. Now the two of them spend a lot of time together talking about leaving the village to become adventurers. Due to Rogar's unwanted advances towards Sandra Varssk is becoming increasingly angry and it is only a matter of time before he snaps and puts the unruly stonemason in his place. Varssk knows a lot about the area to the south of the village and Sandra's old ancestral home on the far side of the Sink.

9: THE CRACK IN THE WALL

This wattle and daub building is actually several larger shacks linked together by bridges. Originally a guano farmer's house it—and the surrounding properties—have been transformed into a tavern. Gerold (NG middle-aged male human) has spent much gold restoring the buildings and transforming them into a unique place. Spanning four floors the Crack in the Wall has two taprooms—a public one and a smaller one to the rear used as a gambling room—a large kitchen, two cellars and three double guest rooms. Whilst the guest rooms are little more than glorified huts built onto the roof above the main taproom they are popular among those who succumb to the strong rum served here.

The main taproom, its cellar and the guest rooms overlooks Cliffside. The kitchen and the spirits cellar lies across a small bridge. Above stand Gerold's and the waitress' rooms and the gaming room.

The pub serves standard fare with a predominance of fish and small birds taken from the marshes. Sticky sweet puddings and meats are also available and most things are served with a thin caramel sauce. The smell of burnt toffee fills the common room. Whilst the food is good and honest it is not innovative or unique, something Gerold is interested in changing. Should any visitor have new recipes they would share with him Gerald would be willing to trade several nights free board in return.

- **Food:** Pancakes and syrup served with fresh fruit (5 cp), syrup soaked mutton or ham (1 sp), sweet and spiced duck (3 sp), roasted marsh fowl with spiced caramel sauce and bulrush tubers (4 sp), hazelnut brittle (1 sp per bag), herbal syrup drops (1 sp a bag).
- **Drink:** Ale (4 cp), pitcher of wine (2 sp).
- **Accommodation:** Double room 5 sp per person.

Gerold works the bar every night and is a good source of information about Tigley and its surrounds. Unnaturally grey-haired for someone in his forties he has obviously sampled way too many of his own pastries and quickly gets out of breath. Under the bar he has a barrel full of weapons and equipment from adventurers that couldn't pay their bills. Chief among these is a +1 *club* he uses to "sort out" bar fights. He stands for no nonsense and is well aware Rogar and his cronies are trouble.

Stairs next to the bridge leading to the kitchens also access the gaming room. An ex-waitress—Morgan (LN female human fighter 2)—stands guard here most nights. Whilst pretty and easy to get on with Morgan is butch and slightly intimidating. She keeps her long red hair tied back in a plait and enjoys using her cudgel on troublemakers. False rumours of her and Gerold being

a couple refuse to die. One way to make her angry (and potentially violent) is to pry into her personal business.

10: CLIFFSIDE

What was once a simple smithy and a few outbuildings has become a small district of its own. The main building still holds a forge but several storage buildings and ramshackle huts built to house workers now also stand here. Run by Silas Hinge (LG old male human) goods are unloaded at the winch station above before being lowered and carried by hand to the village. Outside the large open fronted forge is a hive of activity as porters count off stacks of hemp and barrels of guano, then trek supplies for the village back down below. During the earthquake, the house didn't sustain much damage but was left by itself on a wide ledge without easy access. Steps were cut into the cliff and plank walkways—bounded by chains and posts to protect against falls—added to enable access to the Wash. Recently Silas employed Rogar to build some walls along the walkways but the two have fallen out over Rogar's bullying ways leaving the work incomplete.

Silas is nearly ready to retire from smithing but happy to carry on running the village. As a wealthy, successful smith, he is one of Tigley's most influential citizens (as he employs many of the villagers). Married to Ella the matron at the Stone's Throw Orphanage (location 2) he has no children to pass the business onto due to their only child being taken by the legendary goblin Ruff about twenty years ago. This horrible event caused a massive strain on his marriage and he only sees his crippled wife when he rides the winch to greet visitors to the village.

One of the houses on the lowest part of Cliffside is home to Sandra, (NG female human druid 1) a beautiful young amber-haired woman who has the attention of most of the single men in the area. Orphaned a few years ago she now lives by herself and helps with the washing and cleaning around the village. Recently Rogar has been making unwanted advances towards her, much to the chagrin of her long-time friend Varssk who lives under the Paper Press (location 8).

Cliffside, despite being well maintained is a bit of a mess. Houses and sheds are literally stacked on top of each other with alleyways and rope bridges connecting them. It is not uncommon for a building to be several stories high yet comprise two or three family homes with storage on the lower floor. The Cliffside on the river side of the gorge is in better repair than the Tigley side because Hinge the Ironmonger spent money on cobbles and small walls around the walkways.

Amongst the houses of Cliffside lots of sheds and warehouses store the hemp and cane farmed from the nearby swamps. Several drying rooms, in reality large sheds, have been made filled with shelves of the hemp where it is being prepared for processing. Several storerooms hold barrels of bat guano ready for the monthly collection. Due to the increased fire risks here (or incase some wily goblins realise the place is a potential bonfire in waiting) large water towers stand on the larger buildings' roofs.

Rook (NE human male thief 2), one of the swampers here, is actually a spy for a rival merchant company. A nasty piece of work he is hiding in Tigley for crimes committed in Port Blackstone. Rook is paranoid about visiting adventurers, fearing they have been hired to bring him to justice. He spends most of his time alone in his small hut at the dead end of an alley but can

occasionally be seen in the Crack in the Wall whenever new visitors arrive in the village.

Because Cliffside is a maze of houses and sheds stacked on top of each other and a tangle of narrow walkways and rope bridges it is easy to get lost. Many a confused looking stranger has found themselves in a dead end alley outside a swamper's door or walking under one of the many water pipes as it releases the night's sewage. Because of this, the swampers have made a rail of bright red rope that follows the main pathway from the top down to the bridge on the Wash to guide visitors. Most of the swampers are reclusive and not particularly happy when strange adventurers blunder into their domain.

11: THE WASH

This large communal area at the bottom of the Stack is the busiest place in Tigley. Here wives wash clothes while swampers sort and wash the hemp and sugar canes harvested from the surrounding marsh. They then take it to Cliffside to be processed and sold.

Most of the shacks on Cliffside are half-timber and sturdier than some of Tigley's older buildings. Of the fifty-odd people living in Tigley Bottom and the Wash, half are in Hinge's employ and the other half wish they were.

Mother Hendry (NG old female human) sits on the stone and timber bridge crossing the river most days watching children whilst the wives work. Thought to be a witch by most she hates Rogar and takes delight in making strange warding signs when he walks passed. Having lived in the village for all her 75 years Hendry is a great source of information, although she does tend to ramble on.

The river from Dudney Chasm tumbles down through the ravine before widening out and dispersing into the marsh. As there is no way to access this area with ponies and the like, porters move all goods. Most of the village's swampers, porters and other tradesmen (including Rogar and his cronies) live here.

At the end of the Wash muddy pools and rushes become more common until the area blends into the marshland beyond.



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