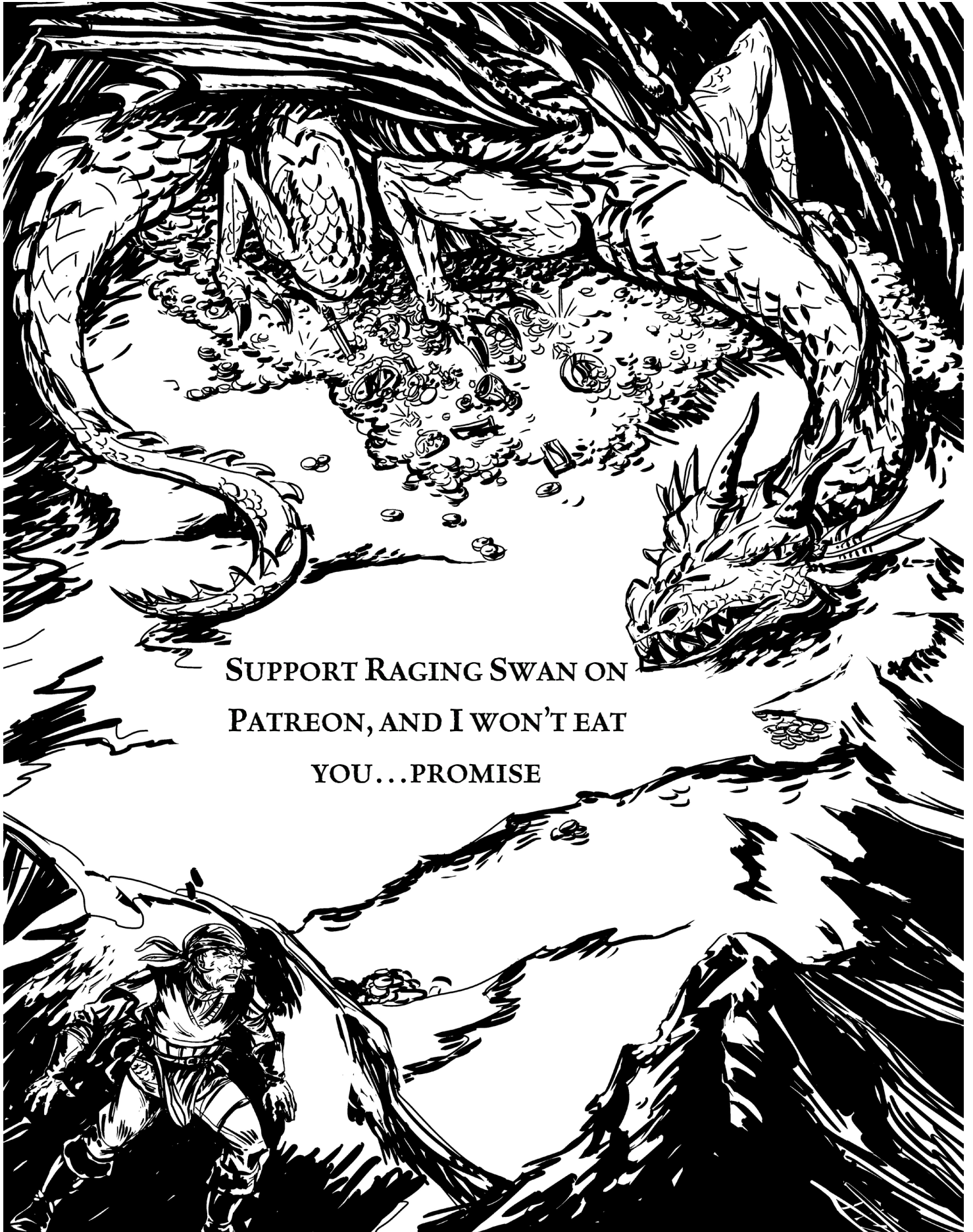


RAGING SWAN PRESS

GM'S MONTHLY MISCELLANY:

MAY 2015





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GM'S MONTHLY MISCELLANY: MAY 2015

Featuring material from some of Raging Swan Press's newest products as well as classic releases of yesteryear, advice articles and material from Creighton's own *Borderland of Adventure* campaign, the *GM's Monthly Miscellany* series is a terrific free resource for the busy, time-crunched GM.

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SOURCES

As well as new, never seen before material from my own *Borderland of Adventure* campaign, this instalment of *GM's Monthly Miscellany* presents information from several Raging Swan Press products and advice articles including:

- **Alternate Dungeons: Abandoned Temple** Mike Welham.
- **Town Backdrop: Wolfsbane Hollow** Robert Brookes.
- **Village Backdrop: Saint Fiacre** Alexander Augunas.

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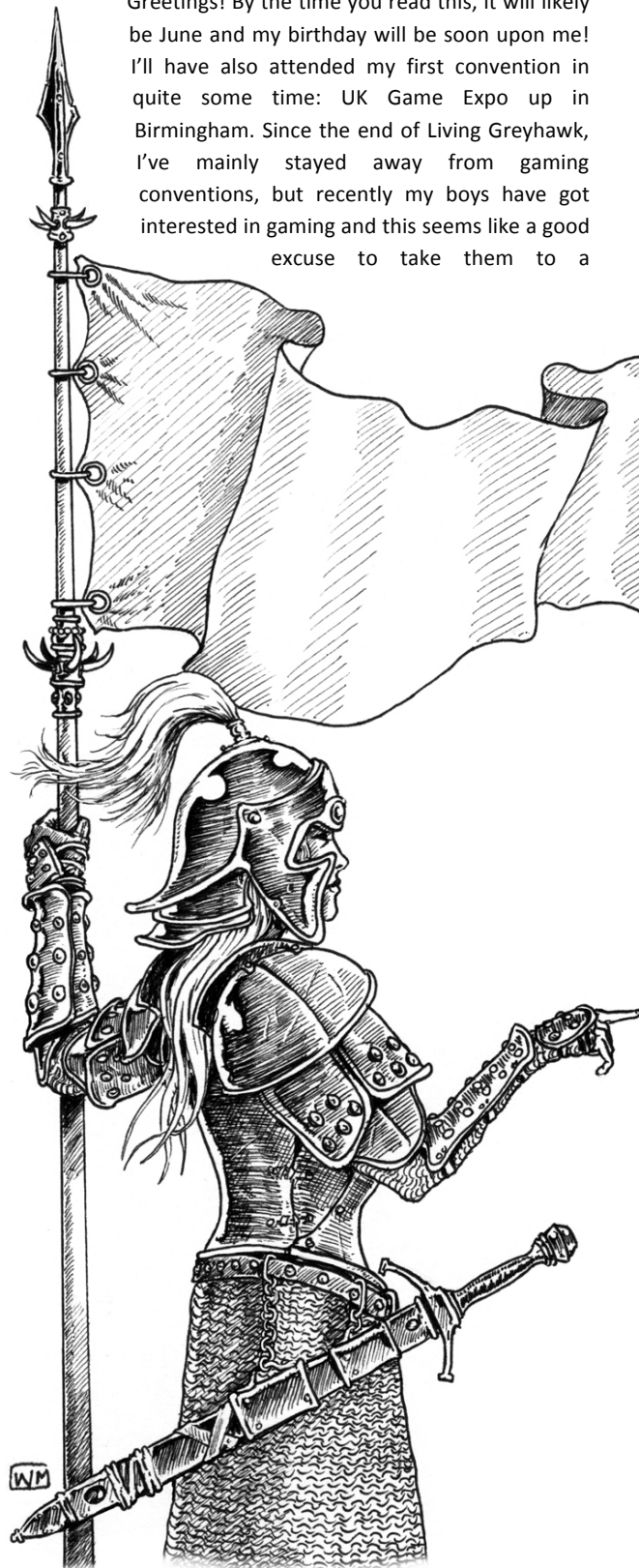
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Greetings! By the time you read this, it will likely be June and my birthday will be soon upon me! I'll have also attended my first convention in quite some time: UK Game Expo up in Birmingham. Since the end of Living Greyhawk, I've mainly stayed away from gaming conventions, but recently my boys have got interested in gaming and this seems like a good excuse to take them to a

convention. I'm looking forward to it immensely and I'll report back next month on how it went.

In any event, herein you'll find excerpts from some of Raging Swan's newest products including *Village Backdrop: Saint Fiacre*, *Alternate Dungeons: Abandoned Temple* and *Town Backdrop: Wolfsbane Hollow*. I've also included a recent article I wrote about handling Knowledge checks when your party has few—or practically no—knowledge skills. It's a problem, I've had in my home game, and it's a bit of a game changer. (Luckily, now, someone has died and has decided to play a bard so the problem is somewhat solved!) You can read the article—and scores more as well as campaign summaries—at creightonbroadhurst.com.

You might also be aware that Raging Swan Press is now on Patreon. We signed up at the start of April, and it's going rather marvellously. The thrust of our Patreon campaign is to be able to afford better rates of pay for our freelance game designers.

As I'm sure you know, the economics of 3PP are notoriously tight, but Patreon gives us at Raging Swan Press a way to increase our freelancer rates. At time of writing, we've already tripled our word rate to 3 cents a word, which gives me a warm, fuzzy feeling inside. We want to pay more, but to do that we need your help! If you sign up, you get our supplements earlier than normal and cheaper than normal. Even better, you can pledge what you want and cancel when you want. If you are interested in taking a look at the campaign, check out patreon.com/ragingswanpress or head over to patreon.com and search for Raging Swan!

In any event, I hope you enjoy the material in this GM's Monthly Miscellany, but more importantly I hope you find it useful and that it enhances your campaign. If you've got any comments or questions about Raging Swan Press, I'd love to hear from you. You can contact me at creighton@ragingswan.com.

HOW TO HANDLE ZERO RANKS IN KNOWLEDGE SKILLS

Knowledge is power, and a party with few knowledgeable characters is at a massive disadvantage in most adventures.

In my Borderland of Adventure campaign we've run into a bit of trouble. We are running a different strand of the campaign this year, and so the players made up new characters. As quickly became evident during game play, we've run into a bit of a problem—with the exception of Knowledge (religion) and Knowledge (arcana) the party have no knowledge skills! While this might be resolved somewhat as our heroes gain levels (and possibly multi-class) at the moment they're struggling. I thought I'd never say it, but man do they need a bard!

Consequently, in several encounters they've failed to get useful—or even vital—information. For example, a few weeks ago, Aq (one of the paladins) was bitten by a wererat. Putting aside the party don't know what a wererat is, they also don't know that at the next full moon, they could suddenly have a rather pressing problem on their hands! On one level, this doesn't matter; if Aq has indeed been infected with lycanthropy it's sure to generate some fantastic roleplaying moments and be jolly memorable. On the other hand, Aq's potential infection could derail the campaign and possibly even lead to the paladin's death.

This has led me to ponder exactly what information someone without any ranks in a given Knowledge skill knows.

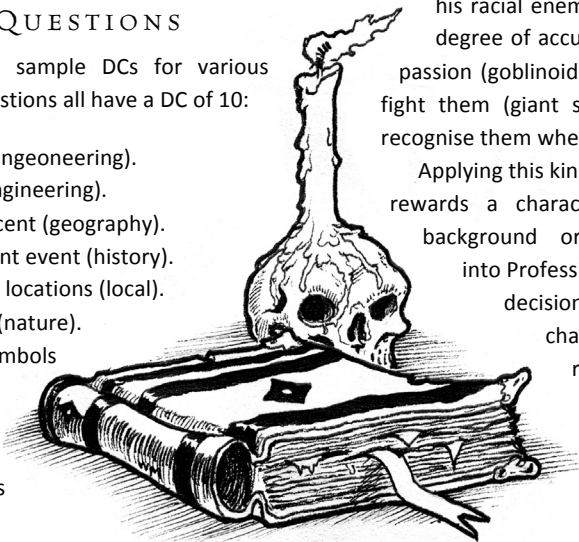
Although Knowledge is a trained skill, characters can make Knowledge checks as long as the DC is 10 or lower. This means, a character with no ranks in a given Knowledge skill can:

- Answer really easy questions on a given subject (DC 10).
- Identify common monsters such as goblins (DC 5 + CR) but not their special powers or vulnerabilities.

EXAMPLE REALLY EASY QUESTIONS

The core rulebook provides some sample DCs for various Knowledge checks. The following questions all have a DC of 10:

- Identify mineral, stone or metal (dungeoneering).
- Identify dangerous construction (engineering).
- Identify a creature's ethnicity or accent (geography).
- Know recent or historically significant event (history).
- Know local laws, rulers and popular locations (local).
- Identify a common plant or animal (nature).
- Know current rulers and their symbols (nobility).
- Know the names of the planes (planes).
- Recognise a common deity's symbol or clergy (religion).



TAKING 10

A character taking 10 (assuming an Intelligence score of 10 or more) automatically knows all the above information. Of course, the character can only do this when not in danger or distracted so while he may not recognise the holy symbol of an enemy priest in battle, he should be able to work it out afterwards. Similarly, while the character may not know the ins and outs of a local area, he should know enough to get around.

Furthermore, if a character has access to an extensive library that covers a specific subject, the DC 10 check limit is removed, meaning that with enough time a character can theoretically learn almost anything. That's rather handy, when time is not critical.

A FINAL WORD—COMMON SENSE STRIKES!

Some characters must know more than what can be revealed with a DC 10 check because of their background, race or even class. Sometimes a GM needs to override the rules above, and apply some common sense.

For example, a dwarf fighter was once a miner and has ranks in Profession (miner). Even though he might not have ranks in Knowledge (dungeoneering) he'll know more than normal about mines and their perils. In this example, a GM could simply rule the PC knows the relevant information or perhaps allow him (within reason) to use Profession (miner) in place of Knowledge (dungeoneering) when in a mine.

Similarly, the same dwarf should be able to identify his racial enemies (orcs, goblins and giants) with a fair degree of accuracy. Given he either hates them with a passion (goblinoids and orcs) or has trained specifically to fight them (giant subclass creatures) he should probably recognise them when they face him across the battlefield.

Applying this kind of common sense to Knowledge checks rewards a character for taking the time to write a background or for choosing to sink skill ranks into Profession and Craft skills. Given these kinds of decisions tend to build more organic, believable characters and often lead to more roleplaying I think it makes sense to reward such choices.

SAINT FIACRE AT A GLANCE

Over 75 years ago, the village now known as Saint Fiacre was the small hamlet of Verton. According to legend, it became Saint Fiacre after the legendary cleric Fiacre the Bulwark single-handedly defended the hamlet against a raid by an entire tribe of sahuagin. In thanks, the villagers immediately erected a church to Saint Fiacre's deity, a god of commerce and trade, and built a statue commemorating him in their village square. When Fiacre passed away, the villagers successfully petitioned his church to grant him sainthood and renamed their village in his honour.

Today, Mayor Pepin Vert constantly seeks new ventures to further expand the village's economy, but he is forced to contend with the old money aristocrats that make the seaside village their summer home. Generations ago the mayor's grandfather sold premium property to the nobles to expand the village, but now that land goes to waste. Without it, Pepin has been forced to rely on turnpike tariffs as the primary source of income, but the locals doubt this money can sustain the village's growing population. True these are hardly concerns worthy of heroes, but Saint Fiacre prides itself on its lack of monsters and supernatural troubles.

Unknown to most folk, trouble is brewing in Saint Fiacre. A years-old rivalry is coming to the boil with the arrival of Jérôme Javert, an inquisitor looking to imprison the caretaker of the village's orphanage for his criminal past. Meanwhile, something lurks in Fiacre's Woods, shielded from discovery by the wood's thick foliage. This monster has taken root within the wood, having devoured and replaced a third of the village's population with near-perfect replicas. If left unchecked, the monster will consume all of Saint Fiacre, and the world beyond soon after.

DEMOGRAPHICS

Ruler Mayor Pepin Vert

Government Autocracy

Population 194 (74 humans, 64 pod creatures, 38 halflings, 10 half-orcs, 2 dwarves, 1 changeling, 3 half-elves, 1 kitsune,)

Alignments LN, N, NE, NG

Languages Common, Dwarven

Corruption +0; **Crime** +0; **Economy** +1; **Law** +0; **Lore** +0; **Society** +0

Qualities Prosperous, racially intolerant (all except humans and halflings)

Danger +0; **Disadvantages** None

NOTABLE FOLK

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

Jarq Vailjarq (location 8; N male half-orc rogue 7) Imprisoned fifteen years ago for petty theft, Jarq escaped from prison during a riot and eventually settled in Saint Fiacre.

Lothair Dol (location 4; LN male human inquisitor 10) Jarq's original captor, Inquisitor Lothair Dol tracked Jarq to Saint Fiacre and seeks to return the fugitive to jail.

Pepin Vert (location 7; LN male human aristocrat 2) Mayor Vert comes from a long line of political leaders and is determined to follow in his father's footsteps and help Saint Fiacre grow.

Suidger Fiacre (location 8; N male kitsune ranger 1) A resident at Euphrase's Home for Children, 12-year old Suidger is hiding a secret that threatens Saint Fiacre's existence.

Velda Flavigny (location 6; CE female human adept 4) In recent weeks, Velda, Saint Fiacre's physician, has been acting extraordinarily fearful and frightened, shunning even her closest friends.

NOTABLE LOCATIONS

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

1. **The Surf and Salts:** Though all are welcome, the Surf and Salts tavern and inn caters primarily to merchants and sailors.
2. **Staffelsee's Pier:** Most of the ships visiting Saint Fiacre dock here. The pier is named for a man who allegedly sat here each day, waiting for his love to return from sea.
3. **Fiacre's Square:** This area is the centre of Saint Fiacre and a natural gathering place.
4. **Saint Fiacre's Church:** Dedicated to the god of trade and commerce, this church is named for the village's patron saint.
5. **The Groves:** Named for their cultivated appearance, most villagers live in this neighbourhood.
6. **Merchant's Row:** Built in the shadow of Saint Fiacre's Church for good luck, most of Saint Fiacre's shops stand here.
7. **Seaside Manors:** Built generations ago by wealthy aristocrats, these decadent summer homes sit largely unused.
8. **Euphrase's Home for Children:** This building is Saint Fiacre's orphanage, and houses a dozen children of varying ages.
9. **Fiacre's Wood:** Fiacre's Wood features thick, tall trees and dense foliage. A major road cuts through the forest.
10. **Ishild Jr.'s Grove:** Close to the edge of Fiacre's Wood, this clearing was created by a falling star, and is the lair of a terrifying creature from the Great Beyond.

MARKETPLACE

Resources & Industry Artisans, fish, lumber, road builders

Base Value 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Saint Fiacre, the following items are for sale:

Potions & Oils *bless weapon* (oil), *pass without trace* (potion), and *protection from evil* (potion)

Scroll (Divine) *detect animals or plants* and *keen senses*

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about Saint Fiacre. A successful check reveals all information revealed by a lesser result.

DC 15: Saint Fiacre is named for a priest that saved the village from a sahuagin raid a century ago. The priest made Saint Fiacre his home, and with his blessings the village thrived.

DC 20: Saint Fiacre's main economy is the collection of tariffs on Fiacre's Sojourn, a road cutting through Fiacre's Wood to the south. Although the tariff has been profitable, many feel it's only a matter of time before merchants find a less expensive route, ruining Saint Fiacre's only real industry.

DC 25: Some people believe Madelyn Fiacre, the current priest and caretaker of Saint Fiacre's Church, is actually the daughter of Malerie Bulwark, the only child of Saint Fiacre himself and an elven lover.

VILLAGERS

Appearance Villagers possess strong, chiselled bodies from a life of physical labour and stern faces with dark eyes and hair.

Dress Clothing is sturdy and practical, designed for wear and tear. Blues, greens and other natural colours are favoured.

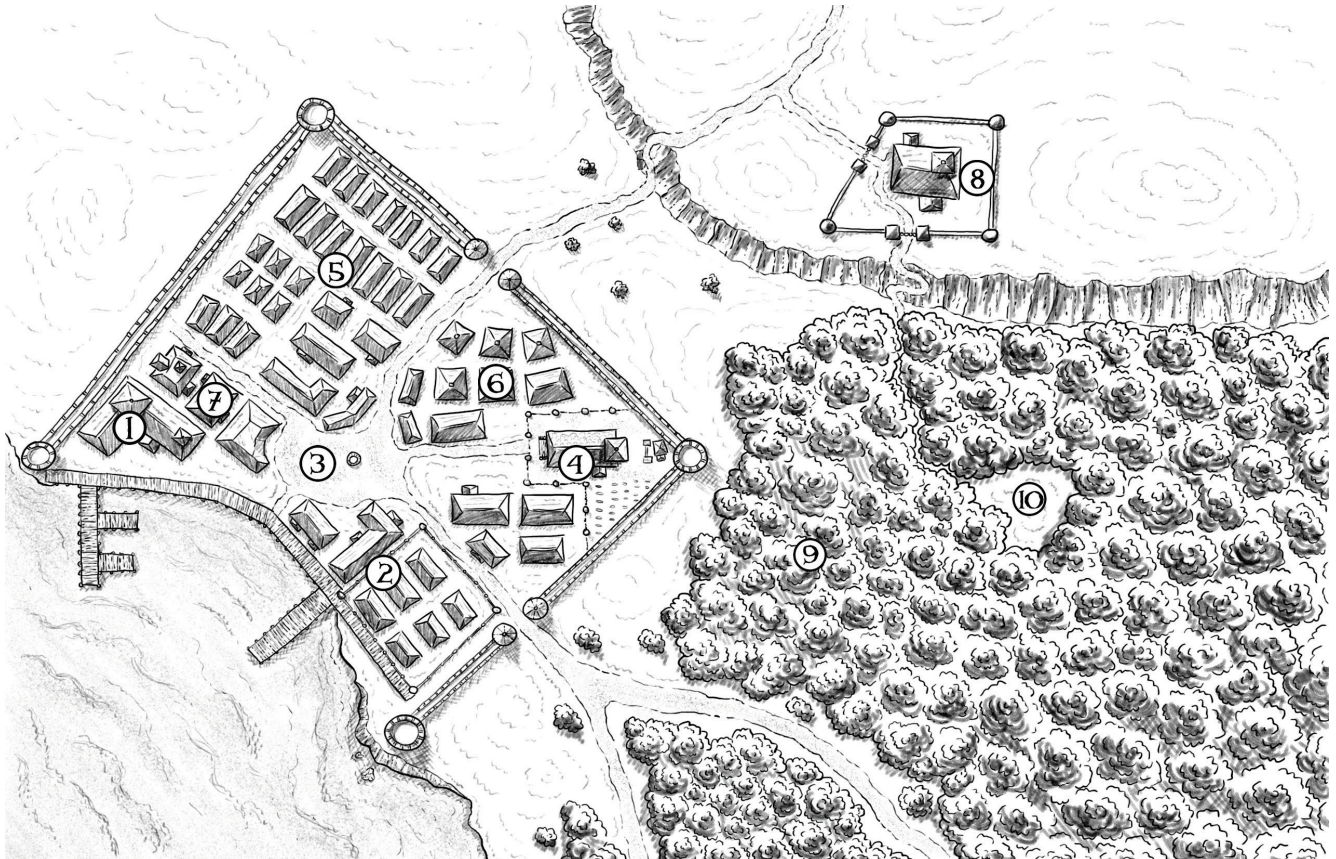
Nomenclature *male* Arnulf, Grifo, Mathrid; *female* Ada, Berta, Uta; *family* Fiacre (bastard name), Gall, Vert.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Saint Fiacre and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1	Jarq Vailjarq has a seedy past he's trying to forget.
2	A ghost has been haunting Staffelsee's Pier, crying out for an unrequited love.
3*	Despite what Jarq says, Suidger Fiacre is a lycanthrope. People who've associated with him begin acting strangely, and he's obviously starting a cabal somewhere in the village.
4*	Monsters, namely lycanthropes, have begun settling in Fiacre's Wood and stealing from the villagers at night.
5	Madelyn Fiacre's uncanny resemblance to Saint Fiacre's statue likely means she is an illegitimate heir of the village's patron.
6	Velda Flavigny has been acting strangely, and nobody's seen her husband for days. Some suspect foul play.

*False rumour



ABANDONED TEMPLE: DRESSING

Abandoned temples present an intriguing location for adventurers, especially for those temples for which the cause of abandonment is unknown. Whether the temple served as the meeting place for a terrible cult or the open place of worship that benefitted their community, tragedy surrounds the now empty location. An abandoned temple's function and the circumstances that led to its abandonment set the stage for the temple's dressings and establishes the tone of the adventure.

FUNCTION

Two major threads control the temple's dressing: the temple's purpose and the reason it currently stands. For a temple belonging to an evil group, especially one where its adherents conducted their rites in secret only to have someone expose their activities, the purpose generally gives rise to the reason for ejection. However, no one may know the depths of the cult's depravity until someone explores the site. On the other hand, political machinations may force out a good-aligned religion, but other, more mysterious reasons may be at the core of the temple's forsaking.

Betrayal from Within: Benign organizations may host insane members who seek to destroy them from within. Whether they have renounced their deities or act out of petty jealousy, they wish only to undermine the good works performed by their former religions. These disaffected people may engineer situations that put their leaders in a bad light, or they may share secrets with lay people that jeopardize their relationships with their communities. In extreme cases, they may murder lead clergy or desecrate the temple. Often, the leadership discover and remove these treacherous individuals before they can inflict any real damage, but some force the clergy and worshippers to leave their former temples behind and start afresh elsewhere. Their perfidious acts usually tie them to their temples, and they remain there to haunt the places, either as insanely regretful mortals or as undead. Additionally, the negative energy generated by such acts draws the attention of evil creatures that thrive in these environments.

Death of a Charismatic Leader: Sometimes, adherents only worship at a temple because of the personal magnetism of a single leader. When that person dies, and no viable successor takes her place, the worshippers move on to some other form of worship or just abandon their faith altogether. While a temple under such circumstances does not carry much baggage, it is possible the deceased leader laments the lack of faith in his followers and haunts the temple until worship resumes.

Destruction of a Deity: More devastating than the loss of a charismatic leader, the destruction of a deity to which a temple is devoted forces people to leave in droves. Clerics no longer able to demonstrate their god's power sometimes lose hope and

abandon their charges. This event creates a vacuum that another deity may eventually fill, but the temple stands as a sorrowful testament to the deity's destruction.

Evil Cult: A temple belonging to an evil cult may present itself as a legitimate religion and usually has an obvious area where worship takes place. However, the religion's real work takes place in areas away from the public eye. Sacrifices and dark rites continue until the cult overreaches itself and investigators discover the source of disappearances and murders. The authorities then round up the cultists or the cultists slink off into the night. Since most cults value their secrecy, a cult's temple contains many hidden areas where it can conduct its rites. Therefore, razing the obvious parts of the temple may do nothing to destroy the taint of the cult's evil activities. Typically, no one wants to occupy a structure where foul deeds occurred.

Political Ouster: Finally, through no fault of its own, a religion may find itself on the opposing side of a government that has recently taken power or perhaps a leader who has renounced worship of the temple's deity. Many ousters are peaceful, especially with respect to good-aligned religions. Occasionally, zealous clergy decide to take a stand and remain in the temple, forcing a violent confrontation that usually results in the death of the defending priests and priestesses. The deserted temple holds the restless spirits of its defenders, making it extremely difficult to co-opt the building.

DRESSINGS

Use the table on the following page to generate interesting characteristics for your abandoned temple. Some of the items within those tables may be inappropriate for your temple based upon its setup. Ignore or modify such entries as applicable.

Expensive Materials: Some of the dressings described on the next page include descriptions of expensive art objects or other treasure. These dressing typically have a gp value equal to the gp award for an encounter with a CR equal to the party's APL-2.

Harvesting Dressings: Clever PCs can harvest a dressing from a temple by succeeding at a relevant skill check with a DC equal to 15 + the average CR of an encounter within the temple. Failing by 5 or more ruins the item.

Modifying Statistics: Some dressing provide bonuses to the creatures encountered within an abandoned temple. Creatures receive these benefits after dwelling within the temple for one uninterrupted month. These bonuses typically fade if the creature spends too much time away from the temple without regularly returning to it.

Multiple Dressings: A GM may roll multiple times for dressings or may choose dressings to create the desired atmosphere for the abandoned temple.

D%	ABANDONED TEMPLE DRESSINGS
01	A journal detailing the temple's fall rests on top of the altar; the latest entries grow increasingly paranoid and threaten to annihilate the temple's defilers.
02	A tolling bell stops and then suddenly plummets toward the PCs, narrowly missing all of them as it crashes to the floor.
03-05	Statuary representations of the temple's deity turn to gaze at intruders as they pass by.
06-08	Dust covers this chamber's floor, with the exception of a rune significant to the deity.
09-10	Creatures who loudly proclaim their faithfulness to the temple's deity benefit from <i>bleed</i> for 10 minutes; a creature cannot gain this benefit more than once per 24-hour period.
11-13	One PC can see a shadowy figure dressed in vestments belonging to the faith out of the corner of her eye.
14-16	Music resounds throughout the temple's halls at odd times, but the PCs cannot locate an instrument of that requisite capable of producing that volume of music.
17-20	A hidden location contains a shelf holding several humanoid skulls arranged from smallest to largest.
21-23	Every other word in a painted prayer to the deity is scratched out, as if with claws.
24-26	Ravens smash through the temple's windows and kill themselves in the process.
27-28	The stone altar splits in half when the PCs enter the main worship hall.
29-30	An incomplete tunnel leads out from under the main altar; it appears to head in the direction of another temple.
31	Sacrificial tools glisten with fresh blood, which drips off them onto the floor.
32-34	Black candles flare to life when the PCs enter this chamber; the light casts no shadows and seems to suck the heat from anything near it.
35-37	The scent of fresh flowers fills the chamber.
38-40	A sacrificial animal rests on an altar; its entrails hang out, but the animal is alive and seemingly oblivious to its state.
41-45	A shaky scrawl written in blood and filth proclaims the return of the deity to which this temple is dedicated.
46-50	Several robes hang in a closet; all of them bear the same holy symbol except for one, which belongs to a faith diametrically opposed to that of the temple.
51-53	Murals depicting the defeat of fiendish beings by adherents to the faith have been defaced with mocking pictures and phrases written in Abyssal.
54-56	A portrait of a saint hangs from the wall; removing it requires a DC 20 Strength check and potentially destroys it.

57-59	If a PC carries the deity's favoured weapon, it glows with a blue (or other appropriate colour) light while in the temple.
60	Intermittent shrieks of terror reverberate throughout the temple.
61-62	The pealing of several bells sounds from the ceiling and stops suddenly.
63-64	The PCs hear sobbing from a cloister; when they investigate, they discover a child who has apparently been in the temple since it was deserted.
65-66	A painting depicts the exact same temple in another setting.
67-68	Mournful chanting comes from one of the side rooms, but investigation turns up no living (or undead) creatures as the source of the chanting.
69-70	Each time a PC invokes the deity's name, a stroke of lightning hits a random spot (3d6 electricity damage, DC 14 Reflex halves).
71-73	A pile of holy texts sits in a smouldering heap as if recently set on fire and put out.
74-76	All undead creatures in the temple benefit from a <i>desecrate</i> spell.
77-79	A stone statue carrying a metal (or other appropriate material) weapon favoured by the deity suddenly presents it in a threatening way.
80	An animal sacred to the deity (with the celestial or fiendish template, as appropriate to the deity) materializes and follows one of the PCs around; during combat, it protects the chosen PC.
81-82	The smell of decaying flesh wafts into the room the party currently occupies.
83-84	When the PCs approach the altar, it sinks into the floor and is inaccessible; after an hour, it rises from the floor again.
85-86	A golden holy symbol turns to lead when removed from the temple.
87-88	A disembodied voice admonishes the PCs for defiling the temple.
89-90	Mundane holy symbols hanging on the walls rot and tarnish instantly.
91-92	Once per day, a feast materializes on a table in a communal room. Depending on the temple's alignment, the food provides the benefits of the <i>heroes' feast</i> spell or acts as <i>create undead</i> should a PC eating the food die within 24 hours of consuming it.
93	A colony of bats (or rats) emerges from their lair to pester the intruders.
94-95	A cacophony of fervent prayer erupts from the pews in this empty hall of worship.
96-97	A stained glass window suddenly shatters and sprays shards of glass in a 10-foot cone, dealing 2d6 slashing damage (DC 15 Reflex halves).
98-99	Roll twice and apply all results.
100	Roll three times and apply all results.

WOLFSBANE HOLLOW AT A GLANCE

Shielded to the north by the lofty peaks of the Vurdfell Spine and protected from the hordelands of the east by the Greatshadow Gorge, the town of Wolfsbane Hollow has persisted in relative isolation for hundreds of years. Having won its independent from the city-state of Arvallis, Wolfsbane Hollow enjoys its isolation and security with stoic pride.

DEMOGRAPHICS

Ruler Mayor Valdur Tamm (secretly, Guildmaster Avud Kreslik)
Government Secret Syndicate
Population 4,670 (4,450 humans, 168 dwarves, 32 human werewolves, 20 other)
Alignments LE
Languages Common, Dwarven
Corruption +3; **Crime** -2; **Economy** +2; **Law** -3; **Lore** +0; **Society** -2
Qualities Insular, Notorious, Superstitious
Danger 15; **Disadvantages** Cursed

TOWN LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Wolfsbane Hollow. A successful check reveals all the information revealed by a lesser check.

DC 10: Wolfsbane Hollow was a vassal town to the remote, western city-state of Arvallis until fifty years ago. The people of Wolfsbane Hollow tired of Arvallis' rule and declared independence from their once-and-former rulers.

DC 15: In spite of its proximity to the orc hordelands to the east, Wolfsbane Hollow's borders—in the form of mountains and deep ravines—have kept orc incursions at bay.

DC 25: Thirty-seven years ago, a series of tragic murders shocked the town. When it was discovered the culprit was a werewolf—nicknamed the Redclaw Reaper—that had stalked the town for years, the townsfolk cornered the beast in the cathedral of Ignis and burnt it to the ground.

NOTABLE LOCATIONS

Wolfsbane Hollow is a tightly packed community of disparate architecture. Locations of note are included below:

11. **Alethia's Home:** Residence of former mayor Alethia Alavarni.
12. **Argent Gardens:** Public gardens; hides a secret entrance to the lair of the Wolfsbane Hollow thieves' guild.
13. **Bits & Pieces:** Sundry goods at discount prices, and a secret front for the Wolfsbane Thieves' Guild.
14. **Broslef Estates:** Manor house belonging to the wealthy Broslef family.

15. **Church of Aether:** A large, stone church dedicated to Aether, god of the dead.
16. **Coldwater Mill:** An old, large sawmill on the banks of the Wolfsbane River.
17. **Horde Gate:** The east gate of Wolfsbane Hollow, closed year-round save for special order of the mayor.
18. **House of Dust:** A mortuary and mausoleum; home to the cryptic Dust Talkers of Aether.
19. **Lonehammer Mining Company:** The primary offices of the largest mining operation in the region.
20. **Lonely Road Livery:** A large public stable.
21. **Netter's Shack:** Private residence of local drunkard and fisherman Nedrick "Netter" Jost.
22. **Rostar's Forge:** A simple blacksmith with a secret connection to the tragic murders decades ago.
23. **Ruined Cathedral:** The charred remains of a cathedral dedicated to the deity Ignis, goddess of fire and healing.
24. **Rustford Farms:** The largest farms in Wolfsbane Hollow, servicing most of the town with livestock and produce.
25. **Sunspear Armory:** A high-class weapon and armour smithy.
26. **Tamm Manor:** Home of the current mayor, Valdur Tamm.
27. **The Foxhound:** The only Inn in Wolfsbane Hollow, famous for housing the skull of the Redclaw Reaper.
28. **The Pick and Pyrite:** Also known as "Fool's Gold Tavern," a favourite alehouse near the city's wharves.
29. **The Serpent's Path:** A modest fortune-telling business.
30. **The Underhollow:** Lair of the Wolfsbane Hollow thieves' guild.
31. **Vurdfell Gate:** The town's north gate.
32. **Wayward Enterprises:** A struggling exploration business determined to build a crossing over the Greatshadow Gorge.
33. **Wayward Gate:** Formerly called the Arvallis Gate, the west gate of Wolfsbane Hollow.
34. **Winterbrook Orphanage:** A home for wayward youths; secretly a meeting place for a group of lycanthrope hunters.
35. **Wolfsbane Cemetery:** Burial grounds; contains a secret entrance to the lair of the Wolfsbane Hollow thieves' guild.
36. **Wolfsbane Garrison:** Center of law enforcement in Wolfsbane Hollow.

LOCATIONS BY CATEGORY

Inns: The Foxhound.

Taverns: The Foxhound, the Pick and Pyrite.

Homes: Tamm Manor, Broslef Estates, Alethia's Home, Netter's Shack.

Businesses: Sunspear Armory, Bits & Pieces, Lonehammer Mining Company, Rostar's Forge, the Serpent's Path, Lonely Road Livery.

Fortifications: Wolfsbane Garrison.

INHABITANTS

Appearance Natives are fair skinned and hardy, tending to dark hair and stocky builds. Migrant dwarves are fair of hair and skin.

Dress Finely crafted clothes favouring earth tones with brocade patterning on wealthier residents. Short cloaks and capes are highly fashionable.

Nomenclature *male* Ardi, Edgar, Rihard, Simon, Vaino; *female* Arela, Aemma, Lea, Mirjam, Sirje; *family* Broslef, Mand, Olesk, Teder, Smmitter,

MARKETPLACE

Resources & Industry Hunting, iron, lumber, metalworking

Base Value 2,600 gp; **Purchase Limit** 15,000 gp; **Spellcasting** 3rd;

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

When the PCs arrive in Wolfsbane Hollow, the following items are for sale:

- **Potions** *cure light wounds* (3), *lesser restoration*, *slow poison*
- **Scrolls (Arcane)** *obscuring mist*, *expeditious retreat*
- **Scroll (Divine)** *sanctuary*
- **Other categories** *dust of disappearance*, *handy haversack*, *wand of detect undead*

IN YOUR CAMPAIGN

Wolfsbane Hollow, and the nearby village of Hjalward, make excellent places for adventurers to prepare for their dangerous excursions into the surrounding mountains. Although, the history of Wolfsbane Hollow mentioned the ancient empire (and city state) of Aevollis, such mentions are easily ignored, or modified to apply to a similar elder nation in the GM's campaign world.

Similarly, references to the various deities worshipped in the town can be put down to minor regional powers or modified as necessary.

Finally, if you so wish, you can ignore the gazetteer information (pages 4-5) and simply place Wolfsbane Hollow and the village of Hjalward on the cusp of any mountainous region in your campaign. The ancient frost giant empire of Isgiltur is likely so ancient that it should have no real affect on your campaign world. If it does, you can simply rule the tower around which Hjalward has sprung up is an isolated example of some long-dead frost giant chieftain.



NOTABLE FOLK

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

Ajenko Laoris (location 3; NE male human rogue 2) A wiry man with a long face, stringy black hair and crooked teeth. Owner of Bits & Pieces; thieves' guild member.

Alethia Alavanni (location 1; LN old female human aristocrat 2) Gray-haired but aging well, she carries herself with determination and pride. Alethia is a former mayor of Wolfsbane Hollow.

Avud Kreslik (location 20; LE male middle-aged human werewolf rogue 7) A tall, muscular man with coal black hair and dark brown eyes. Leader of the Wolfsbane Hollow thieves' guild and alpha of the hidden clan of werewolves controlling the town.

Barras Lonehammer (location 9; LG male dwarf expert 3/fighter 2) Stout and barrel-chested with darkly tanned skin, coarse black hair and coal black eyes. Foreign dwarf entrepreneur.

Dannor Claig (location 6; NE human afflicted werewolf fighter 2) Broad-shouldered and brutish with a square jaw and calloused hands. Taskmaster of the Coldwater Mill; lycanthrope subordinate of Avud Kreslik.

Derrah Ramm (location 24; LN female human inquisitor 2/rogue 3) Statuesque woman with yellow eyes and wavy black hair. Inquisitor of Ignis posing as matron of the Winterbrook Orphanage.

Josef Pallin (location 10; N male human expert 3) A slight man with mousy brown hair and kind eyes. Head of the handler's guild and owner of the Lonely Road Livery.

Jasvel Rustford (location 14; LN male middle-aged human expert 2) A ruddy-skinned workman who nurses nagging aches and pains. Patriarch of the Rustford family, owner of nearly all farmland in Wolfsbane Hollow.

Jura Weisslen (location 5; N male old human oracle [bones] 2) Tall and rail thin with chalk white hair and plentiful wrinkles. Jura is a priest of Aether.

Karissa Broslef (location 4; N female old human aristocrat 2) A matronly old woman with black hair streaked with gray who looks as though she never sleeps. Matriarch of the Broslef family; believes a painting is speaking to her.

Kodas Thonnar (location 22; CG male dwarf ranger 3) Thin for a dwarf with sandy blonde hair and a waxed moustache. He owns Wayward Enterprises.

Maiard Luszvasik (location 12; CG male human [Valyn] fighter 2) Slightly shorter than his sister Selia, this black-haired Valyn man has a stubby beard and loose posture. Valyn wanderer and part owner of Rostar's forge.

Meria Halls (location 15; LG female venerable human cleric [Ignis] 3) A white-haired old woman covered in scars from battles long ago. A retired soldier who feels great guilt for the loss of her fellow faithful decades prior.

Nedrick "Netter" Jost (location 11; CN male old human rogue 3) Wild-eyed and always moving, this man is skittish and disheveled at all times. Drunkard fisherman with a dark secret.

Nerissa Shielendh (location 22; LE female elf rogue 7) Ghostly pale and taller than most men, her eyes are colourless black pools. Advisor to Kodas Thonnar; secret spy for the orc hordes.

Norvus Olenstadt (location 18; N male human expert 1) A portly man with receding brown hair; always looks depressed. Owner of the Pick & Pyrite.

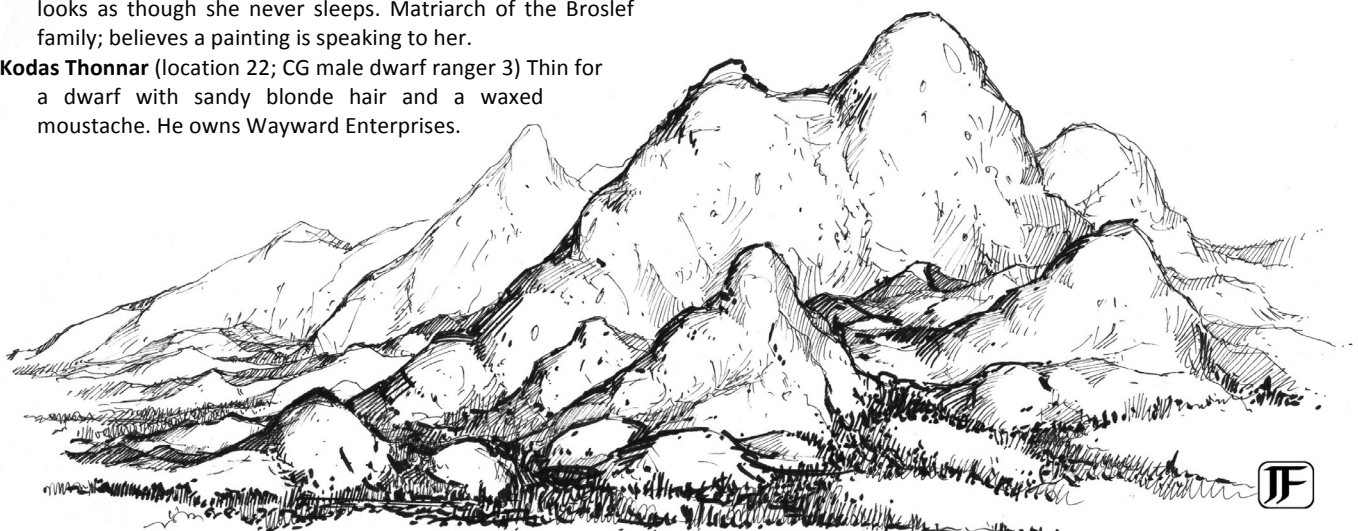
Paeter Logrim (location 17; N male human expert 2) Smarmy and self-satisfied, this man has a narrow jaw and swept back coppery hair. He owns the Foxhound inn.

Resheda Anvaskin (location 19; LN female old human [Valyn] witch 3) A weathered old woman with ink black hair streaked with wisps of gray. Fortune-teller at the Serpent's Path.

Selia Luszvasik (location 12; NG female human [Valyn] fighter 2) A tall and square-jawed brunette with gray eyes, she carries herself with confidence and poise. Valyn wanderer and part owner of Rostar's forge.

Tolun Moralli (location 26; NE male human werewolf fighter 6) A regal and dignified-looking man with fading grey at his temples. Ethnarches of the Wolfsbane Hollow army and servant of Avud Kreslik.

Valdur Tamm (location 16; N male human aristocrat 2) A balding, grey-bearded man dressed in the faded finery of lost nobility. He is the Mayor of Wolfsbane Hollow and puppet of the thieves' guild.



WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the town and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D%	
01-02	They say the village of Hjalward in the north is swimming in riches.
03-04	Some hunters killed an ice troll up by the mountains last year.
05-06	A pack of wolves killed the Tanners last month, now their boy is living with the sisters at the orphanage.
07-08*	Ignis cursed this town when we burned down her cathedral.
09-10*	There weren't ever werewolves in Wolfsbane Hollow. It was just a cover-up for an orc invasion.
11-12	The lumberjack Thomm has run off with farmer Jenner's daughter.
13-14	Exarches Moralli is losing his men's confidence.
15-16	That dwarf Barras looks like he comes from the desert kingdoms.
17-18*	There's wyverns in the forest, I've seen 'em.
19-20	I've heard we never used to have a cemetery. Don't know what we'd have done with the dead before that.
21-22	We haven't had an alchemist in town since Alduir left town years ago.
23-24*	Arvallis is set to reclaim Wolfsbane Hollow by force.
25-26*	The Red Reaper's victims aren't able to find peace in death and still walk the land as ghosts.
27-28	An Arvollar barge full of gold disappeared downriver over a hundred years ago. Nobody ever found out what happened to all the treasure on board.
29-30*	There's a ghost that walks out on Turnrudder Isle at low tide on the night of a full moon.
31-32	The livery owner is looking to rear a drake, but he can't find anyone brave enough to get an egg.
33-34	The forest has a drake problem.
35-36	The mayor's wife died in childbirth a few years back and neither of her twins survived the year. The mayor ain't never been the same since.
37-38*	Room 12 at the Foxhound is haunted. They say the old owner's wife committed suicide up there.
39-40*	The owner of the Foxhound hunted all the trophies in his tavern personally.
41-42	The Valyn girl who runs the smithy used to be a soldier. A good one.
43-44	Ajenko over at Bits & Pieces isn't trustworthy.
45-46	The old priest Jura at the temple of Aether died when he was fifteen and somebody brought him back from the dead five years later.

47-48*	The Greatshadow Gorge gets a foot wider every year.
49-50	Lady Broslef never leaves her manor anymore.
51-52	The last merchant barge out of town left a week late, it might not be back before the rivers freeze.
53-54	Norvus at the Pick & Pyrite thought he made it big panhandling for gold. Poor fool.
55-56	The matron at the orphanage looks like she has a mean right hook.
57-58	Our silver mines are being undercut because of the silver boom in Hjalward up north.
59-60	Back when this area was settled gryphons lived in the mountains. Nobody knows what happened to them.
61-62	I've heard weird noises coming from the burned down cathedral at night.
63-64	Farmer Holland's dog fell into a sinkhole last week, had to be over a hundred feet deep. Never found the dog.
65-66	There's a will-o-wisp that wanders the rivers.
67-68*	The Valyn woman that does fortune-telling is a spy for the orcs.
69-70	Wolfsbane Hollow got its name from the poisonous flowers that grow all around these parts.
71-72	On a full moon you can sometimes hear strange singing coming up from the bottom of the Greatshadow Gorge.
73-74	There's never been a true dragon sighting out here.
75-76*	The city watch rooted out the thieves' guild here decades ago.
77-78	There's ruins scattered all around the area, thousands of years old.
79-80	One time, the exarches at the garrison got so mad at a subordinate that he bit his ear off.
81-82*	Those Valyn twins at the blacksmith used witchcraft to steal the business from its owner.
83-84*	They say old Netter murdered his wife, that's why he's so crazy.
85-86	Guard captain Uther Longbarrow was exiled to Hjalward for disagreeing with the exarches.
87-88	The Rustfords lost five cattle to wolves last month.
89-90	The mayor doesn't do much of anything these days.
91-92	Someone attempted to assassinate the former mayor... twice!
93-94*	The former mayor Alethia, used to be an assassin but left her order, so they tried to silence her.
95-96	I heard an architect say the garrison is sinking by an inch every year.
97-98	Lots of people are moving to Hjalward to cash in on the silver rush.
99-100*	There's gold to be found in these hills, there just has to be!

*False rumour

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