AETALTIS



# THE HEROES OF THORNWALL

A PATHFINDER COMPATIBLE CAMPAIGN STARTER

PATHFINDER ROLEPLAYING GAME COMPATIBLE

# The Heroes of Thornwall

A Pathfinder Compatible Campaign Starter

Aetaltis™

# Credits

**Writing and Game Design:** Marc Tassin

**Art Direction:** Mitchell Malloy

**Cover Art:** Mitchell Malloy

**Cover and Logo Design:** Shawn King

**Graphic Design and Layout:** Michal E. Cross

**Illustration:** Jacob Atienza, Pattrick Bettag, Jordy Lakiere, Brandon Liao, Ashley Mackenzie, Mitchell Malloy, Ari Targownik, Farid Sandoval

**Cartography:** Mike Schley

**Editing:** Amanda Hamon Kunz, John Helfers, Steven S. Long

**With Creative Contributions from:** Shane Harsch, Scott Janke, Daniel "Doc" Myers

**Dedicated to:** Tanya Tassin, Luc Tassin, and Abigail Tassin, the finest adventuring party a man could ever ask for!

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Illus. by Brandon Liao

# INTRODUCTION

*KATELYN LEANED AGAINST the wide oak bar and dried her hands on her apron. Her back and joints hurt—scrubbing the floor on hands and knees was harder now than when she'd been a young woman—but it was worth the effort. Surveying the spotless common room, she breathed in the scents of polished wood, fresh-baked bread, and the crackling fire, and nodded in satisfaction.*

*"Everyone likes to come home to a clean house," her mother had taught her. "Keep the place clean, warm, and smelling of good food, and they'll want to come back before they've even left."*

*Katelyn smiled at the memory. She missed her mother's warm smile and comforting embrace. She made a mental note to light a candle for her on the family altar that evening—maybe an orange one, to remind her mother that she was still deeply loved.*

*The door to the tavern creaked open, letting the early morning sunlight stream in. Katelyn squinted at the glare and wondered who this early morning visitor might be. The person stood silhouetted in the doorframe for a moment, and then let the door swing shut behind him.*

*Katelyn's eyes adjusted to see a skinny man wearing spectacles standing there. He wore a loose-fitting brown shirt under a weathered woolen jacket and simple black leggings. Mud spattered his high leather boots. A heavy pack, seemingly too large and overloaded for his scrawny frame, rose over his shoulders, yet somehow he wore it comfortably.*

*Katelyn raised her hand and called out, "Morning, friend. Welcome to the Green Briar Tavern."*

*The man blinked, his own eyes apparently still adjusting to the change in light. Katelyn stepped out from behind the bar and walked over to him. The man smiled broadly when he saw her, then took a moment to look around the room.*

*"Hello," he said, the "h" in the word muted slightly and marking him as having come up from the south. "Are you Katelyn Bythewater?"*

*Looking him up and down, she decided he'd be handsome if he had a bit more meat on his bones, although that messy mane of red hair would need cutting.*

*"I am," she said. "Who's asking?"*

*"Oh, I-I'm sorry," he stammered and thrust a slender, ink-stained hand at her. "I'm Eathen Winswood. I'm a travelling historian."*

*He said "travelling historian" with the same air that the constable might flash his badge of office. She smiled and shook his hand. His skin felt soft. Yes, definitely a historian's hands.*

*"It's a pleasure to meet you, son," she said. "Can I get you something to drink?"*

*She turned and went back behind the bar. Eathen hurried after her until he reached the bar. He shrugged the pack off and dropped it to the floor with a thump.*

*"Oh, yes," he said, pushing his spectacles up with one finger. "Tea would be lovely."*

*Katelyn took a jug out from under the counter and grabbed a mug. She pulled the wide cork out of the mouth of the jug and filled the cup with red-brown liquid.*

*"It's not hot but it's a good sun brew," she said, pushing the mug over to him. She replaced the cork and put the jug back under the counter. "So what brings you to our fine town?"*

*Eathen sipped some of the tea. "Very good," he said and smiled. "Thank you."*

*He set the mug down. "I've come from the Royal University in New Erinor. As I said, I'm a travelling historian, and I'm collecting the history of the northlands for Lord Drakewyn's grand endeavor."*

*He waited expectantly, clearly expecting her to know all about this 'grand endeavor.' When she didn't respond, he hesitated, as if unsure how to take that, then continued.*

*"You see, I'm to chronicle the history of the Duchy of Vaun and all its holdings. When I arrived this morning and explained this to the men at the gate, they directed me to you. They tell me you know as much about this town as anyone."*

*Katelyn leaned back against the counter behind the bar and crossed her arms.*

*"They're right about that," she said. "Did they also mention that I'm a shrewd businesswoman?"*

*"No," Eathen answered, raising his brows. "Although I assumed as much, seeing as you run this establishment."*

*"Good," she said. "In that case, let's deal. I'll tell you what you want to know about Thornwall, and in exchange you can do something for me."*

*"Oh," Eathen said and his eyes lit up. "I'd be happy to. I'm versed in the writing of letters, or if you need help with your books…"*

*Katelyn laughed, reached out, and squeezed the young man's shoulder.*

*"Ah, that's sweet," she said, still chuckling, "but I've got that covered just fine. No, I've got something else in mind for you. Did you see that chicken coop outside when you came in?"*

*"Yes…"*

*"Well, I need that coop scraped and painted. You do that for me, and I'll tell you everything you want to know. I'll even give you a bed in one of the bunk rooms while you're here. What do you say?"*

*"Well, I've never really painted before—"*

*"Ah, it's easy. Smart boy like you will figure it out in no time," she said.*

*Before Eathen could say anything more, she stepped out from behind the counter and patted him on the back, making him rock under her hand.*

*"Glad we could make a deal. Now let's get you settled in."*

# Every Adventure has a Beginning...

A threat appears, heroes gather, and hope is rekindled in the face of rising darkness. This is the way tales of adventure begin. Countless pages have been written about the journeys that follow, and in the world of role-playing games, one can fill shelves with the books dedicated to helping the gamemaster run these adventures.

Far less time, however, is spent on beginnings. There are just a handful of products that look at the town where the heroes first gather, or the tavern where they formulate their planned quest. These places form the foundation of the story, yet except for a few exceptions (the now legendary village of Hommlet is one example) these places receive very little attention in our hobby.

This book sets out to remedy that. It provides the gamemaster with everything he needs to launch and support a new campaign. From the friendly innkeeper who offers to stash the heroes' treasure in her vault while they're off fighting goblins to the eccentric merchant that actually *wants* to purchase a six-foot-tall antique candelabra, the *Heroes of Thornwall* supplement provides you with the springboard to launch your campaign, and the foundation to sustain it for many adventures to come.

## What You'll Find Inside

*The Heroes of Thornwall* is divided into five chapters and includes three appendices.

### Chapter 1: The World of Aetaltis

This book can be used with any fantasy setting, but the default setting is a world called Aetaltis, which offers a modern take on classic fantasy. It embraces the familiar tropes of the fantasy genre, lovingly restores them, and channels them back to you in a way that feels both fresh and intimately familiar at the same time. Chapter 1 gives a brief overview of the World of Aetaltis.

### Chapter 2: The Town of Thornwall

Thornwall is a good-sized town sitting on the edge of the wilds. It includes everything adventurers look for in a base of operations, and offers all the tools a gamemaster needs to support an extended campaign. In this chapter you'll find detailed descriptions of the businesses, institutions, and important locations in Thornwall. It also includes a complete store inventory and guidance on growing the town as the characters advance in level.

### Chapter 3: The Green Briar Tavern

Every adventure needs a tavern. This chapter includes a fully described tavern, tavern games, a complete menu, and even recipes that let you make the same meals at home that are served by this fine establishment. It also provides the gamemaster with meta-game elements that will help to launch and support an ongoing campaign.

### Chapter 4: The People of Thornwall

From tavern keepers to town elders, you'll find a complete supporting cast of characters in this chapter. Every character includes a *Pathfinder* Compatible stat-block, and important NPC descriptions include backstories and detailed character traits.

### Chapter 5: The Temple of Modren

To help you launch your campaign, we've included an exciting *Pathfinder* Compatible introductory adventure that you can run with little to no advance preparation. This classic dungeon delve

is the perfect way for the players to jump straight into the action and try out their new characters. It's also a great way for players and gamemaster alike to discover the wonders of Aetaltis.

### Appendix A: Equipment & Services

In the first appendix we provide a compiled list of all the equipment and services available for purchase in Thornwall, the availability of each item, and the location in Thornwall where the item is available.

### Appendix B: Goodwill System

This appendix presents a set of optional *Pathfinder* Compatible rules for introducing the concept of Goodwill to your campaign. It's a unique way to give your players a stake in the community they reside in and reward them with something other than gold for heroic roleplaying.

### Appendix C: Heroes of Thornwall

The last appendix includes five pre-generated heroes. You can use any or all of them to jump straight into the adventure with minimal preparation. They're also another hands-on way to learn about the world of Aetaltis.

# Pathfinder Compatibility

This book is designed for use with the *Pathfinder Roleplaying Game*. In order to play *The Temple of Modren*, you'll need either the *Pathfinder Beginner Box*, the *Pathfinder Roleplaying Game Core Rulebook*, or access to the *Pathfinder Roleplaying Game Reference Document* (found at http://paizo.com/pathfinderRPG/prd/). This book also assumes that you are familiar with the Pathfinder rules and know how to play the game.

### Skipping the Skill Check

Just telling players information for no reason removes the game element from a roleplaying game. At that point, you're just reading them a story. At the same time, placing a well-trained character at the whim of the dice for a bit of simple information undermines the player's sense that their character is a capable hero, and doesn't accurately reflect how training in a skill works in the real world.

By freely providing some information to players whose characters have a particular skill, you create a sense that their character is a competent member of their class. It will also help to differentiate characters, and make each one unique and valuable to the team in their own way.

## Skills & Skill Checks

There will be places in this book where you'll see notes like this:

> *Characters trained in the Survival skill know this is a deer trail.*

In these situations, there is no need to roll for success. To a character trained in this skill, the knowledge is so basic that they will notice it automatically. To someone untrained in this skill, however, it's not something they would just know. They might guess at this, but they wouldn't automatically know.

This isn't to say that there isn't more to learn. Just because it's a deer trail doesn't mean no people have recently walked along it. At that point you would use a standard skill check to give the appropriate information to the players.



Illus. by Mitchell Malloy

## Chapter 1

# THE WORLD OF AETALTIS

*EATHEN SIPPED FROM the mug of the steaming, mint-infused tea and savored the warmth flowing through him. The day had broken cold; one of those chill autumn mornings that remind you winter is closing in, and may arrive at any moment. The historian's seat near the hearth let him take advantage of the slight warmth offered by the tavern's fire, but the pot boy had just lit it, and the flames hadn't fully caught yet.*

*Eathen set down his drink. With fingers warmed by the hot ceramic mug, he pulled a fresh feather from his writing case. He used the little blade he kept in his pocket to cut the quill's tip, and gave the shaft a fine point at just the right angle. Turning the feather over, he carefully etched a short, vertical cut in its tip to feed the ink. Blowing away bits of quill dust, he examined the point, and then nodded with satisfaction.*

*"Seems there's an art to that," Katelyn said as she approached the young scholar.*

*"There is," Eathen agreed with a smile. "Unfortunately, I'm not much of an artist. Still, I do well enough that I only get a bit of blotching here and there."*

*"So, are you comfortably settled in, then?" Katelyn asked.*

*"I am. In fact, it was wonderful to sleep indoors for a change."*

*"Not much for camping under the stars, scholar?" Katelyn laughed.*

*"Oh, it's not that," Eathen replied. "My bed at the university wasn't much more comfortable than the ground, and I swear it was less drafty than my old room. It's more that while sleeping here, I could rest without worrying. The roads aren't as safe as they once were."*

*Katelyn crossed her arms and leaned against the wall. "You needn't have worried about bandits in these parts. Forester Candlewick does a fine job of patrolling the lands around Thornwall. It's been some time since we had any trouble with bandits."*

*Eathen set his quill pen down. He admired Katelyn's intelligence and she knew her town better than any, but it was clear that word of the troubles plaguing New Erinor hadn't reached Thornwall.*

*"Bandits weren't my concern. Are you familiar with the Deepland Wards?" he asked.*

*"You mean the magic used to seal the Dark Lord's hordes in the Deeplands after the war? Sure. Everyone's heard the legends."*

*"They aren't just legends," Eathen told her, his voice grave. "And the magic isn't as strong as it once was. Word has reached New Erinor that some of the wards are failing."*

*Katelyn frowned.*

*"You see where this is going, then," Eathen continued. "I thought you would. If the wards are failing, and I have it on good authority that they are, there may be things far worse than bandits prowling the woods at night."*

*Katelyn stared at the dancing flames in the hearth for a few moments. Eathen didn't know what she was thinking, but it was clear that her thoughts ran deep. An intelligent person indeed, and the potential ramifications of the story were not lost on her.*

*Finally, she turned back to him. She smiled, and the usual bright twinkle returned to her eyes. "Well, whatever fate Zevas may have planned for us, someone still has to bake the bread. " She winked at Eathen. "Enjoy your tea, and later I'll answer some of your questions about the town."*

*As she returned to work, Eathen contemplated the future good people like Katelyn faced. Lord Drakewyn was a fine ruler and his armies were strong, but if the wards were truly failing, could he defend his entire realm?*

*As he contemplated this, something he'd heard before leaving the university came back to him—a declaration made by Lord Drakewyn about adventurers. Drakewyn had formally declared that adventuring—the act of arming oneself and sauntering off into the wilds in search of trouble and treasure—was an acceptable occupation. At the time the announcement seemed strange, foolhardy even.*

*But now? As Eathen pondered the ability—or inability, perhaps—of Lord Drakewyn's armies to defend against a rising wave of dark creatures, his public announcement suddenly seemed like more than a noble's eccentricity.*

# Welcome to Aetaltis

*The Heroes of Thornwall* is set in a world called Aetaltis. Aetaltis is a classic fantasy setting incorporating the beloved themes and story elements of high fantasy. At the same time, it adds enough new elements and twists that offer plenty of secrets to discover. In this chapter we'll introduce you to the world, and then give you some important information about using Aetaltis in your *Pathfinder* campaign.

## A Time of Shadows, An Age of Heroes

More than three hundred years have passed since the fall of the Atlan Alliance, and the people of Aetaltis have finally brought order to their fractured world. Fledgling nations have grown into powerful kingdoms, thriving merchant states have re-established old trade routes, and the priests of the Enaros have rebuilt their great temples. But in this time of hope, the shadow of an ancient evil is rising once again.

Deep beneath the surface of Aetaltis lurk the armies of the fallen god Endroren. For centuries, an order of holy knights known as the Warders of Alantra maintained powerful mystic seals that held the forces of darkness at bay, but when the Alliance fell, so did many of the ancient orders—including the Warders. Now, after centuries of neglect, the wards are failing, and the dark ones have returned.

For the first time since the Age of Darkness, orcs, goblins, trolls, and a host of other fiendish monsters threaten the good people of the world. They strike with unrestrained cruelty; attacking, killing, and destroying all that lies before them. The recently reborn holy orders have combined their divine strength with the temporal power of the new kingdoms to face this growing threat, but the dark ones are many and the defenders are few.

But, there is hope!

Lord Drakewyn of New Erinor has called upon the brave men and women of his land to take up arms against their common foe. In response, a small army of independent heroes, known as adventurers, has joined the struggle. These stalwart men and women fight the battles ordinary soldiers cannot fight, go where the holy orders dare not go, and serve as beacons of hope in a world growing darker with each passing day. From hardened dwarven warriors to crafty cheebatan rogues, from fleet-footed fey scouts to mysterious Selenthean mages, these brave souls provide what ultimately may prove to be the only hope for the people of this troubled land.

Will you join these brave adventurers in their quest? Will you put spell and blade to the test in defiance of the Dark Hordes? If so, if you have the courage to take on this burden for the good of all, perhaps there is still hope, and perhaps you will become the next…

…Champion of Aetaltis!

## Races of Aetaltis

The following are Aetaltis' common player character races.

### Atlan (Humans)

Strangers from another world, the atlans were trapped on Aetaltis when the arcane gates to their homeland were destroyed in a mystic cataclysm. More than 300 years later, their descendents have made Aetaltis their new home. They fight alongside the native Aetaltans, defending their adopted home against forces of Darkness.

### Cheebat

Stowaways among the atlan and newardin colonists, cheebats are clever negotiators, devious planners, and cunning adversaries. They are small, slight, and not particularly strong, but are tenacious to a fault when it comes to anything with the potential for profit. Although they are vicious when bargaining, cheebats have likable personalities, and make friends wherever they go.

### Drothmal

The drothmals are a powerful race of noble barbarians that live and die by the sword. They maintain a strict warrior's code and revel in hardship, seeing the trials they face as the blessings of Droth, the god of trial. They will face any enemy, no matter what the odds, and will fight to the death for their companions.

### Dwarf

A dwarf's typically stern exterior masks a heart that burns as hot as a blacksmith's forge. A history of hardship and betrayal has made them tough, wary, and practical, but when their passions are aroused, dwarves act on pure emotion. Driven from their underground homes when the gods used the caverns to imprison the forces of Darkness, the dwarves were hardened by the experience, and have become self-reliant and resilient. Dwarves are steadfast warriors and dependable companions.

## Elf

Mystical and mysterious, the elves are the eldest of the fey races. They ruled Aetaltis during the Age of Magic, and are the most talented spellcasters in the land. Breathtakingly beautiful, but equally unapproachable, they remain a distant but palpable presence in the region.

## Fairy

Standing less than two feet tall and possessing delicate, insect-like wings, fairies are a wonder to behold. They are clever, quick, and far more resilient than their small size suggests. While many fairies study the magical arts, their small size, speed and mobility make them some of the finest scouts in all of Aetaltis.

## Halfling

Good food and good company mean more to a halfling than all the riches in the world. They value the simple things in life and dislike change. Every so often, however, a halfling is born with a little of the "old blood" in him, and gets the urge to go adventuring.

## Newardin

The enigmatic intellectuals known as the newardin operated the arcane gates that brought the Atlan Alliance to Aetaltis. They value reason and knowledge above all other things, and dislike anything that invokes chaos. The newardin have never accepted Aetaltis as their home, and this underlying discomfort shapes their behavior and personalities.

## Orog

Orogs were brought to Aetaltis by the Atlan Alliance to serve as the fist of the Alliance military machine. These huge creatures are strong enough to go head to head with a troll, and tough enough to withstand all but the most devastating injuries. They are hideous and dull-witted, but their physical strength and endurance more than makes up for these limitations.

## Scythaa

Quick and cunning, the reptilian race known as the scythaa are the inheritors of a once-lush homeland now reduced to a barren desert by war. Most scythaa live as nomads, scraping a meager existence from the unforgiving desert.

## Sprite

Sprites are as wild as the wind and twice as changeable. The size of an elven child, their emotions run close to the surface, and they are driven by their passions. They have an arcane bond with wild creatures, and are adept at handling animals of all kinds.

## Other Races

Aetaltis is home to many other races, including minotaurs, centaurs, dryads, and merfolk. With the exception of half-races (half-elf, half-orc), any *Pathfinder* compatible race may be found in Aetaltis.



*Illus. by Mitchell Malloy*

## GAMING IN AETALTIS: A CRASH COURSE

If you want to run a game set in Aetaltis, and this is the only Aetaltis book you have, we've created this crash course especially for you.

### *Pathfinder Rules Quick Reference*

The following are the game elements from the *Pathfinder Core Rulebook* that are allowed or (where noted) restricted when running an adventure set in Aetaltis.

**Races:** Dwarves, Elves, Halflings, Humans
**Classes:** Barbarian, Bard, Cleric, Fighter, Paladin, Ranger, Rogue, Sorcerer, Wizard
**Skills:** All skills allowed.
**Feats:** All feats allowed except Augment Summoning.
**Equipment:** All equipment and coinage allowed.
**Spells:** All spells allowed except for those that transport people, objects, or creatures instantaneously from one point to another.
**Prestige Classes:** Any except the Pathfinder Chronicler.
**NPC Classes:** Any
**Magic Items:** Any except for those that transport people, objects, or creatures instantaneously from one point to another

# MAGIC & SPELLCASTING

Magic in Aetaltis is divided along the standard lines of divine magic and arcane magic. Divine magic comes from the power of the Enaros, the gods of Aetaltis, and arcane magic is achieved by drawing on and manipulating the inherent magical energy of the universe, a power called Essence.

## Restricted Spells

After a deep divide formed between the Enaros over how much power mortals should possess, the Enaros changed the nature of magic on Aetaltis to prevent certain types of magical effects. The primary game effect is that spells that teleport, summon, or otherwise transport physical matter instantly from one location to another do not function—at least not for good characters. With a little help from Endroren, the lord of Evil, it's possible to bypass these limitations. This means the heroes' adversaries may have access to powers and abilities they do not.

# WORSHIP & RELIGION

The gods of Aetaltis are known collectively as the Enaros. While the Enaros often embody certain traits or qualities, they are not generally worshipped for any moralistic belief in those values. Rather, the relationship the average person has with the Enaros is one of patron and petitioner. The people of Aetaltis perform rituals that are believed to please the Enaros, and in exchange they make specific requests of the Enaros. This isn't to say that people never align themselves with a certain god based on their morals and convictions, but their actual worship of the Enaros is based more on personal needs and a desire to keep the Enaros happy, rather than philosophical beliefs.

## Lensae

The people of Aetaltis believe that their sun, called Lensae, is the home of the Enaros. They also believe that Lensae is the final resting place of the dead.

## Numos

Aetaltis' moon is called Numos. Aetaltans believe that Numos is the first stop for the dead on the journey to Lensae. Ruled by the Enaros called Aelos, it is also the last place where a spirit can be contacted by the living. Once a spirit has passed beyond Numos, it cannot be contacted or recalled.

## Death & the Journey to Lensae

A spirit's arrival at Lensae is not guaranteed. It may take months, decades, or even centuries for the spirit to complete its journey. Many never arrive at all; becoming lost along the way, or falling victim to the forces of evil. To improve a spirit's chances of arriving safely, specially trained Spirit Guides are employed to perform a ritual of last rites that is believed to set the spirit on the proper path to its next life.

## Dwarves & the Enaros

The dwarves no longer worship the Enaros. Long ago, the powerful fallen Enaros named Endroren ruled Aetaltis. When the other Enaros finally defeated him, they used the vast network of caverns that lay beneath the surface of the world to imprison Endroren and his followers. Prior to that time the caverns, known collectively as the Deeplands, were home to Aetaltis' dwarves. Needless to say, the dwarves were enraged at their eviction. They renounced the Enaros, and to this day, no dwarf will worship them.

# TECHNOLOGY

Over the years, the people of Aetaltis made notable progress in their development of non-magical technology. The technology in Aetaltis as a whole, and New Erinor in particular, is on par with medieval Europe during the 12th to 15th centuries here on Earth.

## Clocks & Timekeeping

The most common type of clock found on Aetaltis is the sundial. Halflings love them, and nearly every halfling home has one in its garden. Water clocks are also available, but they are quite expensive and difficult to keep calibrated. Mechanical clocks exist, but these are incredibly rare (no one in Thornwall owns one) and quite large. Hourglasses are relatively common. This is especially true in Thornwall, where they were popularized as a cooking tool by the chefs that accompanied nobles on visits to their hunting lodges.

## Gears

The dwarves invented gears to support their mining and construction work. The value of these devices is well understood and applied to many tasks. Windmills, waterwheels, cranes, and many other common machines use of gears to enhance their capabilities.

## Gearworking

A more recent application of gears is clockwork. Known as gearworking in Aetaltis, this craft combines gears with springs, shafts, and pulleys to create strange and wonderful devices. The gearworker's art is still in its infancy, and gearworked objects remain rare. The best known gearworked machines are mechanical clocks used by alchemists to prepare potions. More fanciful devices are beginning to appear, including music boxes and crude gearworked automatons.

## Glassworking

Blown, shaped, and poured glass objects are found throughout New Erinor. Glass objects are not unusual, although they are still more expensive than the same objects made with more common materials. Fine homes almost always have glass windows, and even common folk have at least a few pieces of glassware that they bring out for special guests.

## Gunpowder

Dwarven alchemists discovered how to produce gunpowder, but Aetaltan gunpowder is exceptionally volatile. The alchemists' inability to create a more stable version of the formula has relegated gunpowder to the position of a dangerous novelty. It is not recommended that one include gunpowder weapons in an Aetaltis campaign.

### TIME KEEPING TERMINOLOGY

For the sake of clarity, this book uses standard earth time increments (noon, midnight, hours, minutes, days, weeks, months, years). We tried using fantasy timekeeping in our own games, but we discovered long ago that trying to wrap you head around a statement like this...

> *"Wait here! I'll be back in two flops of a dubber."*

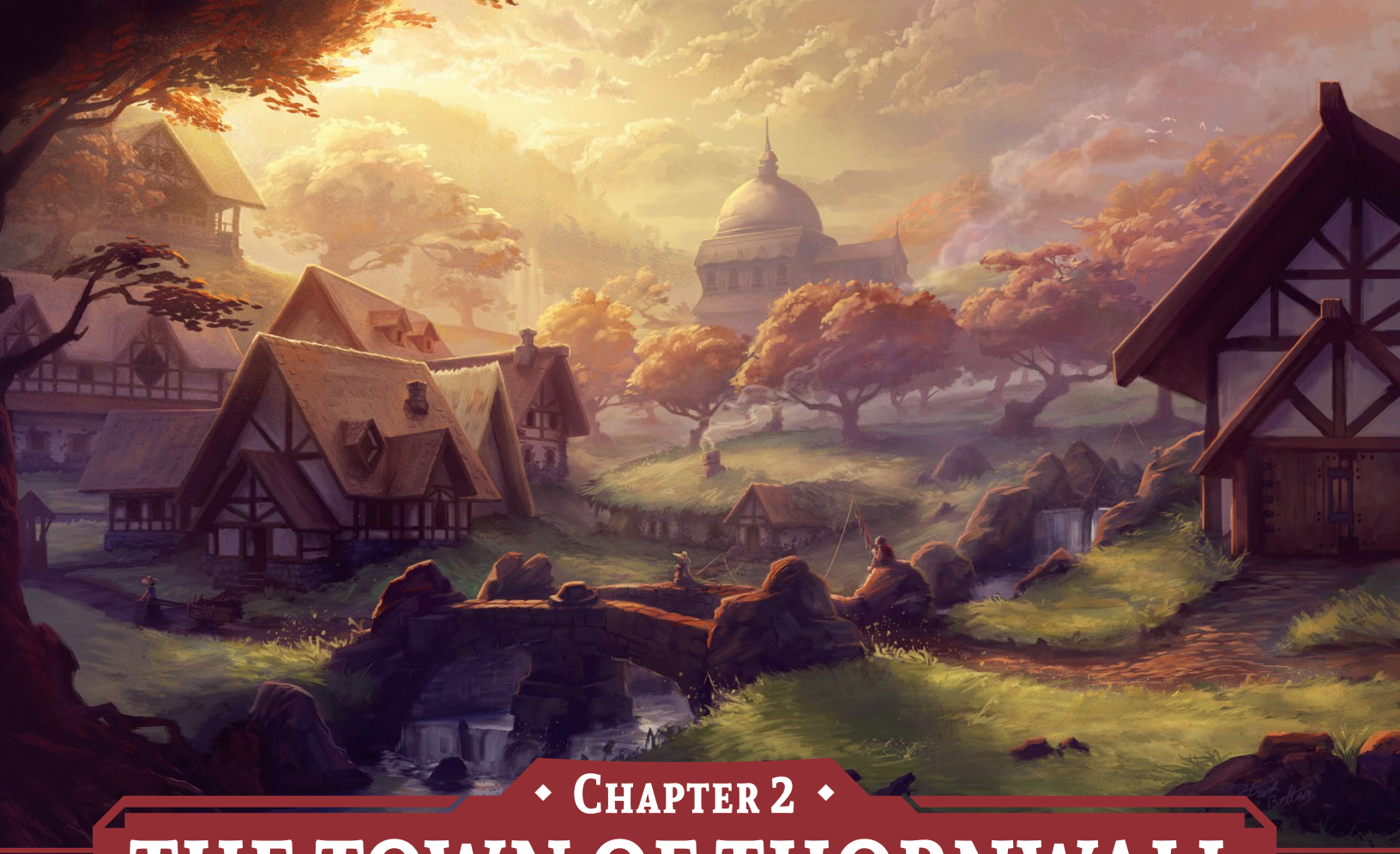
...gets old quickly, and everyone reverts back to using standard earth time anyhow. Either that or players keep saying, "I tell them I'll be back in the equivalent of an Earth hour" which is a little silly and doesn't really get us anywhere.

## Printing Presses

Thanks to their well-known love of the written word, the halflings invented a means of mechanically creating books. They carve each page of a book in reverse onto a large block of wood, and then paint the block with ink and press it firmly onto a sheet of paper. This procedure imprints a copy of the page onto the paper and the process can be repeated again and again. In a fraction of the time it takes to create a handwritten copy of a book, the halflings can print as many copies as they have ink and paper for.

## Spectacles & Spyglasses

The scythaa discovered how to create lenses around three hundred years before the present day. They exported their techniques to the northern kingdoms, including New Erinor, where the art of lens-making was further refined in the magical colleges. The fruits of this labor include telescopes, spectacles, and magnifying glasses.



Illus. by Patrick Bettag

## Chapter 2

# THE TOWN OF THORNWALL

*EATHEN TOOK A long, deep breath of the crisp evening air, smelling fallen leaves and wood smoke with a hint of winter hidden underneath. He smiled and hoisted a sack of freshly ground maslin flour onto his shoulder. Picking up flour from the mill was just one more way Katelyn had come up with for him to cover his expenses.*

*When he'd first arrived in Thornwall, he expected to earn his keep by writing letters for illiterate villagers or helping poorly educated shopkeepers balance their books. As it turned out, however, Eathen found little demand for his scholarly skills. The people of the northern highlands weren't the ignorant outlanders he'd been led to believe back in New Erinor. Almost all of them could read and write, and most had received at least a rudimentary education either in schools to the south or from the town's priest.*

*Instead, here he was, hauling supplies for Katelyn. He smiled at the thought of what his student friends would say if they could see him now. They considered manual labor to be low work, not fitting for one with an educated mind. It was yet one more thing he'd learned he'd been wrong about since coming to town.*

*He'd also learned that Katelyn didn't appreciate being kept waiting, so he adjusted the sack and headed back toward the tavern. He hadn't taken three steps when he stopped and caught his breath. The setting sun shone over the wooded foothills of the Donarzheis Mountains, cutting through the clouds and setting them alight with burnished gold. Nearer to town, the last light of day glittered off the dancing waters of the Coldstone River, while just up the hill it kissed the temple of Lensae's dome with its divine light.*

*Eathen missed the conveniences of the southern cities, but this was something special. So beautiful. So—*

*"Peaceful, isn't it?" a gravelly baritone voice asked.*

*Eathen looked to his right and saw that the miller, a man named Joachim Ordlin, had joined him. He nodded, but didn't have anything to add. Joachim returned the nod, accepting Eathen's silence. For a time they both just stood there, listening to the burbling river, the creaking mill wheel behind them, and the quiet, whispering wind in the autumn leaves.*

*Joachim finally broke the silence. "There's something special about this place. I don't know what it is. Maybe there's still magic here from back when elves lived in these hills, or maybe Endroren never got a good hold on this place back in the dark times."*

*"Brother Underwood would say we're closer to Lensae up here in the highlands," Eathen offered with a wave of his free hand at the setting sun.*

*"I'm sure he would!" Joachim laughed. "No, there's something else. I don't what it is, but I can feel it. Can't you?"*

*Eathen nodded—he did feel something when he just stood quietly and let himself be part of the town. Like warmth lying just beneath the surface, barely perceptible, similar to a vision caught out of the corner of the eye, but gone when you tried to look directly at it.*

### IMPORTANT TERMS

- **Atlan Alliance:** The human-led coalition of races from another world that ruled the region Thornwall is set in prior to the Cataclysm. It consisted of the cheebat, humans, newardin, and orog races.
- **Cataclysm, The:** A magical disaster that took place roughly 300 years ago, and led to the fall of the Atlan Alliance.
- **Dark Hordes:** Armies of goblins, orcs, trolls, and other monsters under the control of Endroren.
- **Deeplands:** The halls, caves, caverns, and tunnels that lie beneath the surface of Aetaltis. They were the home of the dwarves prior to the Age of Darkness. Today they are a prison for Endroren and his dark hordes and sealed with magical wards.
- **Donarzheis Mountains:** The mountain range north of Thornwall that was once home to a powerful dwarven kingdom during the Age of Dwarves.
- **Enari:** The races created by the Enaros, including elves, sprites, fairies, dwarves, scythaa, and halflings.
- **Enaros:** The gods of Aetaltis.
- **Endroren:** The Enaros of Evil
- **Endrori:** The goblins, orcs and other dark creatures created by Endoren.
- **Modren:** The Enaros of fire, forges, and construction.

*Joachim clapped Eathen on the shoulder. "Well, I need to get back to work so I'm not late for supper, and you'd better not be late getting that flour up to Katelyn."*

*With a shared smile, Eathen bid the miller farewell and set out across the bridge. As he crossed, he took one more look at the last rays of the setting sun, and then hurried off between the rows of houses toward the tavern.*

# Welcome to Thornwall

Thornwall is a vibrant, living setting designed to serve as the center of an extended campaign. It provides the story and meta-game elements that you, as the gamemaster, will need, and is built on a framework that will allow it to grow and change as the player characters gain experience.

In this chapter you'll find the following:

- **History of Thornwall**—A complete history of the town of Thornwall and the surrounding countryside.
- **Gamemaster's Guide**—Instructions, explanations, and tips for gamemasters on how to use Thornwall in your game.
- **Player's Introduction**—An introduction to the town that you can share with the players.
- **Location Entries**—Detailed information about all the important locations in Thornwall.

# History of Thornwall

The following history is provided for the gamemaster. It isn't intended for the players, and much of it is unknown even to the people of Aetaltis. That being said, it won't negatively impact the game if you decide to let your players discover some or all of this information during your campaign.

## Age of Magic

Thousands of years ago, when the fey ruled all of Aetaltis, a powerful elven court controlled the land where Thornwall sits today. In those days, a primeval forest as old as Aetaltis itself covered the entire region. Little is known about this ancient court, and no known evidence of it remains. As for the forest, it no longer exists, although pockets of virgin woodland remain hidden in the highlands.

## Age of Dwarves

According to legend, a deep rift formed between the Enaros over how much power is too much for mortals. The outcome of this disagreement was that the gods changed the nature of magic to limit its potential. This was a terrible blow to the fey, and it sent their courts into a steady decline. The fey court that ruled the region where Thornwall stands today was no exception.

Meanwhile, dwarven explorers founded a new kingdom in the Deepland Halls beneath the Donarzheis Mountains. As the fey courts grew weaker, the dwarven kingdoms grew more powerful. Eventually, the dwarves ruled the entire region, and the dwindling fey population retreated to the deepest corners of the old forest.

The dwarves built a number of surface outposts and settlements during this era. If one knows where to look, the overgrown ruins of these stations can still be found in the forests around Thornwall. Most are little more than the stumps of old walls, but a few of the ruins hide entrances to the Deeplands.

## Age of Darkness

The Age of Dwarves ended when Endroren and his Dark Hordes conquered Aetaltis. During this time, most of the old forests were burned. This included the forests covering the land where Thornwall sits today. Thanks to the fey, however, a few small patches of the primeval woods survived into the modern day. With just a few exceptions, only the fey that live in these hidden forests know of their existence.

## Age of Shadows

When the Enaros finally defeated Endroren, they locked him and his minions away in the Deepland Halls deep beneath the surface of Aetaltis. With few options available to them, the Enaros gave the dwarves no say in the matter, and the dwarves

were forced to abandon their ancestral homes. The dwarves of the Donarzheis Mountains, however, refused to leave. The Enaros had no choice but to seal the Deeplands with the dwarves of the Donarzheis still inside.

This left very few dwarves living in the land where Thornwall is today. With the dwarves gone, control of the Donarzheis highlands returned to the small population of surviving fey. Despite their limited numbers, the fey worked tirelessly to restore the woodlands, and soon they established small settlements in the new growth forests. One of these settlements was founded on the site of modern-day Thornwall.

Per their traditions, they planted an acorn from an Elder Oak at the center of the settlement. To protect their home, they planted and nurtured a thorny hedge to surround it. As the centuries passed, the oak and hedge grew tall and strong, thanks in part to the generous use of magic. The population remained small, but the community was rich, vibrant, and successful.

## AGE OF ATLAN

Just over four hundred years ago, an arcane gate opened in the hills of Gelendor, and the first explorers from the Atlan Alliance arrived on Aetaltis. On the whole, the people of the Alliance were good, but as in any population, some were not. Among the darker souls was a well-known explorer nicknamed the Wolf. The Wolf and his men had explored a dozen new worlds for the Atlan Alliance. He and his soldiers were known for their ability to endure in hostile environments. They were hard men and women, and they survived by any means necessary.

The Wolf discovered the fey village where Thornwall stands today. The Wolf and his soldiers were not immediately hostile, but when he met the elven sorceress that ruled the village, he desired her for his own. He proposed that they wed, and rule that region together.

The sorceress refused, having no interest in the savage explorer, and she ordered the Wolf and his men to go. When they refused, she threatened to use her magic to force them to leave. This was all the excuse the Wolf needed.

The Wolf attacked the settlement the next morning. His excuse was that the elves presented a threat to future Atlan colonists. Using powerful enchanted weapons brought from the Atlan homeworld and wielding powerful spells built on Atlan magical techniques, the fey fell before the Wolf's fury. The survivors, including the sorceress, fled into the deep forest.

As his enemies fled, the Wolf's men burned the settlement and cut down the Elder Oak.

### AGES OF AETALTIS

Modern Aetaltan historians divide the past into periods called Ages.

- **Age of Magic:** A distant time when magic worked purely by instinct and was much more powerful. The fey races ruled Aetaltis during this age.
- **Age of Dwarves:** After the Enaros changed how magic worked, the power of the fey races waned, and the dwarves ruled Aetaltis. The great Deepland kingdoms were founded during this age.
- **Age of Darkness:** A period of time that ended roughly 1,000 years ago, during which Endroren and his Dark Hordes overran the Deeplands and ruled Aetaltis.
- **The Great War:** The battle for control of Aetaltis, during which the Enaros defeated Endroren and imprisoned him and his Dark Hordes in the Deeplands.
- **Age of Shadows:** The dark time when the native races of Aetaltis struggled to rebuild their lives after the destruction of the Age of Darkness.
- **Age of Atlan:** A period of time that began with the arrival of the Atlan Alliance on Aetaltis via magical gates, and ending when the gates were simultaneously destroyed in an event known as the Cataclysm.
- **Age of Heroes:** The modern era.

## THE CATACLYSM

Just over 100 years after the Atlan Alliance arrived on Aetaltis, their rule over the lands that would become New Erinor came to an end. For reasons still unknown, a powerful pulse of magic exploded from every Alliance gate, destroying each gate and everything around it. All attempts to rebuild the gates after the disaster failed, leaving the members of the Alliance trapped on Aetaltis. This event had no direct impact on the land where Thornwall sits today, but for centuries the region remained largely unpopulated.

## MODERN HISTORY

Around 200 years after the Cataclysm, in the year 334 AR (Atlan Reckoning), an Atlan fur trapper discovered the remnants of the fey settlement the Wolf had destroyed, and built his camp there. He named his camp Thornwall after the ruins of the old, thorny hedgewall created by the fey.

The trapping in the area proved to be rich and profitable. Other trappers learned of the place, and they headed up into the hills to take advantage of the bounty as well. Six years later, in 340 AR, one of the original trapper's friends, a man named Kristoff Cane, established a fur-trading post at the camp. With that, the village of Thornwall was born.

Off in the south, the legendary Malinar Drakewyn defeated the last of the warlords and founded the kingdom of New Erinor. In the year 346 AR, Drakewyn created the Duchy of Vaun as a gift for one of his most loyal war captains, a stalwart warrior named Gryphon Vaun. The territory granted to Vaun included the village of Thornwall.

It was the summer of 361 AR, when Duke Vaun took his young son, Creesis, on a tour of their holdings. This included a trip to Thornwall. The little village was doing quite well thanks to a growing demand for furs from the rapidly expanding southern kingdoms. Creesis always remembered the trip fondly and developed a soft spot for the little village.

## THORNWALL TIMELINE

**5000 years ago**—The region that includes Thornwall is ruled by a powerful fey court.

**3600 years ago**—The fey court's power wanes.

**3500 years ago**—The dwarves rule the land where Thornwall is today. The fey retreat to hidden villages in the deep forest.

**1700 years ago**—The Dark Hordes invade the Donarzheis Mountains and surrounding lands.

**800 years ago**—Endroren is defeated, and the Donarzheis Mountains are sealed, with most of the dwarves of that kingdom still inside.

**750 years ago**—The fey emerge from hiding. The elven settlement is founded on Thornwall's current location.

**425 years ago / 0 AR**—The Atlan Alliance arrives on Aetaltis

**24 AR**—The ruthless Atlan explorer known as the Wolf starts his expedition to the Donarzheis Mountain highlands.

**30 AR**—The Wolf discovers Thornwall and desires the settlement's leader, an elven woman named Elloridan* Ellswyth. She spurns him, so he sets the settlement ablaze and cuts down the Elder Oak at its center.

**31 AR**—Allswyn is born to Elloridan Ellswyth.

**316 AR**—Creesis Vaun's father (Gryphon Vaun) is born.

**334 AR**—A fur trapper settles the elven ruins where Thornwall sits today.

**334 AR**—Creesis Vaun's father meets Malinar Drakewyn while fighting the Pendrothan warlords.

**339 AR**—Creesis Vaun's father joins his army with Malinar Drakewyn's.

**340 AR**—Kristoff Cane establishes his fur trading post at Thornwall

**346 AR**—The Duchy of Vaun is created by Malinar Drakewyn and awarded to Gryphon Vaun.

**350 AR**—The first Green Briar Tavern is built.

**351 AR**—Creesis Vaun is born.

**361 AR**—Creesis Vaun's father takes him on a survey of the duchy. They visit the village of Thornwall.

**370 AR**—The first Green Briar Tavern burns down. A new tavern is constructed to replace it.

**376 AR**—Creesis Vaun's father dies at 60. Creesis becomes Duke at age 25.

**377 AR**—Duke Vaun is injured during a hunting trip, and meets Dreswyn.

**378 AR**—Duke Vaun constructs his hunting lodge at Thornwall. The town begins to grow.

**379 AR**—The Green Briar Tavern adds guest rooms.

**380 AR**—Malinar Drakewyn II joins the Duke for a hunting trip in Thornwall, and stays at the Green Briar Tavern.

**387 AR**—Malinar Drakewyn II arranges a marriage between Duke Creesis Vaun and Lady Greta Oglind.

**390 AR**—Malinar Drakewyn II brings his son, Valinar, to meet Duke Vaun at his manor in Tristanford.

**392 AR**—The Duchess blackmails Duke Vaun to stop him from seeing Dreswyn.

**393 AR**—Dreswyn's mother dies, and she takes on the title of Elloridan.

**418 AR**—Duke Creesis Vaun dies at age of 67.

**419 AR**—Forrester Frogin Feen begins construction of his keep. He dies later that year and construction stops.

**423 AR**—Present day. An earthquake shakes Thornwall, and goblins start attacking people in the woods a short time later.

* Elloridan is the fey word for "matriarchal ruler." Many Atlan/Aetaltans simply translate this as "Queen," but the difference between the roles of Queen and Elloridan make this a poor translation.

In 376 AR, Duke Gryphon Vaun died, and the duchy passed to Creesis. Creesis, an avid hunter, travelled back to Thornwall for a hunting trip. He enjoyed the visit so much, in part due to his fond memories of his previous visit to the village, he decided to return the next year.

That next year, while hunting in the woods west of Thornwall, the Duke's hunting party encountered a terrible beast. The abominable creature, a hideous cross between a bear and an owl, killed all but Creesis before it fell. Although he survived, Creesis suffered a terrible wound. Lost, alone, and dying, Creesis collapsed and lost consciousness.

He woke in a strange house woven from living trees and discovered that a beautiful elven woman named Dreswyn had saved him. As she nursed him back to health, the two started a romantic affair. When at last Creesis was well, the Duke had to return to his manor, but he vowed to Dreswyn that he'd return.

The next year, the Duke kept his promise. He returned at the first sign of spring and constructed a fine hunting lodge in Thornwall. After that, he made regular trips to the town, spending almost as much time in Thornwall as he did in the ducal seat of Tristanford. The duke's people simply assumed that he enjoyed hunting, but Dreswyn was the real reason he spent so much time in Thornwall.

Fearing that her people's hidden village might be discovered, however, Dreswyn refused to allow Creesis to acknowledge their love openly. Instead they arranged clandestine meetings

with the help of her sprite and fairy friends. Almost daily, they'd meet at carefully selected hidden sites in the deep forest.

Although no one knew the real reason that the Duke spent so much time in Thornwall, the duchy's nobles took note of his interest in the village. Hoping to garner the Duke's favor, a number of powerful nobles built small cabins or lodges of their own in the rapidly growing village. When this happened, bold entrepreneurs set up shops and other businesses in this remote, out of the way place. They catered both to the needs of the Duke and his guests, but also to Thornwall's growing population.

Thornwall soon grew into a town. Since the Duke spent so much time there, he invested money and resources in this out-of-the-way settlement. He filled the gaps in the old hedge with stone to ensure the security of the community, and undertook a number of minor public works projects. The town even witnessed a visit from King Malinar Drakewyn II, who stayed in one of the newly constructed guest rooms at the Green Briar Tavern during his visit.

## THORNWALL'S DECLINE

Trouble came to Thornwall in 387 AR. King Malinar noticed Creesis' seeming inability to establish a long term relationship with a woman. Ignorant of the Duke's secret affair with Dreswyn, he arranged a marriage between the Duke and the daughter of a noble family with whom he wished to forge an alliance. Creesis could not refuse his king, and despite his love for Dreswyn, he married the Lady Greta Oglind that summer.

For the first few years, Creesis continued seeing Dreswyn, but the always-suspicious Duchess discovered her husband's secret. In 392 AR, the furious Duchess blackmailed him into never seeing Dreswyn again. Putting duty before happiness, he conceded. The Duke stopped his trips to Thornwall, and never saw Dreswyn again.

In the years that followed, Thornwall suffered in the Duke's absence. Fewer and fewer nobles came to visit now that the Duke no longer spent time there. The people of the town scraped by, but the loss of noble gold coming into the town was a terrible blow to this once prosperous community.

In 416 AR, the Duchess died. The Duke followed her on the path to Numos two years later at the age of 67. The couple died childless, and the inheritance of the Duchy became mired in political maneuvering and diplomatic bureaucracy.

Around this time, Thornwall's forester, a man named Frogin Feen, saw an opportunity. With control of the duchy in question and all eyes turned on Tristanford, he decided to make a grab for power. Dipping into the town's coffers, he hired a team of dwarven stonemasons to come to Thornwall and build a small keep, planning to turn the town into his personal manorial estate.

Sadly for the forester, but fortunately for Thornwall, the forester was killed one year later in a construction accident at the keep. When he died, the dwarves discovered the forester didn't actually have the money to pay them, having spent most of it on the materials they were using to build the keep. Disgusted, most of the dwarves packed up and went home, leaving the four-foot tall shell of the unfinished keep behind. About six months later, an enterprising young shepherd had an ingenious idea. He put a wooden gate on the keep's shell and turned it into the finest sheep pen in the highlands.

## PRESENT DAY

Today it is the year 423 AR. The town of Thornwall continues to survive. Some of the residents have abandoned the town, and things aren't quite as good as they once were, but it's still home to the people that remain.

# Using Thornwall

There are a few ways that you can introduce Thornwall to your campaign.

## FIRST PERSON APPROACH

If you want to place your players right on the streets of Thornwall, you can run it like a classic role-playing adventure. The location entries allow the characters to start at any of the entrances and then make their way through town, discovering it street by street and building by building. They may choose to explore it all at once, or explore different parts of the town at different times, based on their needs.

Using this approach creates an immersive experience that will make Thornwall more than just a collection of equipment lists and NPCs. This approach isn't for every group. It is heavily weighted toward roleplaying, and barring any unfortunate accidents, there will be little to no combat during the initial exploration of the town. If you plan to have the party use Thornwall as the characters' base of operations for a campaign, however, this is the recommended method for introducing the town.

## THIRD PERSON APPROACH

Where the first person approach has the *characters* interacting with the town, the third person approach has the *players* interacting with the town. For instance, when the players want their characters to buy things at a shop, you just jump to the appropriate location. Perhaps you role-play a little bit of bartering, but you might just hand-wave the sale, mark the character sheets, and move on to the next phase of the adventure.

This approach is less immersive, but it still presents Thornwall as a real place within the context of the adventure. For players that prefer combat to roleplay, this is a great way to keep the town alive in their minds without boring them with too much immersion and mundane, day-to-day activities.

## META-GAME RESOURCE

In this approach, the town is simply a collection of data that you, as the gamemaster, use as a source of information. The town includes adventure hooks, NPCs, equipment lists, and a

variety of other elements that will save you the trouble of writing these things up on your own.

This approach is excellent if you already have a town of your own that you've designed and you don't want to come up with every shop and NPC. It's also a great approach if you want an easy way to handle purchase and sale of goods between adventures, but you're not really interested in making that part of your game.

# Everyday Life

The region of Aetaltis where this book is set is a classic medieval fantasy setting with a European feel. If you're ever in doubt about what is normal in Thornwall, you'll never go wrong if you fall back on European medieval history. The primary difference is that thanks to magic, life for the people of Thornwall is a bit better than the average medieval townsperson could expect.

## Peasants & Nobles

Thornwall is part of the kingdom of New Erinor. New Erinor is a stratified society with clearly defined economic classes. The noble class rules and the lower classes labor. In between is the gentry, a growing class in New Erinor that consists of merchants, skilled craftspeople, spellcasters, and rank and file religious functionaries. New Erinor is more enlightened than most kingdoms, and all citizens are afforded clear rights under the law, but the nobility hold the greatest power.

## Food & Drink

Thornwall's residents produce most of their own food, but the town does have a grocer and a number of shops that provide bread, meat, and other food products. It's quite common for townspeople to get at least some portion of their daily food and drink from these businesses, and is especially true of the skilled craftspeople.

## Health & Healing

Spells, potions, and the presence of magical herbs in the forests around Thornwall mean the average Thornwall resident is far healthier than their medieval Earth counterparts. There are, however, limits to magic. Plagues and virulent disease can overwhelm the abilities of healers. Also, the most powerful healing spells often require exotic or expensive material components that Thornwall's townspeople simply can't afford.

If a person falls ill, the first stop is the town's mundane healer. A visit to the healer is often followed by a trip to the herbalist to acquire poultices and potions. In the case of especially grievous injuries or deadly diseases, the injured party is taken straight to the temple for the attentions of the cleric.

## Magic & Spells

Magic is an ever-present force in Aetaltis, and is an unavoidable aspect of everyday life. Almost everyone has witnessed a spellcaster casting a spell, many people have seen creatures using magic-based abilities, and most have benefited directly from magical effects.

Non-spellcasters, however, are never completely comfortable around magic. Divine magic has many benefits, but it cuts both ways, depending on whether you've pleased or displeased the gods. As for arcane magic, its use is governed purely by the will of mortals. That is enough to make many people wary of those who wield such strange powers. What makes this worse, however, is that the fallen Enaros Endroren was once the god of magic. He surrendered that title long ago, but people remain suspicious of arcane spellcasters—even if they desire the utility of their spells and enchantments.

## Religion & the Divine

Most people in New Erinor worship a pantheon of deities known as the Enaros. The most notable exceptions are the dwarves and the newardins. The newardins acknowledge that the Enaros are extremely powerful, but they do not revere them as gods. On the other hand, the dwarves still blame the Enaros for the loss of their Deepland homes, and thus have renounced the gods they once followed.

## Adventurers

Most of the people in Thornwall have met an adventurer at some point in their life, but Thornwall's familiarity with noble visitors means that they're slightly less impressed by adventurers than your typical outland townsfolk. That said, in these difficult times, with little defensive aid coming from Downbury Castle, adventurers that live up to their heroic reputations can expect a warm welcome.

## Monsters

The people of Thornwall are no strangers to monsters. The sparsely populated highlands are home to all manner of strange creatures, from corrupted forms of natural animals to strange beasts touched by magic. Typically, encounters are brief, and consist of a shepherd or hunter stumbling across some solitary monster wandering the forest. Most townsfolk treat encounters like these the same way one might treat an encounter with a wolf or bear. It isn't common, and it's not something you want to happen to you, but when you tell the story back at the tavern, it won't generate more surprise than a close encounter with a natural animal.

# Government

Thornwall is located in the Riding of Luster, which is a part of the Scir (pronounced *sceer*) of Downbury. Downbury is, in turn, a part of the Duchy of Vaun, which is a holding of the

### High Level Adventure Opportunity

We left the duke's seat empty because it creates an opportunity for players in a high-level campaign. If you want to engage in some kingdom building in your campaign, Lord Drakewyn could choose one of the players to become the next duke as thanks for their heroic service to the land. The elderly seneschal just waiting to retire provides yet another post for a player character to fill later in the campaign.

### An Excuse for Adventure

The lack of leadership in the region also creates instability in an otherwise stable kingdom. You can use this to justify adventures that might not otherwise make sense. *The Temple of Modren* is just one example of the type of opportunity available to adventurers due to the lack of a sitting duke.

kingdom of New Erinor. Although we will touch on Luster and Downbury, their governance isn't particularly important to this book. Instead, we'll focus on Thornwall, Downbury Castle, and the Duchy of Vaun.

## DUCHY OF VAUN

Vaun is one of the newest duchies in New Erinor. It was ceded to Gryphon Vaun by Lord Malinar Drakewyn 77 years ago in the year 346 AR. There have only been two Dukes of Vaun in that time: Gryphon Vaun and his son Creesis. Five years ago, in 418 AR, Duke Creesis Vaun died without an heir. At the time in which this book is set, the year 423 AR, Lord Valinar Drakewyn has not appointed a new Duke. The ducal seat remains hotly contested, as there are a number of equally ranked petitioners for the title.

The battle for the seat rages at the high court in New Erinor, but the lack of a seated duke has occasional indirect negative consequences for the people of Thornwall. Examples include the uncontested attempt by the Forrester Forgin Feen to set himself up as the master of Thornwall, and a lack of financial support for the troops that normally guard the roads.

### Duke's Seneschal

The Seneschal is the Duke's representative. He is charged with the application of justice and control of the duchy's administration. The current seneschal, Crandell Crestleford, is quite old. Before the duke's death, he had intended to retire. Now, he feels he has no choice but to remain at his post until a new duke is named and they can appoint a new, younger seneschal.

Crestleford once travelled extensively around the duchy to inspect the duke's holdings, but due to his advanced age and deteriorating health, he no longer leaves Tristanford.

### A Land in Need of Heroes

Brazewhite's inability to respond to all the requests for aid means there will be many opportunities for the player characters to step in and help. Play Brazewhite as a practical leader more interested in the well-being of her charges than her pride. When she proves accepting and thankful for the character's aid, this will reward heroic behavior and encourage more in the future.

### Warden

Oswald Balewick is the Warden of Vaun. The warden is charged with managing the duchy's forests and woodlands. He ensures that the land is used properly and the duke's laws are followed. His will is carried out by the foresters charged with enforcing the law. Normally, a Warden visits each forester once or twice each year. Since the death of the Duke, however, Warden Balewick has been in New Erinor, vying for the duchal seat. This has left the forresters of the duchy unsupported and unsupervised.

## DOWNBURY CASTLE

Three days' ride southeast of Thornwall stands Downbury Castle. It commands a position on a high bluff at sharp bend in the Kouros River. The castle's occupants are charged with the defense of the Scir of Downbury, which includes Thornwall. Downbury Castle is a military outpost. No noble family resides there, although it's not unusual for soldiers to bring their families there, especially the officers.

### Captain Elaris Brazewhite

The castle is under the command of Captain Elaris Brazewhite, a loyal soldier of New Erinor and a veteran of the border wars with the Free Kingdoms. A wily strategist, Brazewhite is loved by her soldiers. The longer the ducal seat remains vacant, however, the more difficult she finds it to acquire the funds she needs to maintain the castle. She's already working with a reduced force, and her requests for reinforcements have fallen on deaf ears.

Adding to her troubles, there are growing reports of endrori stalking the northern highlands. On any given day, as many as 80% of Brazewhite's troops are in the field investigating reports of trouble. Even then, she can only respond to a small number of the aid requests she receives.

## THORNWALL'S LEADERSHIP & PUBLIC SERVANTS

No noble lord rules Thornwall. Rather, a collection of appointed officers carry out the will of the duke.

### Mayor

The mayor's duty is to see that his lord's wishes, in this case the wishes of the Duke of Vaun, are carried out and the town is administered according to his desires. The mayor also sits in

judgment of legal and civil disputes. Finally, it is the mayor's duty to run council meetings.

Thornwall's mayor is appointed by the town council. Although the appointment is by vote, to call it an election is not accurate, since one does not have to run for the office to be appointed to it.

The current mayor of Thornwall is a 65-year-old human man named Yurgin Hayward (Entry 32). Typically, a person only holds the position for a year or two at most, but in the case of Mayor Hayward, the council has repeatedly appointed him over the past 25 years. This is due in no small part to Hayward's even-handed approach to both big and small problems, and his objective, impartial stance on most issues.

### Council

The council's primary responsibility is to manage the day-to-day affairs of the town. This includes maintenance of public works, collection of taxes, and provisioning for the town's security. The mayor oversees the council to ensure that their actions are in line with the desires of the lord.

Thornwall's council consists of six representatives from the community. Although the seats are initially filled by lot from a pool of likely candidates selected by the council, once filled, they are often passed down to a chosen successor. As long as the council continues to manage the town effectively, most townspeople have no issue with this process, but on a few occasions a councilmember who failed in their responsibilities has been ousted by the mayor, the other council members, or the populace.

The current members are:

- Malia Ablehand (Entry 10)
- Lord Borlin Drezel (an out-of-towner who holds a ceremonial position on the council)
- Vida Elgenket (Entry 21)
- Grezen Gold (Entry 29)
- Joachim Ordlin (Entry 7)
- Brother Basil Underwood (Entry 44)

### Chief Constable

The chief constable's duties are to enforce the law within the town's borders, organize the town watch, and command the local militia. In times of need, he may appoint temporary deputy constables to assist him. The chief constable is elected in an open, show-of-hands election, and continues to hold the post at the town's pleasure as long as he is deemed fit to serve. The chief constable's jurisdiction ends at the town walls. The current chief constable of Thornwall is Gerald Pack (Entry 85).

### Forester

Where the chief constable enforces the law within the city walls, the forester enforces the law in the land surrounding the town. In particular, it is his duty to see that the forests are managed in accordance with the duke's wishes. If a person breaks the forest laws, or if a criminal from town flees into the surrounding countryside, it is the forester's duty to bring the individuals to justice.

The post of forester is appointed by the duchy's Warden. After the debacle with the previous forester, the warden appointed a man named Morgan Candlewick (Entry 107). He selected Candlewick not only due to his notable skill as a ranger, but also because of Candlewick's unassuming personality and preference for solitude. The Warden wished to avoid any repeat of the problems with the previous forester.

In times of need, the forester can appoint woodwards to aid him. These are the equivalent of the chief constable's deputies. The post of woodward is temporary in theory, but in lands such as those around Thornwall, where there is a great deal of territory to patrol, many woodwards hold their positions for extended periods.

### Town Watch

Every able-bodied person in Thornwall is expected to spend time each year as a member of the town watch. The town has a meager supply of weapons and armor (enough for about eight people) that are used to outfit citizens when they execute their time on watch. The watch has a twelve-person roster, with six assigned to the Day Watch and six assigned to the Night Watch.

### Town Militia

In times of war, it is expected that the chief constable will organize a militia to defend the town and serve the duke. Every able-bodied person is expected to own a bow and know how to shoot it. Each person must demonstrate his or her skills bi-annually to the chief constable. Failure to pass the tests, which are relatively simple, may lead to time in the stocks, imprisonment, or a sentence of service.

## Law & Order

Within the town walls, the law is enforced by Chief Constable Pack, the town watch, and any deputies the constable has appointed. Outside the town walls, the law is enforced by Forester Candlewick and any woodwards he has appointed.

### "Do No Harm"

The legal system in New Erinor is relatively complex. The complexity exists because they are designed to protect people equally under the law, no matter their station. In practice, the complexity means that in outland settlements like Thornwall, the law is often boiled down to the simple adage of "do no harm."

### Weapons & Armor

Of particular importance to adventurers are laws governing the ownership and use of military weapons and armor. Those of noble blood may carry weapons as they will and wear what armor they choose. This is true throughout New Erinor. In the dangerous outlands, this law has never held as much weight. This is especially true with the increased sightings of dangerous creatures and even endrori in the wilds. It's unlikely that a forester or chief constable in a town like Thornwall will take issue with someone wearing armor or wielding war weapons in the land he patrols.

It's important to note that there is a distinct difference between legal and acceptable. Although it might be legal for a person to carry a broadsword and wear plate armor, doing so

## TRUST, BENEFIT OF THE DOUBT & FORGIVENESS

Players will make terrible decisions. It's inevitable. This might result from the fact that they know there are no real life consequences for what they do, get a little carried away, or more often just make simple mistakes. It's no fun when one of these bad decisions derails the adventure, and it breaks the illusion if you simply wave these things off like they didn't happen.

When this happens in the dungeon, it's pretty easy to recover. A fighter got carried away and killed the goblin chief before he can question him? Ah, well. He's a goblin. The dwarf smashes the valuable magic mirror? Too bad. Less loot for everyone.

It gets trickier when the mistakes take place in a town. What happens when the rogue gets caught sneaking into someone's house while looking for evidence that the person is a vampire? Or maybe the player tests out the character's new pick pockets skill, only to get caught in the act. Unless you're ready to play an extended medieval version of a police procedural or you're looking forward to a bloody melee that takes out half the town, these types of mistakes can be problematic for the campaign.

This book offers a number of mechanisms to help deal with problems like this. The Goodwill System is one of the primary means of handling these types of problems. If that doesn't work, there is also information in the Law and Order section that talks about how different crimes are handled (and punished) by the town. There are, however, easier ways to handle problems like these.

### *Trust*

In real life, people are actually pretty trusting. You can use this when running adventures in town. This is reinforced by the fact that the party arrived in town as heroes. The very fact that they came to the town's aid will generate a certain amount of automatic trust. Once they save the town, this trust will grow even more.

If the players make a mistake, have the villager behave as most people do when dealing with someone they trust:

*The party is sneaking around the home of the mayor at night, looking for evidence that he is a werewolf, but the mayor catches them in the act. The party quickly explains what they're doing there. What happens next?*

*The mayor isn't thrilled that they're in his home, but he trusts these brave heroes. He expresses his displeasure, assures them that he's not a werewolf, and politely shows them out with no hard feelings.*

### *Benefit of the Doubt*

When you're dealing with someone you like and trust, you'll often give them the benefit of the doubt (sometimes even when they don't deserve it). Use this if the players get themselves into trouble in town:

*The party's rogue swipes a silver candlestick from the mantle of a noble's home when no one is looking. On the way out the door, the owner spots the candlestick protruding from the rogue's coat. What happens?*

*The noble really likes these heroes, and he knows they wouldn't rob him. He tells the rogue that he saw him admiring the candlesticks earlier, and declares that he thinks the rogue simply forgot to put it back. To the noble, this is the only logical explanation; he hasn't even considered that the rogue might rob him. The rogue (if he's smart) blushes, agrees, returns the candlestick, and the adventure continues.*

### *Forgiveness*

In real life, people are amazingly forgiving. This is particularly true when they're dealing with someone they know and trust. Use this to let minor slights slide. If nothing else, no one wants to get on the bad side of a group of skilled adventurers:

*The fighter is convinced that the constable is in league with the enemy. When the constable walks into the tavern, the fighter draws his sword and attacks! The townspeople and deputies all leap to the constable's defense, and it looks like things are going to get ugly fast. The party discovers that they may have made a mistake. What happens next?*

*The constable calls his men off and sheathes his sword. He surrenders and offers to let them use spells to prove his innocence if they like. He says that he understands the pressure they are under to solve the problem, and he forgives them for accusing him.*

These approaches will help you to avoid adventurers causing accidental derailing conflicts, and will even make your game feel more realistic.

while shopping at the market or hanging out in the tavern puts people on edge and will negatively color the reaction of people the character interacts with. Imagine that a person from our world walked into a store wearing full combat gear and carrying a loaded assault rifle. You can probably imagine the response. The reaction in Aetaltis to a comparative show of arms in public might be slightly less dramatic, but that sort of gear has one use—fighting to the death. That's no way to start a conversation.

## Judgment

Simple cases are tried on the spot by whatever law enforcement official confronts the lawbreaker. Caught urinating in public? No need for a judge. You're off to the stocks. Fighting in the street? No court case required; that's a sentence of service. Just meet at the Tree (the large stump in the center of town) at daybreak for your assignment.

### SIMPLIFYING THE LAW

Trying to decipher complicated laws and legal codes aren't what most people call "fun." That's the reason for the "do no harm" concept. As the gamemaster, you can make a simple judgment on whether or not you think what the players did was good or bad, and how the aggrieved parties react to those actions.

For more complicated cases, or for simple cases where the accused resists his punishment, the mayor sits in judgment. This is typically a casual affair. Everyone shows up at the Tree (in good weather) or the Tavern (in bad) at the appointed time. The mayor hears the story from both sides and makes a decision.

For the serious offenses, such as murder, the same process is followed, although in some cases the mayor may elect to send the accused south to Downbury Castle, or even to Tristanford for judgment. This is at the discretion of the mayor, not the accused.

There is an appeal process in New Erinor, but to take advantage of it one must either wait for one of the travelling, truth-reading priests of Toletren to come through town, or move the case to a larger court. This is a lengthy process, and usually involves the accused sitting in the town jail for a long period of time. There is no bail in Aetaltis. In addition, it is rare that such an appeal results in a positive outcome for the accused, so the option is used sparingly.

## Punishment

No matter the crime, there are a number of tried-and-true punishments favored in outland towns like Thornwall.

### *Fines*

The guilty party is fined an amount equal to roughly double the cost of their actions. The cost of actions is determined by the mayor. In cases of stolen or damaged goods, this is relatively simple to calculate. In the case of lost work or other intangible costs, the fine amount is at the mayor's discretion.

### *Time in the Stocks*

The point of the stocks is to publically humiliate a person. It's also a way of announcing to the community that a person may need to be watched. Finally, it offers the aggrieved an opportunity to safely confront the guilty party.

Disturbances of the peace are typically punished with time in the stocks. Fights that don't end in serious injury, lewd acts, or just general troublemaking are all crimes where the stocks get employed as punishment. Normally a day or two in the stocks is considered sufficient in these cases.

Time in the stocks may also accompany more serious crimes. The time is significantly longer in these cases, possibly a week or more.

### *Service*

Some crimes may be punished with sentences of service. The guilty party may have to repair roads, work on the city walls, or spend time working on other public works projects. Sentences may last a few days or a few months, depending on the severity of the crime.

### *Exile*

Any person who is a continued nuisance may be exiled from the town. This is typical in cases where no one is at real risk of harm, but the actions of the person are so disruptive that it is best to remove them from the community. In the case of exile, the person is given enough food and water for a two-day journey (if he can't supply himself for the trip), taken down to the Crossroads (a point southeast of town on the road to Downbury Castle), and sent on his way.

### *Imprisonment*

People in Thornwall are only imprisoned if they are too dangerous to go free, are awaiting execution, or are being sent south to Downbury Castle or Tristanford. There is no concept of jail time in Thornwall.

### *Execution*

They've executed people in Thornwall before, and they'll probably have to do it again. Almost the only crime that results in execution is murder. The typical method of execution is hanging until dead. Executions are held at the Crossroads, and the body is left hanging for a day or two before being removed.

# Economy & Trade

Thornwall's economy suffered somewhat after the duke and his noble guests ended their annual hunting trips to the town, but it's still a good-sized town and has a relatively strong economy. Improvements to Thornwall's infrastructure paid by the duke also continue to serve the community well.

## Thornwall Market

Thornwall is home to the only market in New Erinor north of Downbury Castle. On the third day of each week, people arrive




*Illus. by Ashley MacKenzie*

## SMALL TOWN, HIGH AVAILABILITY

Thornwall's backstory gives you an excuse to have almost anything for sale. The goal is to keeps the heroes on site, avoiding long trips to nearby settlements just to buy that one potion they need. That approach might be realistic, but it often doesn't serve the story. With Thornwall, you can make the item available, and do so in a logical way.

The most common reason to have an unusual item in stock is that the item was popular with the nobles that used to visit the town. Here are some additional ideas for stocking the stores with extraordinary gear:

*A wealthy noble lost a bet with another noble. He had to sell the rare item in Thornwall to get the coin and pay up.*

*The unusual piece of adventuring gear is also used by local fur trappers and hunters.*

*The town attracted an expert in his field during its boom. That person stayed, and now the town has access to their unique goods and services.*

## SELL ANYTHING

Players will have their characters haul almost anything out of the dungeon in the hope of making a few gold coins. Grezen Gold's shop (Entry 29) exists to meet this need. Grezen regularly ships goods south to her brother in Tristanford to sell. This means that she'll buy almost anything. Assuming you want to allow it, she provides you with an in-game reason why the characters can sell something like eight tons of rare pink marble flooring in a town as isolated as Thornwall.

from the nearby outposts and villages to trade. The town also hosts a market on religious holidays, when many people travel to Thornwall to visit the temple.

The market and market day are equal parts economic opportunity and social gathering. It provides people with a way to connect with each other in an area where many live practically in isolation. It's athe time to meet friends, gather news, engage in romantic tristes, settle grudges, or celebrate important community events such as weddings or births.

### Shops & Services

Thanks to its history, Thornwall offers a wider variety of shops and services than one normally found in a town located this far north. Most people here work from sun up until sun down, although some businesses (the tavern and baker for instance) stay open later or start work earlier.

### Buying & Selling

Characters can buy most goods at list price and sell goods for half of list price. Bartering and negotiation is common. This is especially true among the cheebat, who can't imagine making even a minor deal without some negotiation.

### Trade Goods

The standard *Pathfinder* rules for trade goods apply in Thornwall, although the goods that the town imports and exports have an effect on some prices. The following tables list the affected goods and their adjusted prices.

***Table 2-1: Trade Goods—Exports***

| Price | Item |
|---|---|
| 15 sp | Beaver pelt |
| 25 sp | Ermine pelt |
| 2 gp | Fox pelt |
| 7 sp | Honey (1 lb.) |
| 25 sp | Mink pelt |
| 1 gp | Sheep |
| 4 gp | Wool (1 lb. or 1 sq. yard) |

***Table 2-2: Trade Goods—Imports***

| Price | Item |
|---|---|
| 5 sp | Cow's milk cheese (1 lb.) |
| 7 gp | Salt (1 lb.) |

# Threats & Dangers

Life inside the walls of Thornwall is relatively safe, but the land around it can be dangerous for the unprepared.

### Bandits

Forester Candlewick drove off most of the bandits in the area after the warden assigned him to his post. There are still a few in the area, mostly east of the crossroads on the road to Downbury Castle.

### Endrori

When Thornwall was founded, most hunters would have scoffed at the idea of encountering endrori in the hills around Thornwall. This has changed over the past twenty years. Stories of orcs, goblins, trolls, and other dark creatures are growing more common. When an endrori is spotted near Thornwall, word is sent at once to Downbury Castle, which dispatches a squad of soldiers to deal with the threat.

### Monsters

The people of Thornwall call any creature that exhibits magical powers a monster. They also apply the moniker to creatures that fall outside their normal understanding; even a mundane animal like an elephant might be called a monster by the townspeople.

Monsters were rare around Thornwall for many years, but recently the number of sightings has risen. Owlbears, dire beasts, and worse are said to prowl the forest, especially in the areas of north of town.

### Wolves

Wolves prowl the forests around Thornwall. When a pack takes up residence too close to town, the forester and the woodwards drive them away or kill them. Still, wandering packs are known to prey on the flocks of sheep grazing the highlands or pigs foraging in the forest. Swineherds and shepherds must remain vigilant against attacks by these predators.

## Random Encounters

These random encounter tables are for use when players are travelling through the forest and hills outside of Thornwall. Except for the goblin, use the standard stats for the listed monster as provided in the *Pathfinder Bestiary* rulebook and NPC stats in Chapter 4: People of Thornwall. For the goblin, use the goblin stats provide in Chapter 5: The Temple of Modren, page 118

### Determining Random Encounters

Each time the party makes a journey (travels to the dungeon, for instance), camps for the night, or stays in one place for an extended period (waits around while a party member forages for food, for example) there is the possibility that a random encounter will occur. To determine if an encounter happens, the gamemaster rolls a d20. On a roll of 13 or more an encounter occurs.

### Avoiding Encounters

A party may avoid encounters if they assign one character to act as the party's lookout. The lookout stays at the head of the party or remains on guard and keeps their eyes open for trouble. For a lookout to be effective, they must do nothing but watch and move. In addition, if the party is travelling overland, they can move no faster than a walk. If they hustle or run, the lookout cannot do their job. Only one character can act as lookout at a time, but other characters can aid the lookout's roll if they obey the same restrictions.

Once the gamemaster determines that a random encounter will occur and has rolled to determine the type of encounter, the lookout makes a Survival skill check against the DC of the encounter. If they succeed, the party may choose to bypass the encounter if they wish. If they fail, the party must face the encounter.

### Encounter Details

#### *Animals (bats, boars, snakes, spiders, wolverines, wolves)*

These encounters involve normal animals that live in the area. Their primary concerns are finding food, the safety of their young, protecting their territory, and ensuring their own safety. Most animals would rather drive off a trespasser through noisy demonstrations of aggression. Engaging in combat is a last resort. They may fight to the death to protect their young, but in all other cases they will flee from a clearly superior foe.

### A Rising Threat

This book assumes that you'll start your campaign with 1st level characters, so the encounter tables included on the following pages are CR 1 tables. The backstory and description of the threats, however, set the stage for progressively more dangerous encounters as time goes by. This was by design, to allow you to scale the threats the characters face as they increase in power, yet still do so within the context of the story.

***Table 2-3: Thornwall Countryside—Day CR1***

| d20 | Encounter | Avg. CR | Survival DC |
|---|---|---|---|
| 1-2 | Cottage (abandoned) | NA | 5 |
| 3-4 | Cottage (occupied) | NA | 5 |
| 5 | Hunter | NA | 20 |
| 6 | Hunting party | NA | 15 |
| 7 | Merchant (travelling) | NA | 5 |
| 8 | Ruins (dwarven) | NA | 20 |
| 9-10 | Trapper | NA | 10 |
| 11 | Viper | ½ | 30 |
| 12 | 1d2 centipedes, giant | ½ to 1 | 20 |
| 13 | 1d2 zombies (human) | ½ to 1 | 10 |
| 14 | Snake, venomous | 1 | 25 |
| 15 | 1d6 skeletons (human) | 1/3 to 2 | 10 |
| 16 | 1d2 spider swarm | 1 to 2 | 25 |
| 17 | 1d2 spiders, giant | 1 to 2 | 20 |
| 18-19 | 1d2 wolves | 1 to 2 | 15 |
| 20 | Boar | 2 | 10 |

***Table 2-4: Thornwall Countryside—Night CR1***

| d20 | Encounter | Avg. CR | Survival DC |
|---|---|---|---|
| 1 | Cottage (Abandoned) | NA | 5 |
| 2-3 | Cottage (Occupied) | NA | 5 |
| 4 | Camp (hunters) | NA | 5 |
| 5 | 1d6 goblins | 1/3 to 2 | 15 |
| 6 | 1d6 orcs | 1/3 to 2 | 10 |
| 7 | 1d6 skeletons (human) | 1/3 to 2 | 15 |
| 8-10 | 1d6 bandits (human) | ½ to 2 | 15 |
| 11 | 1d4 zombies (human) | ½ to 2 | 10 |
| 12-15 | 1d6 wolves | 1 to 6 | 15 |
| 16-17 | Bat swarm | 2 | 25 |
| 18 | 1d2 dire bats | 2 to 4 | 20 |
| 19 | Wolverine | 2 | 20 |
| 20 | Dire wolf | 3 | 15 |

***Cottage (abandoned)***

The ruins of broken lives are scattered across the high hills of the Donarzheis Mountains. Failed farmsteads, abandoned trading posts, and empty shacks of long-dead highland hermits are some of the type of ruins the characters are likely to stumble across. It is left to the gamemaster to determine the details. Perhaps the building is just sturdy enough that it will make a decent place to camp for the night, or maybe the ghosts of past residents still haunt the site. Of course, it's even more likely that the empty shell of a building is simply a reminder of the risk people take each time they head north into the mountains.

***Cottage (occupied)***

Trappers, hunters, and hermits occupy little cottages hidden away in the high country. Most of these men and women chose this lonesome existence, and they aren't likely to welcome visitors. There is a 50/50 chance that the occupant will not be present when the characters arrive. These encounters offer an opportunity for roleplaying, the potential for acquiring new allies with an intimate knowledge of the local country, and a reminder that the characters inhabit a living world filled with individuals with their own hopes and dreams.

***Endrori (goblins, orcs)***

All of the major Deepland entrances, and most of the minor ones, were sealed at the end of the Age of Darkness. However, there are still plenty of unwarded cracks and caves that might give an endrori a passage to the surface. What's more, with word of the failing wards starting to spread among the dark creatures, more of them are searching for these passages than ever before. At this stage in the story, it is unlikely that the characters will encounter a large force of dark creatures, but it's certainly possible that they will meet a lone goblin, a small party of them, or a handful of orcs. These monsters will fight to the death and show no mercy.

***Monsters (dire bats, dire wolves, giant centipedes, giant spiders)***

You can play these unnatural creatures however you like. If the party is itching for a fight, have the monsters attack aggressively and fight to the death. If they are already weakened and struggling to get back to town, perhaps the creature they encounter is equally battered or disinterested in a pointless struggle with a well-armed opponent. On the other hand, the characters are heroes, and if they choose to ignore a threat like this because they don't feel like taking the risk, maybe their choice comes back to haunt them down the road when some poor hunter is later killed by the beast, forcing them to consider their responsibility as heroes.

***Ruins (dwarven)***

In most cases, dwarven ruins will consist of stumps of walls overgrown by the forest. Identifying the original purpose of these ruins will be difficult or impossible. The most likely way that a character will discover that the ruins are dwarven is if they scrape away the moss and vines to examine the stone underneath. Faded runes, hints of geometric stone carvings, or a bit of a shattered dwarven statue are all clues the characters may discover.

***Undead (skeletons, zombies)***

The types of undead appearing in these encounters are animated undead, corpses brought to false-life by dark magic. They are mindless creatures bent on destruction, and they cannot speak or reason. These creatures are only mimic life in the same way that an animated statue or other inanimate object mimics life via magic. They will fight to the death (so to speak) and will show no mercy.

# RANDOM EVENTS

The random events table lets you create the illusion that Thornwall is a living place. By using the events described here, you'll give the players the feeling that life in town carries on, even when the player characters aren't there. Many of the events described here also offer additional opportunities for the characters to roleplay and gain Goodwill in town (see Appendix B: Goodwill System), creating an even stronger bond between the players, their characters, and the community.

## Determining Random Events

Each time the party leaves town and returns, or when the party remains in town for more than a week, roll a d20. On a roll of 16 or greater, an event occurs. Roll on the random events table to determine the exact event. It is recommended that you avoid repeating events. If you roll an event that you've already played, roll again or select a different event.

## Resolving Events

How you resolve the events is up to the gamemaster and the players. Each event is essentially a roleplaying adventure hook. The party may ignore the event and go on about their business, or they may get deeply involved. This book provides the foundation for running the event, but how it is resolved is completely up to you and the players.

## Event Descriptions

***Bard***

Reginald Songweaver, a 5th level halfling bard of some renown, is passing through Thornwall, and has agreed to put on a free performance that evening at the Green Briar Tavern. Everyone is talking about the upcoming performance, and it is sure to be a packed house. Reginald has an eye for talent, and if any of the characters have at least a few ranks in Perform, Reginald invites the character to join him on stage for a song that evening. If the character agrees and makes a successful DC 15 Perform skill check, they impress Reginald and the townsfolk, and earns a point of Goodwill.

***Business Closes***

The tough economic times are just too much for Thornwall's butcher. After failing to get a loan from Grezen Gold to keep the shop open, Damarius Bergin closed the shop, packed up,

and moved on. The grocer is picking up most of the slack, but the empty butcher shop (Entry 12) standing at the entrance to town is a sad reminder that not everyone will survive the tough times in Thornwall.

### *Business Opens*

A dwarven clothier named Url Horgenket arrived in town last week and set up shop in one of Thornwall's many empty storefronts (Entry 98). Horgenket specializes in simple, sturdy work clothes made from a tightly woven fabric of his own design. He's exceptionally secretive about his technique, which creates a material similar to denim. His clothing is already gaining popularity among Thornwall's farmers. Prices for Horgenket's "special weave" clothing are double normal, but the material is extremely resistant to rips and tears.

### *Cuckolded*

One of the townspeople is furious because his spouse has cheated on him. Bent on murder, he's stalking the town looking for the person she had her tryst with. The characters cross this person's path and must decide how they'll deal with the situation. The gamemaster decides whether the accusation is true or not. Ideally, the encounter should involve someone the characters know. For an added twist, have the cuckold claim the person his spouse has been running around with is one of the characters. If the players resolve the situation without violence, award them a point of Goodwill.

### *Duel*

An elderly and notoriously cranky human farmer named Cris Enderwode foolishly challenged the strapping son of a travelling merchant to a duel. The challenge, made by Cris after a long night of drinking at the tavern, is scheduled to take place at sunrise in front of the Old Oak Stage. The two men are expected to come armed with knives and fight to the death. With Mayor Yurgin and the Chief Constable visiting Downbury Castle, there is no one around with the will or the power to stop the fight. Brother Underwood (Entry 44) appeals to the players to diffuse the situation. If the players come up with a way to resolve the issue without violence, award them with one point of Goodwill. If they manage this while keeping everyone's pride and honor intact, award an additional point of Goodwill.

### *Eel Cull*

The eel population in the pond is out of control, so Mayor Yurgin has ordered an eel cull. Most of the town has turned out for the harvest. People have come armed with nets, fishing poles, baskets, and buckets. The atmosphere is that of a party, and there are plans to have an eel roast down by the Old Oak Stage that evening. If the party takes part in the cull and feast, they earn one point of Goodwill.

### *Festival & Market*

The Holy Festival of Modren has arrived! Blacksmithing contests are underway, a horseshoe-tossing tournament is planned for the afternoon, and the market is in full swing. That evening, Brother Underwood will summon the cleansing fire of Modren—an ancient ritual where past wrongs are written on bits of paper and thrown into the holy fire summoned by the town's cleric.

*Table 2-5: Random Events*

| d20 Roll | Event |
|---|---|
| 1 | Bard |
| 2 | Business Closes |
| 3 | Business Opens |
| 4 | Cuckolded |
| 5 | Duel |
| 6 | Eel Cull |
| 7 | Festival and Market |
| 8 | Fire |
| 9 | Funeral |
| 10 | Hanging |
| 11 | Judgment Day |
| 12 | Lost Child |
| 13 | Noble Visitor |
| 14 | Plague |
| 15 | Storm |
| 16 | Tinker |
| 17 | Travelling Players |
| 18 | Trophy Kill |
| 19 | Unique Item for Sale |
| 20 | Wedding |

### *Fire*

In the middle of the night, everyone in town is awakened by the ringing temple bells. They rush outside and discover that a house (Entry 91) is on fire. The family is already outside, but if the fire isn't put out quickly, it may spread to other houses. If the characters help to extinguish the fire, they earn a point of Goodwill. Award an additional point of Goodwill if they manage to put the fire out especially fast.

### *Funeral*

It is a sad day in Thornwall. An aged but well-loved human spinster named Mareth Blint has died. All of the children in town and a good number of the adults grew up listening to her tell stories on her front porch about the ancient days of legend. Her body lies in state in the temple, and a funeral is planned for that afternoon. If the characters respectfully take part in the funeral, they earn a point of Goodwill. Award an extra point of Goodwill if they perform a particularly moving gesture.

### *Hanging*

Last week, Forester Candlewick brought in a bandit that terrorized Downbury Road for the past two months. This criminal lowlife, a human woman known only as Xeris, killed

a family of settlers in her last ambush. At first light, a procession will make the half-day march to the crossroads where Xeris is to be hanged until dead.

### Judgment Day

The Green Briar Tavern's main room is reserved for Mayor Yurgin today. As he does every month, he is hearing cases and passing judgment. Any townsperson with a conflict may bring their case before the mayor for judgment on this day. The first cases he'll rule on are ones brought by the Chief Constable and Forester, but after that he'll hear any case brought to him before sunset. If the characters have disputes with any of the locals or with one another, Mayor Yurgin will hear their case and rule on it.

### Lost Child

While picking berries in the forest just north of town, Rin Ordlin, the six-year-old daughter of Joachim Ordlin, wandered away from her twelve-year-old sister, Ressa. The sun will set soon, and the child may not survive a night alone in the forest. The forester and the woodwards are assembling a party of volunteers to head out to look for her. If the party helps with the search, award them a point of Goodwill.

### Noble Visitor

A human noble named Yvis Longrane is considering buying the empty lodge on the southeast side of town (Entry 80). He's in Thornwall for the week, and has leased every room at the tavern. Unless the party has made some sort of lucrative arrangement with Katelyn, she has no choice but to force them out while the noble is in town. After all, he *is* a noble, and Katelyn is just a commoner, so denying him isn't an option for her. The party will have to find somewhere else to stay as long as Yvis is at the tavern.

### Plague

A terrible sickness has swept through Thornwall. Every business is closed, either because the owners are ill or they don't wish to risk infection, and no one is leaving their homes unless they absolutely have to. Brother Underwood and the herbalist, Imberly Grimehelper (Entry 59), are doing their best to help the sick, but they're struggling to keep up with the growing number of cases. The illness isn't deadly, but the high fever it causes is extremely debilitating. If the characters don't help, the illness lasts a full week. If they help Underwood and Grimehelper, the worst of it is over in three days, and the party is awarded a point of Goodwill.

### Storm

A tremendous rainstorm sweeps down out of the mountains. The Coldstone River swells, threatening to overflow its banks, and fierce winds whip through town, tearing at roofs and breaking tree limbs. In the face of the near constant downpour, business grinds to a halt for the day. It blows over by morning, but until it does the town is effectively shut down.

### Tinker

A dwarven tinker named Opine Lurnket has come to town in her wagon. For a modest fee (10% of the item's original cost) she'll repair any broken item. She does all repairs in her wagon, and will not allow anyone to watch her work. Opine's secret is that she has an ancient dwarven artifact, a small copper hammer, that allows her to cast Mending at will. Opine stays in town for a day or two before moving on to the next town.

### Travelling Players

A troupe of travelling cheebat players called the Royal Acting Company of the Gilded Goblet have come to town. That evening they will perform their new work, a tragic tale of star-crossed lovers, on the Old Oak Stage. They charge nothing for this honor, but gladly accept donations. Of course, a human boy named Gill who accompanies them will be sneaking through the crowd pickpocketing people during the performance to help cover their expenses as well. If the party catches the pickpocket, award them one Goodwill point. If they do so without ruining everyone's night at the theater, award an additional Goodwill point.

### Trophy Kill

A human hunter named Kal Westerly brought in an amazing trophy boar early this morning. The carcass is almost the size of a wagon, and required two horses to haul back to town. Kal plans to share her success with everyone by donating her kill for a grand pig roast. Katelyn and her cooks have agreed to handle cooking it, with a feast to be held at the Old Oak Stage that evening. If the party joins the town for the roast, award them a point of Goodwill.

### Unique Item for Sale

Grezen Gold recently acquired an extremely rare magic item. Knowing the characters have an interest in such things, she gives them the first opportunity to buy it. Roll once on the Medium Wondrous Items table in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook* to determine what strange treasure Grezen has acquired. If the party chooses to buy it, she'll happily cut a deal with them. Otherwise, she ships it southeast to Tristanford with her brother the next morning.

### Wedding

Joachim Ordlin's oldest daughter, Rhianna, is getting married! She's marrying an upstanding young farmer named Aldwin Linum from Leegen's Hold. The wedding is scheduled for the coming weekend and will be held at the temple, with the reception to take place under a tent set up near the pond by the Old Oak Stage. Joachim has graciously invited the heroes of Thornwall to take part in this momentous event. Award the players a point of Goodwill if their characters attend. Award them an additional point if they bring a nice gift!

# Building Features

If a party spends any amount of time in a settlement, eventually you need to know how a particular building is constructed. Typically this happens when a character tries to smash, burn down, or otherwise cause damage to a structure.

The following pages provide information about what types of materials are used to construct buildings in Thornwall based on their quality (see Building Quality on p.29 for more information.) Also provided are the attributes for the various materials, followed by their descriptions.

## Walls

There is no building code in New Erinor, so each person constructs their home as they see fit. There are, however, common materials and techniques used to construct walls.

### Stick & Straw

These simple walls are constructed by creating a frame of sticks and then hanging straw on them. The walls form a house with a simple inverted-v design, where the walls are roof are one and the same.

### Wood

Wood walls are constructed by attaching small logs, split lumber, or rough wooden planks to a wooden frame. In the highest quality version of these walls, the builder will use finished lumber planks. Wood walls offer poor insulation, and they are extremely drafty if the cracks are not sealed effectively.

### Log

Log walls are constructed using horizontal, interlocking square-cut logs. They offer slightly better insulation than wood walls, but also require significant maintenance.

### Wattle & Daub

A wattle and daub wall is created by weaving a lattice of sticks and twigs into a row of vertical stakes and then filling the space between with a sticky mixture of clay or mud. In higher quality buildings, the structure may be further reinforced by using a sturdy split-timber frame, and then filling the spaces between them with the wattle and daub walls.

### Brick

Thanks to Thornwall's resident brick maker, brick walls are not uncommon in Thornwall. There are few examples of true brick and mortar walls in town, but a more typical execution are split timber structures that use bricks to fill the space between as a sturdier, fire resistant alternative to wattle and daub. Brick walls are finished with a layer of plaster that some home owners paint with decorative designs.

### Stone

A common use of stone walls in Thornwall is as a foundation for other types of wall, but the town also has many stone buildings. The most common type of stone wall is built from rough-cut stacked slate. The town also has a number of buildings with mortared, fieldstone walls. The least common type of stone walls are block walls, since these are the most expensive and difficult to build.

## Floors

There are four main types of floors used in Thornwall's houses.

### Dirt

These are simple packed-earth floors. Floors of this type are quite common, and most houses have at least one room or outbuilding featuring dirt floors. Often the floor is strewn with straw or rushes to keep the dust down in summer, and provide a bit of insulation in winter.

### Wood

Thanks to Thornwall's ample supply of lumber, many homes have wood floors. In higher quality homes, the raw wood might be stained or polished.

### Stone

There is a ready supply of slate in the area, so slate floors are commonplace on the lower levels of many homes in Thornwall.

### Tile

At their simplest, tile floors are made with glazed tiles ranging from six inches to a foot across. In Thornwall these are almost always imported, although the local potter (Entry 53) is a passable tile-maker. In more elaborate executions of tiled floors, tiles are set in colored patterns. The most dramatic examples are mosaic tile floors, where bits of glazed clay or glass are set into the floor to create intricate patterns and pictures.

## Roofing

The people of Thornwall generally use one of three types of material to roof their homes.

### Wood

Wood roofing is the same as wood walls, except applied to the roof.

### Thatch

Thatch roofing is made from dried plant material. Heather is commonly used in Thornwall, since it is found in abundance in the forests around the town, although other materials, such as straw or reeds, may be used as well.

To repair a weathered thatch roof, the thatcher simply adds a new layer to the existing roof; the older the home, the thicker the thatching. Thatching of a foot or more in thickness is not uncommon in Thornwall. Thatching is quite resilient, and an expertly thatched roof may last many decades.

### Shingles (wood)

Wood shingle roofs are relatively common in Thornwall, thanks to the town's ample supply of wood. The tiles are made

### Table 2-6: Construction Materials by Building Quality

| Building Quality | Walls | Floors | Roofing | Windows | Doors |
|---|---|---|---|---|---|
| Poor | Stick and Straw, Wood, Log | Dirt | Wood, Thatch | Open, Tarp, Hide | Tarp or Hide |
| Average | Wood, Log, Wattle and Daub | Dirt, Wood | Thatch | Wood Grate, Waxed Paper, Shutters | Simple to Good Wooden |
| Fine | Wood, Wattle and Daub, Brick, Stone | Wood, Stone | Thatch, Shingles (wood), Tiles (slate) | Glass (bull's-eye), Shutters | Good to Strong Wooden (Locked) |
| Masterwork | Wood, Brick, Stone | Wood, Stone, Tile | Shingles (wood), Tiles (slate) | Glass (cut), Shutters | Strong Wooden (Locked) |

### Table 2-7: Construction Material Attributes [1]

| Material | Typical Thickness | Break DC | Hardness [2] | Hit Points [3] | Climb DC |
|---|---|---|---|---|---|
| *Walls* | | | | | |
| Stick and Straw | 6 in. | 10 | 1 (0) | 20 hp | 15 |
| Wood | 6 in. | 20 | 5 (3) | 60 hp | 21 |
| Wattle and Daub | 1 ft. | 20 | 5 | 60 hp | 25 |
| Log | 1 ft. | 25 | 5 | 70 hp | 15 |
| Brick | 1 ft. | 30 | 8 (12) | 75 hp | 20 |
| Stone | 1 ft. | 35 | 8 (16) | 90 hp | 25 |
| *Roof* | | | | | |
| Wood | 3 in. | 15 | 5 (3) | 40 hp | 20 |
| Thatch | 1 ft. | 25 | 3 (8) | 75 hp | 20 |
| Shingles (wood) | 6 in. | 25 | 5 (8) | 60 hp | 22 |
| Tiles (slate) | 6 in. | 30 | 8 (16) | 75 hp | 25 |
| *Windows* | | | | | |
| Tarp or Hide | 1 in. | 5 | 2 (1) | 2 hp | NA |
| Wood Grate | 1 in. | 15 | 5 | 20 hp | 5 |
| Waxed Paper | < 1 in. | 0 | 0 | 1 hp | NA |
| Glass (bull's-eye) | < 1 in. | 10 | 1 (NA) | 2 hp | NA |
| Glass (cut) | < 1 in. | 5 | 1 (NA) | 1 hp | NA |
| Shutters | 2 in. | 10 | 5 | 8 hp | NA |
| *Doors* | | | | | |
| Tarp or Hide | 1 in. | 5 | 2 (1) | 2 hp | NA |
| Simple Wooden | 2 in. | 13 | 5 | 10 hp | NA |
| Good Wooden | 3 in. | 18 / (locked) | 5 | 15 hp | NA |
| *Other* | | | | | |
| Hedgerow | 2 ft. | 40 | 5 (8) | 90 hp | 15 [4] |
| Thornwall | 10 ft. | — | 10 | 100 hp | 25 [4] |

1 All the attributes listed here apply to attacks against a distinct portion of the structure. For rules associated with attacking buildings and defensive walls, see the section on Siege Engines in Chapter 3: Mastering Combat of *Pathfinder Roleplaying Game Ultimate Combat*.

2 The number in parentheses is the hardness against fire damage. If the fire damage is more than double the hardness against fire, the structure is set on fire.

3 Per 1-foot-by-10-foot-by-10-foot section.

4 Each climb check, regardless of whether or not the check is successful, inflicts 1d4 points of damage on the climber.

by a simple process of splitting logs into long, thin pieces. The wood shingles of Thornwall have a distinctive reddish hue to them, due to how the preferred tile wood colors as it weathers. For higher quality homes, roofers will create geometric patterns with the wood shingles by varying the tile color or by setting them at slightly different angles.

### Tiles (slate)

Slate is easily quarried from a wide slate outcropping a short distance northeast of town, so a number of houses in Thornwall are roofed using durable slate tiles that will last indefinitely if properly maintained.

## Windows

The people of Thornwall have embraced a number of different ways to handle covering the windows on their homes.

### Open

Open windows are just that—windows with no bars, glass, or other covering.

### Tarps or Hide

The poorest residents of Thornwall hang tarps, hides, or blankets over their open windows to keep out the wind, animals, and dust. Typically they'll tack these to the frame and pull the covering down, or roll it up when they want to let air in.

### Wood Grate

Some people put wood grates over their open windows. The bars that make up the grate are set about six inches apart. The grates won't stop wind or small debris, but they will keep large animals (and people) from getting into the house.

### Waxed Paper

Wax coated paper is used by some people to cover their windows. The paper isn't sturdy, but it keeps out dust and debris while still letting light in. Parchment is another material that is sometimes used for this purpose.

### Glass (bull's-eye)

To create bull's-eye glass, a mouth-blown rondel is cut down to make a square or rectangular pane of glass. The name comes from the distinctive bull's-eye shaped warp in the center of the piece of glass. Most glass of this kind suffers from many impurities. Seeing through it is possible but difficult, and warping in the glass distorts images. As it ages, bull's-eye glass may change color, turning red, blue, green, or brown. Bull's-eye glass is typically cast in small pieces ranging from four to eight inches across, and set into a wood or metal frame.

### Glass (cut)

This high-quality glass is found in the homes of Thornwall's wealthy residents. It is also used in some shop windows to better display goods. It is made by a difficult process of blowing a glass cylinder, cutting it, and then laying it out flat. It has very few impurities, only distorts images slightly, and usually doesn't change color over time. Like bull's-eye glass, it is made in relatively small panes (less than a foot to a side) that are set in wood or metal frames.

### Shutters

Many people add shutters to their windows. These are mounted on the outside of the home, and can be pulled shut during storms to keep out the wind and debris. In the case of homes with glass windows, the shutters serve the secondary purpose of protecting the expensive glass during storms.

# Town Features

The following are general features of Thornwall that will help you to describe the town to players when their characters explore areas that don't have detailed entries in this book.

### Caves

The cliff that divides the upper town from the farmland in the south is dotted with small caves. They are shallow, extending no more than fifty or sixty feet back, and damp, making them unsuited for wine or cheese making. More often, they are used as play spaces by local children. Some of the children claim there are secret passages in the caves leading to larger, more extensive caverns, but most people agree these are just stories with little truth to them.

### Coldstone River

The Coldstone River cuts through the east side of town from north to south. The water comes down from the high mountains, and it is clear and ice cold. The one place the water doesn't run clear is south of the butcher's home (Entry 56) where, on butchering days, he dumps the waste from his work into the river. The Coldstone isn't a large river, no more than twenty or thirty feet wide, but it runs swiftly through a deep channel making it difficult to cross (DC 15 Swim Skill Check) except at the bridge.

### A Land of Plenty

In real life, much of the land around Thornwall would have been converted to farms to support the town. The problem with that approach is that we want to create the sense that the dark and mysterious forest completely surrounds this island of civilization. The magically enchanted farmland in the lower portion of town lets us support it with far fewer farms, and thus retain that aura of mystery. It also lets the site support a larger town than it normally could. We need this population to provide the players with the services, specialists, and shops necessary to support a campaign set in a place far enough away from civilization to offer lots of opportunities for adventure.

## Farms

The southern end of Thornwall is rich farmland. The wide, open space between the Coldstone River and Fall Creek is astonishingly fertile. Crops grow in abundance, and harvests never seem to fail there. The bounty provided by these farms is due in no small part to magic. Back when the elves first built their settlement here, they turned lower portion of the town into a grand garden. Powerful enchantments were cast upon the land, and plants that grow here thrive and survive in spite of sudden changes in weather, blight, and other events that threaten crops.

## Forests

The forests around Thornwall consist primarily of deciduous trees such as oaks and maples. Pines are also found throughout the forest. The mix favors deciduous trees near Thornwall, and conifers as one gets closer to the mountains. For most of the year, the forest floor is heavy with ferns. Some varieties of ferns reach heights of three or four feet.

Mountain streams are found throughout the forest, rushing down from the high mountains, which are capped with snow throughout the year. Caves are also found throughout the forest. Many of these are shallow, but some connect to larger complexes, and a few almost certainly provide entrances to the Deeplands. In the case of these natural caverns, it is unlikely that the entrances are warded.

## Hedgerows

Most of the farms and some of the houses use hawthorn hedgerows to mark the edge of their property. A hedgerow stands six to ten feet tall, and is between two and four feet thick. Climbing a hedgerow is dangerous due to the dagger-like thorns, and cutting through a hedge row is extremely difficult (see the Construction Material Attributes table).

## Ponds

Thornwall boasts two fair-sized ponds. These are fed from Trout Creek, which enters town from the west, and a spring in the upper pond. The constantly moving water keeps both ponds fresh and clean, ensuring a rich stock of fish and eels. The fish are native to the ponds, but the eels were imported by the nobles that visited Thornwall. At least once a year, an eel cull is mounted to prevent the rapidly reproducing eels from overwhelming the fish population.

## Roads

Two roads lead into Thornwall. The road that comes in from the east is Downbury Road. It runs to the southeast, and is the most travelled road leading into town. A few hours down this road is the crossroads, home to Thornwall's infamous hanging tree, and the place where exiles are cast out of the town.

If one follows Downbury Road for another two or three days beyond the crossroads, they will arrive at Downbury Castle. From there, one can take the Duke's Way south to the ducal seat at Tristanford. Downbury Road has fallen into disrepair in recent years, but thanks to the work performed when the duke frequented Thornwall, it is still quite a good road.

The road that heads south from Thornwall's Farmer's Gate is far less travelled. About an hour south of the gate are a few small farms and day's journey beyond that is the tiny village of Leegen's Hold. The road is in terrible condition south of the farms. After each heavy rain, the road turns into a nearly impassable stream of mud, and it is so pitted with potholes when dry that walking beside the road is typically easier than walking on it.

## Town Wall

The wall surrounding Thornwall consists of two types: stone walls, and the thorny hedge wall for which the town is named.

### *Hedge Wall*

Most of the wall that surrounds Thornwall is the old hedge wall, known as the thornwall, planted by the elves who founded the first settlement on this site. The plant used to create the wall is a vine-like evergreen with large, dangerous thorns. Its leaves are dark green in the spring and summer, but turn scarlet in late autumn and grey in the winter. Despite the best efforts of scholars, no one has been able to identify the plant used to create the wall. It produces no seeds, and any attempts to take cuttings for transplanting have failed.

The plant's stems and branches are massive. The largest examples are four to five feet in diameter, but most are about as thick as a human's arm. The branches are so thickly intertwined that even a mouse might be hard pressed to squeeze through the thornwall.

Thanks to the fey magic that created the wall, it never grows beyond its original boundaries. If it is damaged, it will regrow to fill the space. This process is exceptionally slow, however, which is why stone replacement walls were built to fill the wall's gaps.

### *Stone Walls*

Long before the duke started his trips to Thornwall, the local trappers and hunters filled the gaps in the thornwall with stockade fencing. When the duke built his lodge in the town, however, he ordered his engineers and masons to construct solid stone walls. These are sturdy and well-made, with towers, land gates, and barred water gates included as need. They help to ensure the security of the town, and that security is part of

### Safety & Security

An important element of an extended campaign that is often overlooked is a place where the players know their characters are safe. This is the place where no one needs to stay on watch, there aren't any wandering monsters, and they can leave important items behind when they head out on their next adventure, and know they'll still be there when they return. The walls, governmental structure, NPCs, and back story for Thornwall are designed to create this sense of safety in a way that the players can accept without it seeming too good to be true. It is best if the gamemaster does not breach this trust. There will be plenty of time to painfully kill the characters once they leave town.

the reason it has maintained such a large population in such an out-of-the-way place.

### *Land Gates*

There are three land gates in Thornwall. The first, known as the Main Gate, is on the east side of town (Entry 1), the second, called the Farmer's Gate (Entry 58), is on the south side of town, and the third, referred to as the Forest Gate (Entry 112), is on the northwest side of town.

### *River Gates*

There are four river gates in the wall around Thornwall. Two of these (the gates on the south end) pass through stone portions of the wall. The other two (the gates on the north and west sides) pass through hedge portions of the wall.

The stone portions have arched gates covered with a permanent grate of iron bars set about a foot apart. The arch rises five feet above the surface of the rivers, ensuring that even during a flood, the water can still flow through. Every few weeks, or after a heavy rain, the mayor organizes a work crew to clear debris from the grates.

The gates in the hedge portions aren't actually gates, but rather places where the water simply flows through the hedge. As the water passes through the hedge, something about the way the vines grow cause the bubbling and burbling to take on a musical quality. The sound is quite beautiful, and the northern gate is a popular destination among young lovers out for a stroll.

Despite the apparent lack of large openings in the hedge portions, fish are somehow able to get through the hedge. Although many are curious about how they manage this, the risk of getting trapped by the water pressure in front of the thorny hedge has prevented efforts to solve the mystery.

## Trout Creek

The creek that enters Thornwall from the west is called Trout Creek. It earned its name from the stretch of the creek south of Thornwall, which is dotted with deep pools and shady crooks that make perfect homes for fish. At Thornwall, the creek is swift and energetic, splashing over rocks and down little falls. It's no more than ten feet across at its widest point, and although it runs through a cut like the Coldstone, it is not as deep, and is relatively easy to cross.

# Settlement Statistics

If you're using the optional settlement rules from the *Pathfinder Game Mastery Guide* rulebook, use the following settlement stat block for Thornwall.

**Thornwall**

LN large town

**Corruption** +0; **Crime** -1; **Economy** +1; **Law** +0; **Lore** -1; **Society** +4

**Qualities** insular, magically attuned, prosperous

**Danger** +5

**Demographics**

**Government** council

**Population** 3,500 (3,250 humans; 100 halflings; 50 dwarves; 25 cheebat; 50 other)

**Notable NPCs**

**Mayor Yurgin Hayward** (LN male human aristocrat 8)

**Brother Basil Underwood** (LG male halfling cleric 10)

**Forester Morgan Candlewick** (N male human ranger 7)

**Marketplace**

**Base Value** 3,000 gp; **Purchase Limit** 17,000 gp; **Spellcasting** 5th

**Minor Items** 3d4; **Medium Items** 1d6; **Major Items** None

# Building Entries

The building entries are where you'll find detailed information about many of the buildings in Thornwall. Each building entry is organized as described below. If a particular piece of information doesn't apply to a building, that text will be omitted from the entry.

### *Entry Number & Name*

The map reference number and the name of the building.

### *Summary*

A brief summary of the building and its importance.

### *Primary Information*

Key data about the building.

- **Quality:** Consists of the quality of the materials used to construct the building and how well it was constructed.
  - » **Poor:** Constructed using the cheapest materials and substandard workmanship. Reused pieces of other structures are incorporated into the location, and no thought is given to beauty, safety, or durability.
  - » **Average:** Constructed using standard materials and fair workmanship. Most materials were new when acquired, although some high-quality reused material may be present.
  - » **Fine:** Constructed using high-quality materials and skilled workmanship. May include ornamental flourishes and hidden structural additions or reinforcement.
  - » **Masterwork:** Only the finest materials were used, and the construction was done by expert builders. There is beauty and strength in the design, material, and finishing. Structurally, the building is unmatched in its ability to withstand damage.
- **Condition:** This represents how well the location has been maintained:

  - » **Ruins:** The structure is partially or completely collapsed, deteriorated, or destroyed. It may not be safe to enter.
  - » **Rundown:** Little to no effort has been expended to maintain this building in the recent past. Many parts need replacement, and some sections may be dangerous.
  - » **Average:** The owner has made all necessary repairs required to keep the structure in good working order.
  - » **Immaculate:** Every board is polished, every nail flush, and anything worn out has been replaced.

- **Levels:** This represents how many levels a building contains. Numbers in parentheses represent below ground levels such as cellars, basements, and crypts. Half-levels represent a hayloft, low attic, or crawlspace.

#### Exterior Description

- **Description Read Aloud Text:** A physical description of the site you can read aloud to the players or use as the basis for your own description. NPCs and Creatures that may be present at the location are not included in this description, since their presence is often governed by variables like the time of day or the outcome of previous encounters with the players.
- **NPCs:** A list of the NPCs typically found at the site. Each entry includes the character's gender, race, class, level, and age.
  - » If no level is listed, use the appropriate template from Chapter 4: The People of Thornwall.
  - » If the character's name is in bold, you can find detailed information about the character in Chapter 4: The People of Thornwall.
- **Creatures:** A list of creatures and monsters typically found at this location. If the name is in parentheses or there is a name in parentheses following the creature name, use the statistics for a standard creature of that type as described in the *Pathfinder Bestiary* rulebook. When red text is used for the name, this denotes a creature that may attack the player characters.
- **Encounter Read Aloud Text:** A description of a typical encounter with the NPCs and creatures at this site that you can read aloud to the players or use as the basis for your own description.
- **Detail Name and Description:** Additional information about the room or building. The players may or may not discover this information, but the gamemaster may safely share this with the players if appropriate. Normally the players need to take some action to obtain this information. An ability or skill check may be required.
- **Treasure:** The available treasure at the location, as well as any notes about what the characters must do to get it.

#### Interior Description

Interior descriptions consist of the same information as the exterior descriptions, only for the interior of a particular building.

#### Goods & Services

A list of the various goods and services available for purchase at this location.

#### Side Quests

There are many opportunities for heroes to make their mark in Thornwall. These opportunities are highlighted in entries called side quests. Most side quests require additional effort on the part of the gamemaster to flesh out the experience. You can ignore side quests with no negative impact on your ability to use Thornwall in your campaign or play *The Temple of Modren*.

Each side quests consists of the following:

- **Description:** A short description of the quest with ideas for introducing it to your game.
- **Goal:** A clearly identifiable goal the characters must achieve to complete the side quest.
- **Rewards:** A suggested reward for successfully completing the side quest.

#### Building Stat Block

Each building with a detailed description includes a stat block using the rules from Chapter 3: Downtime in the *Pathfinder Ultimate Campaign* rulebook. Each entry includes the following parts:

- **Name:** The name of the building in terms of its utility.
- **Create:** The cost to build this particular building.
- **Rooms:** The rooms included in this building.

# Downtime Rules

Each building with a detailed description includes a customized building stat block for use with the downtime rules from Chapter 3 of the *Pathfinder Ultimate Campaign* book. Buildings that don't have detailed descriptions reference one of the building templates provided below.

## Game Effects of Quality & Condition

Quality and condition are primarily a roleplaying tool for

#### Table 2-8: Condition of Building

| Condition | Game Effect |
|---|---|
| Ruins | The entire building has the broken condition. |
| Rundown | Half or more of the rooms in the building have the broken condition. |
| Average | Most or all of the building's rooms are in working order. |
| Immaculate | The building provides an additional +1 capital of a type the building already generates. |

describing buildings to the players. If you're using the downtime rules, however, the traits also have a game effect. Quality is represented by the rooms used to create the building. A building with a Ceremonial Room is a higher quality building than one with a simple Common Room, while a Throne Room suggests a superior level of quality. The furnishings and fortification augmentations can reflect superior quality as well.

Condition is conveyed by the amount of damage a building or its rooms have suffered. A building in need of repair is likely to have one or more rooms with the broken condition, while a well-maintained building may not have any damage. The table below provides guidelines for adjusting the building stat block based on the building's quality.

## BUILDING TEMPLATES

The following templates are used to describe buildings that do not include a detailed description.

### Exotic Artisan

**Create** 44 Goods, 1 Influence, 41 Labor (1,730 gp)
**Rooms** 1 Artisan's Workshop, 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Storefront

### Farm (Small)

**Create** 56 Goods, 1 Influence, 53 Labor (2,210 gp)
**Rooms** 1 Animal Pen, 1 Bedroom, 1 Farmland, 1 Garden, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage

### Farm (Medium)

**Create** 88 Goods, 2 Influence, 83 Labor (3,480 gp)
**Rooms** 1 Animal Pen, 2 Bedrooms, 2 Farmland, 1 Garden, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Stall, 2 Storage

### Farm (Large)

**Create** 100 Goods, 4 Influence, 93 Labor (3,980 gp)
**Rooms** 2 Animal Pens, 2 Bedrooms, 2 Farmland, 1 Garden, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 2 Stalls, 2 Storages

### House (Small)

**Create** 30 Goods, 29 Labor (1,180 gp)
**Rooms** 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage

### House (Medium)

**Create** 47 Goods, 1 Influence, 44 Labor (1,850 gp)
**Rooms** 1 Animal Pen, 2 Bedrooms, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 2 Storages

### House (Large)

**Create** 67 Goods, 1 Influence, 63 Labor (2,630 gp)
**Rooms** 1 Animal Pen, 3 Bedrooms, 1 Kitchen, 1 Lavatory, 2 Sitting Rooms, 2 Storages

### Noble Hunting Lodge

**Create** 83 Goods, 8 Influence, 76 Labor (3,420 gp)
**Rooms** 1 Animal Pen, 1 Bath, 3 Bedrooms, 1 Bunk, 2 Furnishings (Bedroom and Trophy Room), 1 Kitchen, 1 Laundry, 1 Lavatory, 1 Office, 1 Sitting Room, 1 Stall, 2 Storages, 1 Trophy Room

### Stockyard

**Create** 42 Goods, 4 Influence, 37 Labor (1,700 gp)
**Rooms** 4 Animal Pens, 1 Lavatory, 1 Office, 1 Pit, 1 Storage, 1 Workstation

### Trade Shop

**Create** 19 Goods, 1 Influence, 16 Labor (730 gp)
**Rooms** 1 Lavatory, 1 Storage, 1 Storefront, 1 Workstation

### Watchtower

**Create** 35 Goods, 1 Influence, 16 Labor (730 gp)
**Rooms** 1 Armory, 1 Fortification (Guard Post), 1 Guard Post


Thornwall
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# Locations in Thornwall

*Table 2-9: Thornwall Map Key*

| Number | Location | Template |
|---|---|---|
| *Important Locations* | | |
| 1 | Main Gate | Unique |
| 2 | Inside the Main Gate | Unique |
| 3 | Gatekeeper's House | Unique |
| 4 | Wainwright's Shop | Unique |
| 5 | Coldstone Bridge | Unique |
| 6 | Grezen Gold's Warehouses and Stables | Unique |
| 7 | Thornwall Mill | Unique |
| 8 | Brickmaker's Trail | Unique |
| 9 | Baker's Corner | Unique |
| 10 | Thornwall Bakery | Unique |
| 11 | Glassblower's Shop | Unique |
| 12 | Fegel's Butchershop | Unique |
| 13 | Market Street | Unique |
| 14 | Furniture Maker | Unique |
| 15 | Leatherworker | Unique |
| 16 | Moneylender | Unique |
| 17 | Thornwall Outfitter | Unique |
| 18 | Evwyn's Cheeseshop | Unique |
| 19 | Market Square | Unique |
| 20 | Thornwall Market | Unique |
| 21 | Green Briar Tavern | Unique |
| 22 | Thornwall Trading Post | Unique |
| 23 | Old Oak Stage | Unique |
| 24 | Wool Trader | Unique |
| 25 | The Keep | Unique |
| 26 | Old Forester's Manor | Unique |
| 27 | Eastern Lakeshore | Unique |
| 28 | Abandoned Winery | Unique |
| 29 | Grezen Gold's Emporium | Unique |
| 30 | Gold's Estates | Unique |
| 31 | The Lodge Road | Unique |
| 32 | Mayor's House | Unique |
| 33 | Duke's Hunting Lodge | Unique |
| 34 | Temple Road | Unique |
| 35 | Northland Brewery | Unique |
| 36 | Broadfoot's Grocery | Unique |
| 37 | Stallman's Smithy | Unique |
| 38 | Temple Crossroad | Unique |
| 39 | Cooper's Workshop | Unique |
| 40 | Temple Road | Unique |
| 41 | Carpenter's Workshop | Unique |
| 42 | Cemetery | Unique |
| 43 | Gravedigger's Cottage | Unique |
| 44 | Temple of Lensae | Unique |
| 45 | Dwarf Corner | Unique |
| 46 | Dor Ternvald Brygerhem | Unique |
| 47 | Dwarftown | Unique |
| 48 | Stonemason's Workshop | Unique |
| 49 | Woodcarver's Workshop | Unique |
| 50 | Cliffside Crossing | Unique |
| 51 | Alchemist's Shop | Unique |
| 52 | Wizard's Workshop | Unique |
| 53 | Potter's Shop | Unique |
| 54 | Dwarven Smithy | Unique |
| 55 | Switchback Trail | Unique |
| 56 | Butcher's Home and Slaughterhouse | Unique |
| 57 | Abernathy Corner | Unique |
| 58 | Farmer's Gate | Unique |
| 59 | Herbalist's Shop | Unique |
| 60 | Brickmaker's Workshop | Unique |
| 61 | Wheeler Family Lodge | Unique |
| *Other Locations* | | |
| 62 | Grezen's Manor | Unique |
| 63 | Carter | House (small) |
| 64 | Drover | House (small) |
| 65 | Mavros Family | House (small) |
| 66 | Castlekeep Farm | Farm (small) |
| 67 | Animal Trader | Stockyard |
| 68 | Empty House | House (medium) |
| 69 | Orchard Hill Manor | House (large) |
| 70 | Patera Family | House (small) |
| 71 | Sleegen Gold's House | House (small) |
| 72 | Evwyn's Home for Young Women | House (large) |
| 73 | Ralway Keever's Home | House (medium) |
| 74 | Miller's Home | House (medium) |
| 75 | Harwore Veshenkett's Home | House (large) |
| 76 | Katelyn's Home | House (large) |
| 77 | Empty House | House (medium) |
| 78 | Empty House | House (large) |
| 79 | Empty Shop | Shop |

*Illus. by Mike Schley*

| Number | Location | Template |
|---|---|---|
| 80 | Empty Lodge | Noble Hunting Lodge |
| 81 | Empty Shop | Shop |
| 82 | Empty House | House (medium) |
| 83 | Empty House | House (medium) |
| 84 | Furrier | Exotic Artisan |
| 85 | Chief Constable's Home | House (large) |
| 86 | Clothier | Trade Shop |
| 87 | Empty House and Shop | House (medium) + Shop |
| 88 | Basketmaker | Trade Shop |
| 89 | Dairy Maid | House (small) |
| 90 | Empty House | House (large) |
| 91 | Idleride Family Home | House (medium) |
| 92 | Sevrenkett Family Home | House (medium) |
| 93 | Elgenkett Family Home | House (large) |
| 94 | Findorkett Home | House (medium) |
| 95 | Kelsa Mandovar's Home | House (medium) |
| 96 | Doggin Bent and Ino Loris' Home | House (small) |
| 97 | Empty Trade Shop | Trade Shop |
| 98 | Empty Artisan's Shop | Exotic Artisan |
| 99 | Weaver | Trade Shop |
| 100 | Berro Family Home | House (medium) |
| 101 | Shoemaker | Trade Shop |
| 102 | Doukas Family | House (medium) |
| 103 | Mirkwick Family | House (medium) |
| 104 | Zinwhistle Endlebry's Home | House (small) |
| 105 | Empty House and Shop | House (large) + Shop |
| 106 | Empty House and Shop | House (large) + Shop |
| 107 | Forester's Home | House (medium) |
| 108 | Trebin Nyast's Home | House (medium) |
| 109 | Endveld Family | House (medium) |
| 110 | Fletcher and Bowyer | Trade Shop |
| 111 | Percy Bentbottom's Home | House (small) |
| 112 | Forest Gate | Landmark |
| 113 | Old Stone Circle | Ruins |
| 114 | Lodgekeeper's House | House (small) |
| 115 | Upper Lake | Landmark |
| 116 | West Water Gate | Landmark |
| 117 | Westwood | Landmark |
| 118 | Grotto | Landmark |
| 119 | Lower Lake | Landmark |
| 120 | Crawler Caves | Landmark |
| 121 | Echo Cave | Landmark |
| 122 | Tanner | Trade Shop |
| 123 | Elf Bridge | Landmark |
| 124 | Agewell Farm | Farm (medium) |
| 125 | Fenwall Farm | Farm (small) |
| 126 | Forester's Cave | Landmark |
| 127 | Ruined Cottage | Ruins |
| 128 | River Gate Towers | Watchtower |
| 129 | Hambley Farm | Farm (large) |
| 130 | Caltera Family Farm | Farm (large) |
| 131 | Thatcher's Home | House (medium) |
| 132 | Hearthkeeper Farm | Farm (small) |
| 133 | Deplenkett Farm | Farm (small) |
| 134 | Taxidermist's Home and Workshop | Farm (medium) |
| 135 | Castlekeep Cave | Landmark |
| 136 | Athas Family Home | Rundown |
| 137 | Eastwood | Landmark |
| 138 | The Old Manor | Ruins |
| 139 | North Watergate | Landmark |
| 140 | Burned Lodge | Ruins |

# Important Location Descriptions




## 1. Main Gate

Thornwall's lightly guarded main entrance.

**Quality** Average **Condition** Average **Levels** 2

### Exterior

*The old, rutted road winds its way up the hill from the east. Tall trees grow on either side, their branches interlocking above you to create a roof of rich, autumn color. As you round a tight curve and head west, you catch your first sight of the town of Thornwall.*

*A solidly built stone gatehouse stands across the road. Small towers flank it on either side, and an equally well-constructed stone wall runs to the north. To the south, however, there is no wall, but a huge, tangled hedge of vines as tall as the gatehouse. The strange, thorny vines that make up the hedge are enormous, as big around as a man's waist, and their searching shoots seem to grip the edges of the gatehouse like long fingers.*

- **NPCs** Ulrich Hambley (male human laborer, 17), Elsa Bakersfriend (female halfling laborer, 41)

## Encounter

*As you approach the gate, a fresh-faced young man who can't be more than seventeen steps forward and waves to you. He carries a spear and wears boiled leather armor.*

*"Welcome friends," he calls. "Welcome to Thornwall."*

*Above him, watching from behind a parapet on the roof of the gatehouse, is a halfling woman wearing matching gear and wielding a small bow. The man positions himself to ensure that you won't be able to pass through the gate if he doesn't want you to.*

### Gates

If there are no active threats to the town, the gates of Thornwall stand open during the day and are closed at night. The official policy is that anyone who arrives after sundown is refused entrance, but unofficially the guards and gatekeeper regularly let people in rather than making them camp outside the walls until morning.

### Wall & Gatehouse

These are constructed from large blocks of stone. Players with an appropriate skill or background notice that the construction is better than one normally sees in a border town like this. The structures are less than fifty years old.

### Hedge Wall

This is the famed thornwall for which the town is named. Characters who are trained in Knowledge (Arcane) recognize the wall as a work of magic. Close examination suggests that it is incredibly old, far older than the stone gatehouse by many centuries. Deadly-looking thorns cover all the vines. (See p.28 for more information about the wall.)

### Guards

The young man and the halfling woman are serving their time as members of the town watch. Ulrich is a strapping young man, and Elsa is middle-aged, but no push over. He's the son of one of the farmers from the south side of town, and she lives with a few other halfling women at the Home for Young Women (72). Their gear is town-issued. It is functional but older, and it's seen a lot of use. It also doesn't fit particularly well. They've both completed their mandatory training and they've done time on watch before, so they appear comfortable with the gear and its use.

### Talking to the Guard

The guards are kind and welcoming, but they take their job seriously, and are willing to fight to protect their town. It is recommended that the gamemaster adapt their reaction to the appearance of the heroes. If the heroes *look* like heroes, the guard is more welcoming than if they look like a team of rough mercenaries.

Ulrich will do most of the talking. He'll ask the characters questions about where they're from, why they're in town, and anything else he thinks might be relevant based on their appearance and behavior. Once he's satisfied, he'll usher them in and tell them to talk to Jeb Odano about paying their taxes.

**Main Gate**

**Create** 28 Goods, 6 Influence, 22 Labor (1,180 gp)
**Rooms** 1 Armory, 1 Fortification (Gate House), 1 Gate House, 1 Gauntlet




## 2. Inside the Main Gate

A point just inside the main gate where Jeb Odano collects gate taxes.

## Exterior

*A wide road winds its way through the village to the west, while a second track extends down a gentle slope to the south. Immediately to the north of where you stand is a small cottage. Nailed to the wall beside the door is a sign listing a variety of entrance taxes based on the number of animals you have or the number of wheels on your cart.*

*A short distance west on the south side of the road is a long building with large double doors. There is a wagon wheel hanging above the doors.*

- **NPCs** Jeb Odano (male human laborer, 69)

## Encounter

*As you pass through the gate, a loud whistle draws your attention. Sitting on a rocking chair on the porch of the cottage to the north is an old man smoking a pipe. He gives another piercing whistle, and waves to you to come over.*

### Old Man

If the players head over to talk to him, go to the Gatekeeper's House (3) entry. If they ignore him, he starts ringing the bell (a dull, tinny sound) and Ulrich rushes over with his weapon at the ready. Ulrich will insist that they talk to Jeb about taxes before going any further.




## 3. Gatekeeper's House

The home of a crotchety old man named Jeb Odano who is the town's official gatekeeper and the collector of the gate taxes.

**Quality** Average **Condition** Average **Levels** 1 (0.5)

## Exterior

*This humble stone cottage with a mossy slate roof sits just inside the Main Gate. It has a long porch in front with a weathered rocking chair near the door. A small, steel bell hangs from a nearby post. Mounted next to the door is a sign listing the town's gate taxes.*

- **NPCs** Jeb Odano (male human laborer, 69)

## Encounter

*"Come on over," the old man croaks as you approach the porch. "We'll get your taxes worked out and get you on your way."*

*Rising out of his chair with the help of a gnarled cane, he stumps over to where the sign is posted on the wall. He raps it with his cane and says, "Everything you need to know is right here. We'll make it quick and easy."*

### *Jeb Odano*

The gatekeeper is an elderly man named Jeb Odano. In good weather he sits out front on his rocker and demands that people entering the town pay the appropriate taxes. In bad weather he sits inside the house and peers out the front window for arrivals. If anyone refuses to pay, he rings the bell to summon the town watch.

### *Sign*

The taxes sign is faded but legible. It lists the following taxes and instructions:

TAXES AND FEES

| | |
|---|---|
| Per man (on foot) | 1 cp |
| Per riding animal | 2 cp |
| Per draft animal | 3 cp |
| Per fivefold sheep | 1 cp |
| Per goat | 1 cp |
| Per threefold swine | 2 cp |
| Per wheel or runner | 3 cp |
| Per barrel of goods | 1 cp |

No Wagons, Barrows, Carts, or Sledges Permitted After Mid-Day Except by Special Order of the Mayor

## Interior

*The interior of the little cottage is cluttered with everyday items. A barrel piled high with empty grain sacks sits in a corner next to a jumble of yard tools. Along another wall is a row of wooden pegs. Half of these have clothes hanging on them, while the other half hold a variety of straps, belts, and ropes. There is a big, overstuffed chair near the fireplace piled with a small mountain of tattered blankets. The chair's position provides a clear view of the gate through the front window.*

## Treasure

Jeb has a strongbox to hold the taxes tucked away behind the tools in the front room. It isn't hidden for safety, but just ended up buried when the tools tipped over. It is an iron-banded box locked with a padlock. The mayor, chief constable, and forester all have keys to the box, but Jeb does not. He just drops the coins through a slot in the top. The chief constable comes by once a week to collect the taxes for delivery to the mayor.

The old iron strongbox is locked with a big, clunky lock. A DC 25 Disable Device check will open the lock. It's also possible to bash the strongbox open (hardness 10, hp 25, DC 25). The box contains: 8 gp, 2 sp, and 21 cp.

**Gatekeeper's House**

**Create** 30 Goods, 29 Labor (1,180 gp)
**Rooms** 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage

### Charging Taxes

Tax collection in Thornwall is a subjective business, and it's generally accepted that taxes are open to negotiation. More than one shepherd has claimed that the one scrawny sheep in their flock shouldn't count since it barely makes a mark on the road. There are also regular arguments about what consists of a barrel of goods.

Collecting taxes should be a fun roleplaying experience that reminds the players that Thornwall needs money to survive, and taxes are a major source of those funds. If taxes ever get in the way of an enjoyable game, however, dial them back or eliminate them using Jeb's lax interest in collecting taxes or a similar story-based excuse.

### Jeb's Role

Jeb exists to perform some important tasks that come up in almost every game.

#### *Lookout*

If Jeb likes the characters, he'll keep them appraised of who comes and goes. If Jeb doesn't like the characters, he might monitor their coming and goings for other interested parties.

#### *Bypass Taxes*

Paying taxes isn't an encounter you want to play every time the characters return to town. Jeb is known to let folks he likes pass with a wink and a nod rather than charging them the usual entry taxes. People who get on his bad side, however, often waste a great deal of time getting through the gate as he does slow inspections of all their gear and runs detailed tallies before assigning a tax value.

#### *Easier Secret Entrance & Exits*

If the characters build up a particularly strong rapport with Jeb, he's willing to look the other way when they enter and leave, allowing them to enter or exit town without others knowing. This saves the trouble of constantly finding new ways to sneak into or out of town.

## SIDEQUEST

**A Bell for Odano**

Jeb is frustrated with the bell the mayor gave him. It has a clunky, dull tone and twice in the last month he rang for the watch, but no one heard it. He doesn't have much money, but he's willing to pay up to 30 sp to anyone that will bring him a better bell.

**GOAL**

Bring Jeb a decent bell.

**REWARD**

30 sp and 1 Goodwill.




# 4. WAINWRIGHT'S SHOP

The Morgan family repairs, builds, and sells wagons and wheels from this shop.

**Quality** Average **Condition** Average **Levels** 1 (0.5)

## Exterior

*Large double doors wide and tall enough to admit a wagon or carriage provide access to a spacious building with wood siding. Set into the left door is a man-sized door, and a wagon wheel is mounted over the doors with u-shaped iron pins.*

## Encounter

*From inside the building you hear the sound of saws and hammers, punctuated by the clatter of timber and shouts.*

### About the Wainwrights

The members of the Morgan family are the only professional wainwrights in Thornwall. There are a few other people who can fix a wagon, but the Morgans are the local experts.

## Interior: Workshop

*This interior of this building is a wide, open space. Barrels filled with different lengths of board line one wall, a wagon having its wheels replaced sits on blocks in the center of the room, and sawdust covers the floor. There is a long workbench on one end of the room with a staggering variety of tools hanging on pegs behind it.*

- **NPCs** Bass Morgan (male human craftsperson, 40), Almos Morgan (male human teen, 17), Lieth Morgan (male human teen, 15)

## Encounter: Workshop

*Two older teenaged boys are working to mount a wheel on the wagon while an older man looks on, giving them directions.*

### Teenaged Boys

The boys are Lieth and Almos Morgan. They are fifteen and seventeen years old respectively, and both strong young men with sandy blond hair and deep blue eyes.

### Older Man

The older man is the Morgan family patriarch, forty-year-old Bass Morgan. Bass is strong and serious. He has close-cropped blond hair and deep blue eyes. It looks like he broke his nose on a number of occasions, and there is a long pink scar on his left arm. The scar is the result of an accident in the shop.

## Exterior: Yard & House

*A fenced yard connects the workshop and the house. The house is a nice enough cottage, although it looks like someone has put off fixing a couple of broken shutters, and you spot a few loose stones on the chimney.*

- **NPCs** Chadwick Morgan (male human teen, 12)
- **Creature** Bones (dog)

## Encounter: Yard

*A young man is diligently cleaning a deer carcass hanging from a tree branch, while a skinny dog chases chickens around the yard.*

### Young Man

This is twelve-year-old Chadwick Morgan, the youngest of the Morgan boys.

### House

Madelyn Morgan, Bass' wife, died three years back. The house's interior looks the way you might expect it to if three teenagers and their single father lived there together. The men deal in necessities, and see no point in silliness like making beds or keeping clothes off the floor.

## Goods & Services

The following goods and services are available here:

*Table 2-10: Wainwright's Shop*

| Goods | Cost |
|---|---|
| Cart | 15 gp |
| Sleigh | 50 gp |
| Wagon, light | 50 gp |
| Wagon, medium | 75 gp |
| Wagon, heavy | 100 gp |
| Wheel, cart | 5 gp |
| Wheel, wagon | 10 gp |

| Services | Cost |
|---|---|
| Repair broken cart | 10 gp per 10 hp |
| Repair broken wagon (includes wheels) | 20 gp per 10 hp |

## Treasure

Hidden behind a loose stone in the fireplace is the Morgan family fortune: a small sack containing 115 gp, 22 sp, and Madelyn Morgan's gold wedding band worth 10 gp.

## SIDEQUEST

### One Last Journey

Bass Morgan had his wife's body cremated when she died three years ago. Her ashes are in an urn above the fireplace in their home. When Bass and Madelyn were young, they spent time each summer at a cabin about two days' journey north of Thornwall. Bass wants to take her ashes there, but as the sole provider for his three children and with the rising level of danger in the northern forests, he hasn't been able to fulfill his wish.

**Goal**

Take Bass to the cabin to spread Madelyn's ashes and get him back home safely.

**Reward**

1 Goodwill and a small wagon built by Bass and his sons.

### Wainright's Shop

**Create** 36 Goods, 33 Labor (1,380 gp)
**Rooms** 1 Office, 3 Storages, 3 Workstations

### Morgan Family Home

**Create** 44 Goods, 1 Influence, 41 Labor (1,730 gp)
**Rooms** 1 Animal Pen, 2 Bedrooms, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage




## 5. Coldstone Bridge

The only bridge in town that crosses the Coldstone River, plus the site of the warehouse, stables, and mill.

### Exterior

*Just west of this point, a mountain river splashes through a deep, natural channel. The rocky channel cuts through the town from north to south, but a sturdy stone bridge spans a narrow point in the river here. Just to the south is a mill. Its wheel creaks as it turns slowly in the splashing water.*

*To the north sit a pair of identical buildings. Each has a large pair of double doors that face the road. A sign nailed to the tree between the buildings reads:*

Grezen Gold's
Warehouses and Stabling

Space to Rent.
Long term. Short term.
Credit Extended.

*On the far side of the bridge, you see the town proper.*

#### *Bridge*

The bridge is constructed from the same stone as the walls, and appears to be about the same age. It is twenty-five feet long and a little over ten feet wide. The stone is wet in places from water that splashed up from the river below.




## 6. Grezen Gold's Warehouses & Stables

A warehouse and a stable owned by the cheebatan merchant Grezen Gold and run by her cousin, Sleegen Gold.

**Quality** Average **Condition** Average **Levels** 1

### Exterior

*Two identical buildings stand side-by-side here. They are tall, at least twenty feet at the peak of the roof, and long, roughly twenty feet wide and probably fifty feet long. They face the road on their short side where huge double doors open out onto the street. A sign nailed to the tree between the buildings reads:*

Grezen Gold's
Warehouses and Stabling

Space to Rent.
Long term. Short term.
Credit Extended.

- **NPCs** Sleegen Gold (male cheebat shopkeep, 28)
- **Creature** Calliope (dog), Whimsey (dog)

### Encounter

*When you approach the buildings, one of the double doors flies open and a male cheebat bounds out. He stands just over three feet tall, has dark hair slicked back with glistening oil, and is dressed head to toe in a riot of colorful, flowing silk and clattering bangles.*

*"Greetings, travelers! Do you seek storage? Stabling? Or perhaps you are in need of a place to buy gear for an upcoming adventure? Sleegen Gold, at your service, ready to meet any of your needs!"*

*He strikes a pose with his overly long arms out and an expectant look on his face and waits. Like all cheebat, his features are almost a caricature of a human's, and combined with the look of over-eager anticipation, the end result is almost comical.*

#### *About the Warehouse & Stables*

These two buildings are owned by Grezen Gold (29). They were once the property of Ulmor Strafe (22) who runs the trading post, but he over-extended his finances during the boom years, and was forced to sell them to Gold two years ago.

#### *Sleegen Gold*

The cheebat merchant is the second cousin of the buildings' owner. Grezen convinced him to move to Thornwall to work for her. Unfortunately for Sleegen, she also convinced him to work on commission, and he discovered too late how few visitors the town gets. Grezen refuses to renegotiate the terms of

his employment, and Sleegen has no way to get safely back to Tristanford. He's desperate for money, and his previously slick bargaining style has become a bit desperate.

### Calliope & Whimsy

Calliope and Whimsy are massive wolfhounds that guard the warehouses at night. During the day they are tied up behind the warehouses, but they regularly get free and wander the town. When not guarding the warehouses, they are actually quite friendly, despite their terrifying appearance.

### Stables

The stables are clean, with fresh hay and good feed. On market days they are filled almost to capacity, but they are nearly empty on most other days.

### Warehouse

Except on market days, the warehouse is never more than 30% full. Sleegen stacks everything at the front of the warehouse, however, to create the impression that he's almost out of room. He uses this as an excuse to charge a premium if he can get away with it.

All of the exterior warehouse doors are good wooden doors (hardness 5, hp 15, break DC 18) and they are secured with good locks (DC 30 Disable Device check to open).

## Goods & Services

Sleegen acts like the warehouses barely have room to store anything, and he insists that price premiums are warranted.

### STORAGE SPACE ALWAYS AVAILABLE

The warehouses are a secure place that players can store items that are too large for the tavern. There should always be space available, even if Sleegen whines about how he has to charge more because he's almost full.

#### Keep it Cheap

Storage should never be a major expense for players. The reason Sleegen was written as desperate for cash is so he'll agree to lower prices. Just make sure he complains about it a lot. If the prices are too high, players will start eyeing up empty houses, and you'll spend the next game session watching them establish unnecessary security measures for their gear instead of adventuring.

#### Keep it Safe

Reinforce that the warehouse and stables are a safe place for the characters to keep their gear. Don't undermine that message by creating scenarios where they lose equipment stored in the warehouse. Again, the goal is to keep the heroes adventuring and avoid protracted sessions involving worries about where to hide the loot.

*Table 2-11: Grezen Gold's Warehouses & Stabling*

| Services | Cost |
|---|---|
| *Appraisal* | |
| Art Items | 1 gp |
| Common Goods | 2 sp |
| Gems and Jewelry | 3 gp |
| Magic Items | 25 gp |
| Potions | 15 gp |
| Trade Goods | 5 cp |
| *Stabling* | |
| Dog | 3 sp/day |
| Goat | 2 sp/day |
| Horse | 7 sp/day |
| Mule | 6 sp/day |
| *Storage* | |
| Carts (indoors) | 2 sp/day |
| Carts (outdoors) | 1 sp/day |
| Goods, common | 1 sp/day/barrel |
| Goods, fragile | 5 sp/day/barrel |
| Goods, perishable | 3 sp/day/barrel |
| Goods, valuable | 1 gp/day/barrel |
| Wagon (indoors) | 9 sp/day |
| Wagon (outdoors) | 2 sp/day |

## Treasure

Sleegen is saving money in the hopes that he can hire a travelling merchant with plenty of guards to escort him back to Tristanford. To that end he's been stashing money away in a secret compartment (DC 30 Perception check to find it) under the last stall of the stable.

The secret compartment contains 8 gp, 22 sp, 14 cp, and 2 gems worth 10 gp each.

**Grezen Gold's Warehouse**

**Create** 21 Goods, 21 Labor (840 gp)
**Rooms** 1 Office, 6 Storage

**Grezen Gold's Stables**

**Create** 39 Goods, 6 Influence, 33 Labor (1,620 gp)
**Rooms** 2 Animal Pens, 4 Stalls, 1 Storage




## 7. Thornwall Mill

The Thornwall Mill is an impressive stone building that is larger and finer than one would expect in such a remote town.

**Quality** Fine **Condition** Average **Levels** 1

## Exterior

*A large mill sits beside the Coldstone River. Its huge water wheel creeks and groans as it turns slowly in the splashing mountain flowage. Huge double doors, wide enough to admit a large wagon, are propped open with heavy rocks. Inside, you see gears and axles turning, and the massive mill wheel spinning below them.*

- **NPCs** Joachim Ordlin (male human craftsperson, 37), Piler Crane (male human laborer, 33) Midlin Buros (male human laborer, 27), Welch Glavenkett (male dwarf laborer, 58)

## Encounter

*A wagon is backed up to the mill entrance, and a burly teamster is busy tying down a load of freshly ground flour. He curses as he yanks violently at the ropes. The two muscular draft horses harnessed to the wagon stamp the ground and throw their heads impatiently. Another wagon loaded with logs is parked next to a lower building that extends from the south side of the mill.*

### About the Mill

The mill was constructed by the duke around the same time that he built his lodge. The main building is topped by a high tower that contains the majority of the mill's gears, axles, and pulleys. Big belts connect to a variety of devices, including the huge stone mill wheels in the main building, and the wood saw in the south building.

For years, the people of Thornwall have speculated as to why the duke constructed such a stunning example of a mill in their isolated town. Some think he was trying to show off to the other nobles, while others suggest that as a noble he was ignorant of the actual needs of a town like Thornwall. Only the duke and Elloridan Dreswyn knew the duke's true motive.

The duke promised Dreswyn that he would not allow loggers to operate in the hills around Thornwall. To help keep that promise, he built this mill. It is such a fine specimen that anyone logging in the area would be foolish to have their wood cut anywhere but in Thornwall. This meant that the duke's people could keep a close eye on who was cutting trees, where they cut them, and to what extent.

### Gears

The mill's gears are of exceptional quality. They transfer the maximum amount of force to the tools with the least strain on the mechanism, they are relatively simple to maintain, and they're even easier to control. They were designed by a Newardin engineer in the employ of the duke, and constructed by a team of dwarven craftsman.

### Joachim Ordlin

Joachim is in the saw room, showing Midlin and Welch where to put their logs. He's a strapping man with unkempt red hair, a broad smile, and an infectious laugh.

### Midlin & Welch

These two are independent lumbermen who work in the forests south of Leegen's Hold. They bring logs up to Thornwall to take advantage of the mill's excellent saw. They're in the saw room unloading logs that Joachim will cut for them tomorrow.

### Millstone

The millstone is a dwarf-cut millstone imported from Malador. It was cut from a single block of heart stone and produces exceptionally fine flour and cornmeal.

### Saw

The saw is an enchanted blade that makes a perfect cut every time. Wood cut by the saw is worth 10% more than wood cut by inferior blades.

### Teamster & Wagon

The man out front is named Piler Crane. He is a teamster/driver from a village to the east called Woodbend. He's in a foul mood because his assistant, a young man named Alvin Demlos, spent all night drinking at the inn. The boy was so hung over this morning that Piler has been doing all the work himself.

## Goods & Services

The prices below are the fees for cutting and milling. In addition, the miller collects a toll of 1/8th of the flour and meal he mills, and 1 out of 5 boards he cuts for the duke.

**Table 2-12: Thornwall Mill Services**

| Service | Cost |
|---|---|
| Cutting | 1 cp/5 cuts |
| Milling | 1 cp/20 lbs. |

**Thornwall Mill**

**Create** 35 Goods, 34 Labor (1,380 gp)
**Rooms** 1 Fortification (Mill Room), 1 Mill Room, 1 Office, 3 Storages




# 8. Brickmaker's Trail

A trail that leads down past Duncan Castlekeep's vineyard and on to the brickmaker's workshop.

## Exterior

*A wide path winds its way south along the town wall. On the west side of the path, a steep, terraced hill slopes down to the river. The terraces are covered with grapevines growing on lattice frames.*

- **NPCs** Duncan Castlekeep (male halfling farmer, 95)

## Encounter

*An old halfling man stands among the vines, pulling big bunches of grapes off and placing them in a basket. Humming contentedly, he doesn't seem to notice you.*

## SIDEQUEST

**Uninvited Guests**

Duncan approaches the heroes to help him with a problem. Duncan ages his wine in a cave along the cliff (135). Recently, he discovered some of his casks had been disturbed or broken. He's already lost two barrels of Castlekeep's Reserve as a result. There is no sign that anyone bypassed the lock on the door he installed on the cave, so he's truly puzzled about what could be causing the damage.

The truth is that a mating pair of reavers (see p. 131) has found its way into the cave. After cracking one of the casks by accident, the reavers developed a taste for Duncan's special vintage. They've cleverly discovered how to crack open the casks, although it requires a great deal of effort.

**GOAL**

Discover the cause of the broken casks and put a stop to it.

**REWARDS**

1 Goodwill and a bottle of 15-year-old Castlekeep's Reserve, worth 100 gp.

## SIDEQUEST

**Incoming!**

As the party passes this point, a badly-aimed apple flies toward a random character. Treat the incoming apple as a trap.

**Apple Attack**

**Type** Mechanical; **Perception** DC 20; **Disable Device** NA

**EFFECTS**

**Trigger** Location; **Reset** None

**Effect** Atk+10 ranged; If the apple hits the character it does no damage, but the rotting apple makes a mess on them. Whether the apple hits the character or not, the butcher, Jos Fegel (12), runs out of his shop, shouting at the children and apologizing to the characters.

**GOAL**

Don't scare the local children, and demonstrate the patience of a hero.

**REWARDS**

+1 Goodwill

### *Duncan Castlekeep*

Duncan is the owner of this vineyard, and he lives in the house just south of it (66). He hires laborers to pick the last crop each fall, but before that happens, he hand picks grapes that he'll use to make a special vintage he calls Castlekeep's Reserve. Today is the day that he picks the grapes for his special vintage. He's happy to chat about his crop, his vines, and his wine.

### *Grape Vines*

When the atlan came to Aetlatis, they brought many varieties of grapes that grow in a wide range of climates. Duncan's vines are covered with beautiful, deep red grapes so dark they border on black. The vines have wide leaves with a purple hue. This is a special breed bred specifically to grow in regions such as this. Combined with the lingering magic from the fey that lived here in the past, the vineyard provides amazing harvests for the old halfling.




## 9. Baker's Corner

The crossroads where Fey Hill Way crosses Market Street.

*The road forks here, running up a gentle slope to the northwest and down a gentle slope to the southwest. On the north side is a little shrine, and to the west of the shrine is a shop. Pieces of colored glassware are displayed in the window, and a red-hot glow shines out from the open door of an attached outbuilding.*

*To the west, beyond an island of grass, stands another shop. Freshly slaughtered ducks hang in the window, and a sign shaped and painted like a pig hangs over the door.*

*Another shop sits to the southeast, and has a sign in the shape of a loaf of bread hanging over the door. Not surprisingly, the mouth-watering smell of fresh-baked bread floats on the air.*

- **NPCs** Rin Ordlin (female human child, 6), Ressa Ordlin (female human teen, 12), Owen Fegel (male human child, 6)

### Encounter

*On a grassy island between the two roads, children laugh and play, grabbing apples from the ground that dropped from the apple tree and flinging them at one another.*

### *Apple Tree & Apples*

The tree still has a few ripe apples on it. Most of these are relatively high up, out of reach of the children. The apples on the ground have a bit of squish to them.

### *Bakery*

The building with the bread-shaped sign over the door is Thornwall's bakery (10) and the cottage next door is the baker's home. Except for in the middle of the night, there is always someone at the bakery either baking bread or selling it.

### *Butcher Shop*

The building with the pig-shaped sign over the door is Thornwall's butcher shop (12). The butcher, who has a small farm and slaughterhouse on the south end of town (56), sells his products from this storefront.

### *Glassblower's Shop*

The shop east of the shrine is the local glassblower's workshop and storefront (11). The glassblower is a night owl, so

the light shining out of the outbuilding's open door might be present any time of day or night.

### Shrine

This little shrine is dedicated to Zevas, the patron Enaros of merchants. It houses an oversized coin made from brass. The coin glitters in the light, polished by the many people who have stopped to touch it and pray on their way past. A dozen copper coins lie at the base of the giant coin. If any of the characters take coins from the shrine, apply a -2 sacred penalty to the character's next skill check related to the buying or selling of items, but if they leave a coin, they gain a +2 sacred modifier to the check. The bonus is only applied once, but the penalty is applied every time they take coins from the shrine.

**Shrine of Zevas**

**Create** 3 Goods, 8 Labor (360 gp)
**Rooms** 1 Furnishings (Statue), 1 Statue




## 10. Thornwall Bakery

The duke built a fine bakery here and placed it in the expert hands of Malia Ablehand.

**Quality** Average **Condition** Average **Levels** 1.5 (1)

## Exterior

*Two-buildings sit side-by-side here. The building on the left is a pleasant stone cottage with a slate roof. Dark-leafed evergreen vines climb the walls, and warm light shines out from the bull's-eye glass windows.*

*The second building, connected to the cottage by a fence and gate, is long, with the narrow end facing the street. A painted sign in the shape of a loaf of bread hangs over the door, and the delicious smell of fresh-baked bread fills the air. Displayed in the front window are a variety of breads, from long, thin loaves popular among the halflings of Gelendor to fat, round loaves with their crisscross-pattern tops that are the favorite in the Free Kingdoms.*

### Cottage

This is the home of Thornwall's baker, Malia Ablehand. It's one of the older buildings in town, but it was constructed with such care that it seems almost new.

### Bakery & Shop

The long building next door was constructed by the duke around the same time as the mill and his lodge. Although Malia owns the cottage, the bakery is considered one of the duchy's holdings. It is the only commercial bakery that can be legally run in the town, although anyone can make bread for their family at home. The sole exception is the Green Briar Tavern, which has a special exception to bake a portion of their own bread. The building replaced the small ovens Malia's family constructed behind their house years ago. It contains four ovens of the finest quality, plus space in front for selling bread.

## Interior: Bakery

*As the door to the bakery opens, a little bell hung above it rings musically. Inside, the mouthwatering scent of fresh-baked bread fills the air. Bins along the wall and baskets in the window hold a variety of loaves, muffins, and cakes. The floor is finished with clean blue and white tiles, and there is a counter in front of the south wall with a door behind it that leads to the bakery proper.*

- **NPCs** Malia Ablehand (female human craftsperson, 36), Rallis Patera (male human craftsperson, 25), Jenna Mavros (female human craftsperson, 19)

### Malia Ablehand

Like her grandmother, Malia has a beautiful singing voice. It's not uncommon for the locals to beg her to sing at least one song anytime she visits the tavern. She often sings while she works.

## Interior: Cottage

*The cottage's interior is immaculate. Every item is in its place, every blanket is folded, and even the hearth is cleaned of loose ash and soot. When you look around the room, however, the thing that catches your eye is a strange crystal sculpture resting on a doily on a low cabinet in the front room.*

- **NPCs** Dorbold Ablehand (male human craftsperson, 36), Ella Ablehand (female human child, 10), May Ablehand (female human child, 8)

### Malia's Family

Malia lives and works with her husband, Dorbold, and her two daughters, Ella (10) and May (8). They are usually found in the house, out in the yard, or working in the bakery.

### Crystal Sculpture

The sculpture is carved from a melon-sized piece of clear crystal with ribbons of blue running through it. It is cut in twisting, graceful curves, and it is nearly impossible to tell where one line ends and the next begins. It isn't cut to look like anything the characters recognize, but its shape is extremely pleasing to the eye.

The crystal is an enchanted object created by a newardin wizard that Melia's grandmother met as a young girl. The family story is that when her grandmother was living in a village just east of the city that would one day become New Erinor, the newardin appeared on the family's doorstep. He was grievously injured, so they took him in.

They tried to nurse him back to health, and although his wounds healed, his health continued to deteriorate. Throughout this time, Malia's grandmother would sit with the Newardin and keep him company. She would often sing to him, which he seemed to deeply enjoy.

One day, he asked Malia's grandmother to bring his bag to him. She did, he opened it, and revealed the crystal sculpture. He gave it to Malia's grandmother, and said he hoped it would bring her as much joy as she had brought him.

Malia's grandmother ran to show it to her mother. They rushed back to thank the newardin, but when they arrived, he had passed. The sculpture has been handed down from mother to daughter ever since.

#### Newardin Inyil'yizir

**Aura** faint divination and illusion; **CL** 3rd
**Slot** hands; **Price** 36,000 gp; **Weight** 5 lbs.

**DESCRIPTION**

A one-foot-tall abstract crystal sculpture. When touched, the sculpture produces beautiful, otherworldly music similar in tone to the sound of a finger circling the edge of a crystal glass. If multiple fingers are used, it can create up to eight tones simultaneously. It is considered a masterwork instrument, but it is difficult to play, which offsets the normal bonus to perform. The sounds the instrument produces are not only a result of how the performer touches the sculpture, it they are also shaped by the performer's thoughts and emotions.

**CONSTRUCTION**

**Requirements** Craft Wonderous Item, detect thoughts, and ghost sound; **Cost** 18,000 gp

## Goods & Services

***Table 2-13: Thornwall Bakery***

| Goods | Cost |
|---|---|
| Honey cake | 2 sp |
| King's loaf (Free Kingdoms dark) | 1 sp |
| Maslin loaf (common dark) | 2 cp |
| Pandemain (fine white) | 5 cp |
| Walking bread (Gelendoran white) | 1 sp |
| Woodberry muffin | 5 cp |

#### Thornwall Bakery

**Create** 38 Goods, 1 Influence, 33 Labor (1,450 gp)
**Rooms** 1 Lavatory, 2 Storages, 1 Storefront, 3 Workstations

#### Ablehand Family Home

**Create** 38 Goods, 36 Labor (1,480 gp)
**Rooms** 2 Bedrooms, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage




# 11. Glassblower's Shop

The home and workshop of Tempis Jayne, Thornwall's resident glassblower.

**Quality** Average **Condition** Average **Levels** 1.5 (1)

## Exterior

*A wonderful collection of glassware objects are displayed in the window of this shop. Crystal goblets on graceful, fluted stems, green pitchers decorated with geometric patterns of glass pips, and a stunning pink bowl the color of watermelon set in a silver frame worked to resemble vines and leaves all vie for your attention. Almost equally impressive is the window itself. Every pane is large (almost two feet across) and perfect, shows no warping or bubbles whatsoever.*

- **NPCs** Tempis Jayne (male human craftsperson, 38)

## Encounter

*From the attached outbuilding you hear the whoosh and rumble of a furnace being stoked. A deep red glow shines from the outbuilding's open windows.*

### About the Glassblower

Tempis' primary customers, the nobles that used to frequent Thornwall, no longer travel to the town. The remaining townspeople aren't the decorative glassware types, and he now spends the majority of his time making bottles for the brewers and windowpanes. It's honest work, but it doesn't inspire him. He is considering a return to Tristanford if things don't change.

## Goods & Services

***Table 2-14: Glassblower's Shop***

| Goods | Cost | Weight |
|---|---|---|
| Bottle, beer (1 pint) | 15 sp | 1 lb. |
| Bottle, mead (1 pint) | 2 gp | 1 lb. |
| Bottle, wine (2 pints) | 3 gp | 1 ½ lbs. |
| Eye, glass | 15 gp | - |
| Hourglass, 6 seconds | 10 gp | - |
| Hourglass, 1 minute | 20 gp | ½ lb. |
| Hourglass, 1 hour | 25 gp | 1 lb. |
| Ink pot | 1 gp | - |
| Lantern pane, small | 1 gp | - |
| Lantern pane, large | 2 gp | - |
| Perfume bottle | 1 gp | - |
| Vial | 1 gp | - |
| Window pane, bull's-eye | 5 gp | 2 lb |
| Window pane, cut | 10 gp | 1 ½ lbs. |

### Lenses

Tempis is not skilled in the art of grinding lenses, although he does provide glass for Delph Biros (52) who is a masterful lens grinder.

#### Glassblower's Shop

**Create** 44 Goods, 1 Influence, 41 Labor (1,730 gp)
**Rooms** 1 Artisan's Workshop, 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Storefront




## 12. Fegel's Butcher Shop

The shop where Jos and Danell Fegel sell the meat from their slaughterhouse (56).

**Quality** Average **Condition** Average **Levels** 1.5 (1)

### Exterior

*A sign cut into the shape of a pig and painted pink hangs over the butcher shop's door. Whoever painted the sign gave the pig a cheerful expression, an interesting choice, considering the sides of fresh pork hanging in the front window.*

- **NPCs** Danell Fegel (female human craftsperson, 35), Jos Fegel (male human craftsperson, 36), Oswin Fegel (male human child, 4), Owen Fegel (male human child, 6)

#### About the Butcher's Shop

Either Jos or Danell are found at the shop during daylight hours, but not both. While one runs the shop, the other is working at the farm (56). Typically they'll have one of the two boys with them at the shop. Cleaning and dressing is handled at the farm, but all other cutting happens in the shop.

### Goods & Services

***Table 2-14: Fegel's Butcher Shop***

| Goods | Cost | Goods | Cost |
|---|---|---|---|
| Chicken | 6 sp/lb. | Pork | 6 sp/lb. |
| Duck | 8 sp/lb. | Rabbit | 5 sp/lb. |
| Goose | 8 sp/lb. | Sausage | 3 sp/lb. |
| Mutton | 4 sp/lb. | Venison | 6 sp/lb. |

**Fegel's Butcher Shop**

**Create** 19 Goods, 1 Influence, 16 Labor (730 gp)
**Rooms** 1 Lavatory, 1 Storage, 1 Storefront, 1 Workstation




## 13. Market Street

### Exterior & Encounter

*As you get deeper into town, you are immersed in the sounds of urban life. A maid rushes past, arms loaded with packages and parcels, while a pair of men lean casually against a nearby building, smoking pipes and eyeing the young woman appreciatively. A wagon laden with barrels trundles down the road, and someone shouts, "No wagons after noon!" but the driver dismisses the admonition with an off-handed wave.*

*The street continues through town from east to west in a long, south-sweeping curve between the buildings. At the bottom of the curve you come to a t-intersection, where a second street heads off to the south.*

*On the southeast corner of the intersection are three shops in a row. Two are empty, but a delicate-looking chair hangs over the wide doorway of the central building, and you can hear the sound of saws and hammers coming from within.*

*To the north, across the street, stands a building with clapboard siding that looks older than the others. The sign by the door is a weathered hide of some kind stretched on a rack. Through the windows you see a variety of leather items on display.*

*To the west, facing the intersection, is a long, thin building with iron bars mounted on the windows. Above the heavy, iron-banded door hangs a sign featuring a painting of three gold coins.*

*Still west of that is a larger building. This one has a sign over the door that features a painting of a crossed sword and torch with the words "Thornwall Outfitters" painted neatly beneath in gold paint.*

*Directly across the street to the south of the outfitter's shop, on the west corner of the intersection, is a building with a mouth-watering variety of cheeses displayed in the front window. A carved and painted wheel of cheese hangs over the door which has "Evwyn's Cheeseshop" painted on it in long, flowing script.*

- **NPCs** Kells Fillgaree (female human laborer, 19), Niles Sorelgum (male human laborer, 22), Quinn Malgrewe (male human laborer), Zayne Kistle (male human laborer, 19),

#### *Wagon, Driver & Barrels*

The wagon is loaded with ale from Northland Brewery (35). The driver has no time to talk, since he's already leaving late. He's supposed to meet a couple of young toughs at the gate to accompany him to the village of Woodbend.

#### *Two Young Men*

These two men, Niles Sorelgum and Zayne Kistle, are field hands from one of the farms (134) on the south side of town. They snuck off for an extended break while the field master wasn't looking. They're cheerful enough, but if the characters approach them, they work very hard to show that they aren't impressed. Their general opinion of adventurers is that they aren't needed, as they're sure there's no trouble around that they can't handle.

#### *Young Woman*

This young maid, named Kells Fillgaree, is in a terrible hurry. She works for the mayor (32) and is running behind on her daily chores, so she doesn't have time to talk. If forced to interact with the characters, she nervously directs them to the tavern. If the characters seem to threaten her or treat her badly, Niles and Zayne jump in to defend her honor.




## 14. Furniture Maker

This is the shop of Thornwall's furniture maker, a well-known busybody and unashamed gossip named Ralway Keever.

**Quality** Average **Condition** Average **Levels** 2 (1)

## Exterior

*A delicate-looking chair hangs over the door to this shop. Through the lower level windows you can see a workshop filled with furniture in various states of construction. Looking at the second floor, you see a hand-painted sign advertising the upstairs room as available for rent.*

- **NPCs** Ralway Keever (male human craftsperson, 48)

### Chair

Close inspection of the chair over the door shows that it isn't particularly well-made. It leans slightly to one side, and the legs don't fit neatly into the seat. Unfortunately, this is an accurate reflection of Ralway's skill.

### Ralway Keever

Ralway is tall, thin man who started balding early in life. He keeps his hair cropped close in the hope that people will think he chose his hairstyle rather than having it forced on him by fate. He is meticulous about his personal hygiene, and takes pride in his near perfect posture.

The furniture maker thinks himself an expert on all things, and he conveys even the most inane information with a tone of dramatic seriousness. He enjoys spreading rumors and sharing private information, although he does so under the guise of tremendous concern for all those involved.

### Shop & Furniture

Ralway's shop is neat and organized. He takes pride in appearances and it shows. Ralway's downfall is his tendency to become sidetracked. The outcome of this is that he'll often move on to a new piece of furniture before he's completed the last one. Eventually he comes back to the previous piece and hurriedly finishes it, leading to less than stellar quality.

### Sign

Ralway's upstairs room has been empty for many months now. With the furniture business as bad as it is, he's desperate to lease the space. He's asking 10 gp per month, but he'd take as little as 2 gp if he can just get someone in there.

## Goods & Services

*Table 2-15: Ralway's Furniture Shop*

| Goods | Cost | Goods | Cost |
|---|---|---|---|
| Armoire | 50 gp | Chest, Small | 2 gp |
| Bed Frame | 10 gp | Chest, Medium | 5 gp |
| Bookshelf | 15 gp | Chest, Large | 10 gp |
| Cabinet | 25 gp | Chest, Huge | 25 gp |
| Chair | 5 gp | Table | 20 gp |

**Furniture Maker's WorkShop**

**Create** 19 Goods, 1 Influence, 16 Labor (730 gp)
**Rooms** 1 Lavatory, 1 Storage, 1 Storefront, 1 Workstation




## 15. Leatherworker

This is the workshop and store of Thornwall's resident leatherworker, an ancient craftsman named Zin Endlebry.

**Quality** Average **Condition** Average **Levels** 1.5 (0.5)

## Exterior

*This building looks as old as some of the trees growing outside of the town wall. The clapboard siding has received so many coats of gray paint that the edges between the boards are starting to blur. The roof sags a bit in the middle, and the entire building leans to the right. The outside wall actually touches the trees next to it, giving the impression that the trees, rather than the building's frame, are holding the structure up. An extremely weathered hide is stretched on a frame that hangs over the door.*

- **NPCs** Zinwhistle "Zin" Endlebry (male human craftsperson, 80)

### About the Leatherworker's Shop

This was one of the very first buildings constructed in Thornwall. Zinwhistle's father, also a leatherworker, built it eighty years ago in 341 AR. This was just a year after the first trading post was founded in town. Considering the amount of trapping that goes on around Thornwall, there are a number of people in town who know how to work leather, but if you want it done right, you go to Zin's.

### Weathered Hide

The hide over the door is almost gray, and appears to be a piece from a larger creature. If the characters ask Zin about it, he tells them that it's from a big, old white wolf that his father and some of the local hunters killed almost eighty years ago. The hide is quite old and weathered, but it is possible to identify it. A DC 20 Knowledge Skill: Arcana check reveals that it is from a winter wolf, a larger and more ferocious variant of the worg.

### Zinwhistle "Zin" Endlebry

Zin has lived in Thornwall longer than anyone. He was born just a year after his father built their shop there. Zin grew up working in the shop, and took over the family business when his father passed.

He's only been outside of Thornwall twice. The first time was accompanying his father when he was called to Downbury Castle to assist with making armor for the duke's army. The second was when he and a friend travelled to Tristanford in 361 AR to see Lord Malinar Drakewyn II during his post-coronation tour of New Erinor.

Zin is a masterful leatherworker, and his creations are beautiful, durable, and functional. His gnarled old hands barely seem able to hold his walking stick, but they come to life the moment he starts working, and are as supple and articulated as a young man's.

Zin is happy to talk with anyone that comes by, and he'll share whatever he knows. Unfortunately his memory isn't quite as good as it used to be, but he'll do his best to remember

## SOURCE OF HISTORY

Aside from providing leather goods for purchase, Zin's long history in Thornwall lets the gamemaster use him as a secondary source (after Katelyn Bythewater (21)) of town history that characters need to know. The common refrain is "I don't know, but ask Zin." His faulty memory, however, lets the gamemaster carefully omit details the characters shouldn't know.

whatever the characters ask about. He's old enough that nothing gets him worked up any more. When faced with a crisis he just shrugs, smiles, and gets to work on a solution.

## Goods & Services

***Table 2-16: Zin's Leatherworks***

| Goods | Cost | Weight |
|---|---|---|
| Animal Harness | 2 gp | 2 lbs. |
| Apron | 1 gp | 1 lb. |
| Armored Coat | 50 gp | 20 lbs. |
| Backpack | 2 gp | 2 lbs. |
| Belt | 5 sp | ½ lb. |
| Boots | 2 gp | 5 lbs. |
| Breeches | 2 gp | 1 lb. |
| Flask | 3 sp | 1 ½ lbs. |
| Hat, fur | 7 gp | 1 lb. |
| Hat, leather | 2 gp | ½ lb. |
| Leather Armor | 10 gp | 15 lbs. |
| Overtunic | 2 gp | 1 lb. |
| Pouch, belt | 1 gp | ½ lb. |
| Quiver | 1 gp | 2 lbs. |
| Saddle, military | 20 gp | 30 lbs. |
| Saddle, pack | 5 gp | 15 lbs. |
| Saddle, riding | 10 gp | 25 lbs. |
| Saddlebags | 5 gp | 8 lbs. |
| Scroll Case | 1 gp | 1/2 lb. |
| Shoes | 1 gp | 1 lb. |
| Skirt | 2 gp | 1 lb. |
| Waterskin | 1 gp | 4 lbs. |
| Weapon Cord | 1 sp | — |

**Leatherworker's WorkShop**

**Create** 18 Goods, 2 Influence, 16 Labor (740 gp)
**Rooms** 1 Lavatory, 1 Leather Workshop, 1 Storage, 1 Storefront, 1 Workstation




## 16. MONEYLENDER

This fortified building is the workplace of Harwore Veshenkett, Thornwall's banker and moneylender.

**Quality** Masterwork **Condition** Average **Levels** 2 (1)

### Exterior

*Heavy iron bars fortify all the windows of this thin, two-story building. The door is built from thick slabs of oak and banded with iron. It looks just as formidable as the windows. Hanging over the door is a sign painted with three gold coins arranged like the leaves of a clover. The sign is edged with iron and hangs from thick chains. It's almost as if the owner fears that someone might even try to steal this painting of gold.*

- **NPCs** Harwore Veshenkett (male dwarf shopkeep, 82), Stromm (male human fighter 3, 33)
- **Creature** Kytek and Oormo (dogs)

#### *Breaking In*

If the characters decide that breaking into Veshenkett's bank is a good idea (which it isn't), use the following stats for the building.

- Exterior Doors (hardness 5, hp 20, break DC 25)
- Exterior Windows (bend bars DC 24)
- Vault Door (hardness 10, hp 60, break DC 28, disable device DC 30)
- Secret Room (perception DC 20, hardness 10, hp 60, break DC 28, disable device DC 30, trapped door)

#### *Harwore Veshenkett*

Harwore loves money, especially gold. He doesn't like to show it off, to spend it, or to gloat about it. He just likes to *have* it. The only times he'll part with it is when he must (to buy food, for example) or when there is chance he'll make even more of it (such as loaning money to people). He is shrewd, greedy, and self-centered, but not heartless. He likes to drink at the tavern, and he gets along well with the other people in town, even if he is a bit odd.

#### *Kytek & Oormo*

These are Harwore's guard dogs. By day, he has them tied up out behind the shop. At night, he sets them loose inside. They hate almost everyone, including Harwore. The only exception is Stromm. Stromm is the only person that can get near them without the dogs trying to eat him alive.

#### *Stromm*

Stromm is Harwore's guard. He's a massive man with limited intellectual capacity. He is intensely loyal, but a bit dangerous due to a startling lack of empathy. The only exception to this is the dogs, which he clearly loves.

Stromm only works during the day, but as part of his employment he is allowed to live in the little cabin out behind the shop. This places him on site during most hours of the day. If the dogs ever start barking at night, Stromm will investigate.

## Goods & Services

***Table 2-17: Money Lender & Bank***

| Service | Cost |
|---|---|
| Loan | Varies |
| Secure Storage | 1% value/month |

### *Loans*

Loans are not regulated in Thornwall, and Harwore makes his own rules. He decides who to loan to, how much, and at what interest rates. He can dictate any terms he likes, and if the borrower doesn't like it, he has Stromm show them the door.

### *Interest*

Harwore charges between 2% and 5% interest per month. The rate depends on how much Harwore likes and trusts the person he is lending money to.

This is not compound interest. Multiply the number of months the character held the loan by the interest rate. That's the percentage of the original loan amount the character owes in interest. When making this calculation, count any fraction of a month as a whole month.

### *Security Deposit*

Harwore requires the deposit of an item worth at least half the loan amount to secure the loan. He decides whether to accept the item offered, and he regularly turns down items too large or difficult to store.

### *Secure Storage*

Harwore will securely store valuable items in his vault. Payment is made when the item is withdrawn. The fee is equal to 1% of the item's value multiplied by the number of months it was stored. A partial month is treated as a whole month. If the character cannot pay the interest, the item remains in Harwore's vault and continues to accrue storage fees.

## Treasure

Harwore has a great deal of money and numerous valuables in his vault. Most of this belongs to his customers, and represents either deposits or collateral on loans.

- **Vault:** The vault contains 10,000 gp in art, jewelry, gems, coins, and magic items. The exact composition of this hoard changes from week to week.
- **Secret Room:** The secret room contains 50,000 gp worth of gold coins, gold bars, gold jewelry, and gold art objects. This all belongs to Harwore.

**MoneyLender's Shop**

**Create** 39 Goods, 3 Influence, 35 Labor (7,570 gp)
**Rooms** 1 Guard Post, 2 Fortification (Vault and Secret Room), 1 Office, 1 Secret Room, 1 Storage, 1 Storefront, 1 Trap (Secret Room), 1 Vault

**Flame Strike Trap CR 6**

**Type** magic; **Perception DC** 30; **Disable Device DC** 30
**EFFECTS**
**Trigger** proximity (alarm); **Reset** none
**Effect** spell effect (flame strike, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)




## 17. Thornwall Outfitter

This shop sells equipment used by trappers, hunters, outdoorsmen, and adventurers. It is run by a skilled salesman named Trebin Nyast.

**Quality** Masterwork **Condition** Average **Levels** 1 (1)

### Exterior

*The sign over the door of this shop bears the image of a crossed sword and torch. As an adventurer, you immediately recognize the symbol: this is an outfitter's shop. Based on the goods displayed in the windows, it looks like this shop offers the usual selection of items common to all good outfitters. Rope, lanterns, shovels, picks, traps, chains, packs, and more await you just inside the door.*

- **NPCs** Trebin Nyast (human male shopkeep, 31)

### *About the Outfitter*

Outfitter's shops are not uncommon on the edge of the wilds. Their number has increased of late, thanks to Lord Drakewyn's declaration that adventuring is a respectable occupation. In addition to meeting the needs of adventurers, the shops cater to all manner of wilderness workers, from hunters and trappers to lumberjacks and shepherds.

### *Trebin Nyast*

Too many outfitters prey on the desperate need of those who live on the edge of civilization. Stories abound of these merchants charging outrageous prices for everyday objects that they know their customers literally can't live without.

Trebin isn't one of those men. He's honest and hard-working, and he chose this path in the hope of providing his children a better future than he faced growing up. Fortunately, Trebin also loves his work and the people he sells to. He spends almost all his time in the shop, and he treats every customer as if they are the most important customer he's ever served.

**Thornwall Outfitter**

**Create** 14 Goods, 1 Influence, 12 Labor (550 gp)
**Rooms** 1 Lavatory, 1 Office, 1 Storage, 1 Storefront

## Goods & Services

The following is a sample of the type of equipment found in Trebin's store.

***Table 2-17: Thornwall Outfitter***

| Goods | Cost | Weight |
|---|---|---|
| Backpack (empty) | 2 gp | 2 lbs.[1] |
| Bedroll | 1 sp | 5 lbs.[1] |
| Bell | 1 gp | — |
| Blanket, winter | 5 sp | 3 lbs.[1] |
| Caltrops | 1 gp | 2 lbs. |
| Candle | 1 cp | — |
| Canvas (sq. yd.) | 1 sp | 1 lb. |
| Case, map or scroll | 1 gp | 1/2 lb. |
| Chain (10 ft.) | 30 gp | 2 lbs. |
| Chalk, 1 piece | 1 cp | — |
| Crowbar | 2 gp | 5 lbs. |
| Firewood (per day) | 1 cp | 20 lbs. |
| Fishhook | 1 sp | — |
| Fishing net, 25 sq. ft. | 4 gp | 5 lbs. |
| Flask (empty) | 3 cp | 1-1/2 lbs. |
| Flint and steel | 1 gp | — |
| Grappling hook | 1 gp | 4 lbs. |
| Hammer | 5 sp | 2 lbs. |
| Ladder, 10-foot | 2 sp | 20 lbs. |
| Lamp, common | 1 sp | 1 lb. |
| Lantern, bull's-eye | 12 gp | 3 lbs. |
| Lantern, hooded | 7 gp | 2 lbs. |
| Manacles | 15 gp | 2 lbs. |
| Manacles, masterwork | 50 gp | 2 lbs. |
| Mirror, small steel | 10 gp | 1/2 lb. |
| Oil (1-pint flask) | 1 sp | 1 lb. |
| Pick, miner's | 3 gp | 10 lbs. |
| Piton | 1 sp | 1/2 lb. |
| Pole, 10-foot | 5 cp | 8 lbs. |
| Pouch, belt (empty) | 1 gp | 1/2 lb.[1] |
| Ram, portable | 10 gp | 20 lbs. |
| Rations, trail (per day) | 5 sp | 1 lb.[1] |
| Rope, hemp (50 ft.) | 1 gp | 10 lbs. |
| Rope, silk (50 ft.) | 10 gp | 5 lbs. |
| Sack (empty) | 1 sp | 1/2 lb.[1] |
| Shovel or spade | 2 gp | 8 lbs. |
| Signal whistle | 8 sp | — |
| Sledge | 1 gp | 10 lbs. |
| Tent | 10 gp | 20 lbs.[1] |
| Torch | 1 cp | 1 lb. |
| Trap | 1 gp | 5 lbs. |
| Trap, large | 2 gp | 10 lbs. |
| Waterskin | 1 gp | 4 lbs.[1] |
| Whetstone | 2 cp | 1 lb. |

1 These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.




## 18. Evwyn's Cheeseshop

This lovely cheeseshop is owned by a halfling cheesemaker named Evwyn Gleehand—who also happens to sell drugs on the side.

**Quality** Average **Condition** Average **Levels** 1 (1)

### Exterior

*A mouthwatering variety of cheeses are displayed in the window of this lovely shop. Each cheese is beautifully presented on a lace doily, and fresh flowers provide colorful accents. The front door is painted a cheerful, bright blue, and is ornamented with daintily painted pink flowers growing on twisting, green painted vines.*

- **NPCs** Evwyn Gleehand (female halfling craftsperson, 42)
- **Creature** Bluebell (songbird)

#### *About the Shop*

Evwyn is a skillful cheesemaker who makes a wonderful variety of cheeses. She's very good at her craft, and in another place, might even be considered among the best in her profession. Truly, the long-standing tradition of expert cheesemaking held by the halflings runs strong in Evwyn. Players who give it a bit of thought might start to wonder, however, how a gourmet cheesemaker manages to stay in business in Thornwall. It's fine to reinforce the idea that her success is indeed, rather odd.

#### *Bluebell*

Bluebell is Evwyn's pet bluebird. The brightly color bird lives in a delightful brass cage behind the shop's counter. It sings joyfully when customers enter the shop.

#### *Evwyn Gleehand*

The halfling cheesemaker is an unswervingly cheerful woman who always finds a silver lining in the world's troubles. When

her husband died of fever after moving her to this out of the way town, she took over the business and started making even better cheese than he did. When the nobles stopped coming and she lost the customers for her more expensive varieties, she tightened her belt and worked to serve cheeses that appealed to the tastes of the hunters and trappers.

And when she accidentally aged a cheese that delivered an intense euphoric high, she embraced the new opportunity to earn a living—after all, who wouldn't want to be addicted to something that felt so good and tasted so delicious!

#### *Evwyn's Side Business*

In effect, Evwyn is a drug dealer. The delicious soft cheese she calls Evwyn's Finest White also happens to deliver a powerful high. It is currently her best-selling variety of cheese. She still makes small batches of her other cheeses, but Evwyn's Finest White is her bread and butter.

The majority of Evwyn's Finest White is exported to Tristanford. She has a deal with a distributor there, and he purchases around 100 lbs. of the cheese each month. Evwyn also sells to quite a few customers in Thornwall, since word is starting to get around about her special variety.

Since it's unlikely that the mayor or chief constable would appreciate Evwyn's side business, she doesn't sell it openly in the shop. Instead, purchasers have to tell her that none of the cheeses on display appeal to them, and that they're looking for something "a bit richer."

**Evwyn's Finest White**

**Type** ingested; **Addiction** moderate, **Fortitude DC** 16
**Price** 50 gp
**Effects** 1 hour; +1d4 Cha
**Damage** 1d4 Con damage

### Goods & Services

Evwyn also sells a fine variety of non-addictive cheeses as well.

*Table 2-18: Evwyn's Cheeseshop*

| Goods | Cost |
|---|---|
| Autumn (semi-soft) | 6 sp/lb. |
| Deepland marble (blue-veined) | 7 sp/lb. |
| Farmer (soft unripened) | 2 sp/lb. |
| Gelen (soft aged) | 1 gp/lb. |
| Grean (grated) | 4 sp/lb. |
| Northland (hard yellow) | 4 sp/lb. |

**Evwyn's CheeseShop**

**Create** 19 Goods, 1 Influence, 16 Labor (730 gp)
**Rooms** 1 Lavatory, 1 Storage, 1 Storefront, 1 Workstation




## 19. Market Square

This end of Market Street opens up on the market to the west, and provides a clear view of the Green Briar Tavern.

### Exterior

*To the west, the street opens onto a wide, open space with a gentle slope up to the north. At the top of the hill stands a large building with a barn next to it. You can't make out the sign, but you're relatively certain it's a tavern. Other buildings circle the open space, and in the center are the stalls and stands of a small market. Another street winds off to the south.*

### Encounter

You can use the following encounter if the characters arrive on market day.

*More than a dozen tents, stalls, and booths are clustered together in the market space, and the aisles between them are packed with people. The shouts of hawkers ring out and the hum of conversation fills the air. On the southwest end of the market stands a building with frontage on the market. Rough-looking men wearing buckskins and carrying iron traps on chains mill about among piles of animal hides.*




## 20. Thornwall Market

This is the Thornwall Market as it appears on busy market days. The rest of the time it is simply an open space in front of the tavern with a few empty stalls.

**Quality** Average **Condition** Average **Levels** 1 (1)

### Exterior & Encounter

*The Thornwall market is a riot of sounds, smells, and colors. Striped tents stand beside semi-permanent stalls where merchants sell everything from cloth to clockwork. In between these are wagons and carts loaded with produce. Off to one side are a row of makeshift tables where locals sell clay jars of fresh honey, crates of ale from the brewery, and delicious smelling baked goods.*

*Packed between the vendors are throngs of people. They've come from every corner of the Riding of Luster to buy, sell, or just take part in the gathering. Bearded dwarves stomp through the crowd, complaining in their thick, native tongue; barefooted halflings wander along smoking their pipes and examining whatever catches their fancy; and humans of every shape, size, and origin work their way past the stalls.*

#### *About the Market*

Thornwall hosts a market on the third day of each week and on religious holidays. Not surprisingly, the better the weather, the greater the turnout. Autumn sees the largest crowds as farmers arrive to sell their harvest.

#### *Buying & Selling*

The market vendors both buy and sell while in Thornwall. For the craftspeople, it's not only a time to sell their finished goods, but also an opportunity to buy the supplies they need to make more product.

All of the merchants in the market take New Erinoran coins, but they are open to trading as well. In fact on any given

## FOREIGN GOODS, STRANGE VISITORS & NEW OPPORTUNITIES

The market is included as a tool the gamemaster can use to bring in goods that might not otherwise be available in town, introduce characters from outside the community, or provide links to new adventures beyond Thornwall.

day, there are as many trades as there are purchases. Trade goods are accepted at list price, but when trading other items, treat the item the character is trading as being worth 50% of its normal value.

### *Master of the Market*

One the mayor's many duties is to serve as the Master of the Market. In this capacity the mayor determines who may participate in the market and where they can set up. He also collects the necessary fees.

### *Stalls*

With the mayor's permission, some of the regular sellers have erected semi-permanent stalls. The stalls are actually a point of significant contention among the members of the town's council (particularly those who own businesses in town), and they've also drawn complaints from merchants who have been denied the right to build a stall.

### *Vendors*

Each week the market includes a slightly different group of vendors depending on who has goods ready for market, whose crops are ripe, or who has animals ready for slaughter. A small sample of the types of vendors that frequent the market is included below.

## Laney Treanwick's Quilts

*A pretty young woman wearing a plain woolen dress and an unadorned coif stands beside a two-wheeled handcart draped with elaborately patterned quilts. The stitch work is exceptional and the patterns are imaginative. She looks at you expectantly as you pass the cart.*

- **NPCs** Laney Treanwick (female human shopkeep, 20)

Laney is from Woodbend. Her mother died, and her father is very ill. She travels alone to Thornwall each market day to sell quilts and try to raise money to care for her family.

*Table 2-19: Laney's Quilts*

| Goods | Cost | Weight |
|---|---|---|
| Quilt, child | 7 sp | 1 lb. |
| Quilt, single | 1 gp | 2 lbs. |
| Quilt, double | 3 gp | 4 lbs. |

## Percy Bentbottom's Honey

*A grinning halfling with salt-and-pepper hair and a belly as round as a beer barrel waves as you pass him. He stands before what appears to be his dining room table. Neatly arranged on the table are crocks of honey. One of them is open and has a honey stick dipped into it. The honey glitters like liquid gold.*

- **NPCs** Percy Bentbottom (male halfling farmer, 72)

Percy lives in a house southeast of the temple. He has three beehives there, and is known far and wide for the quality of his honey. He is exceptionally proud of it, and anyone that dares to engage him in conversation will get an earful about how much better his honey is than the yellow water they produce in Woodbend. Talk to him long enough, and he'll pull out his ribbon from last year's Feast of Grethken Harvest Contest.

*Table 2-20: Percy's Honey*

| Goods | Cost | Weight |
|---|---|---|
| Honey, small crock | 8 sp | ¼ lb. |
| Honey, medium crock | 15 sp | ½ lb. |
| Honey, large crock | 3 gp | 1 lb. |

## Beldin the Tinsmith

*A frowning dwarf sits on a stool in front of a small anvil in one of the market's wooden stalls. He's hammering a sheet of tin into what you guess will be a flask when he's finished. Hanging on the wall behind him are a variety of everyday objects made from tin, including funnels, flasks, pitchers, and pans.*

- **NPCs** Beldin Sternkett (male dwarf blacksmith, 45)

Beldin lives near Downbury Castle, but since there is no tinsmith in Luster, he does a good bit of business in Thornwall on market days. He only comes up once a month, so he shares the stall with a dyer from Woodbend on the other days.

*Table 2-21: Beldin's Tin Goods*

| Goods | Cost | Weight |
|---|---|---|
| Flask | 2 sp | 1 ½ lbs. |
| Funnel | 7 cp | 1 ½ lbs. |
| Mess Kit | 1 sp | 1 lb. |
| Pan | 1 sp | 1 lb. |
| Pitcher | 4 sp | 2 lbs. |

Beldin also repairs damaged tin items for 10%-30% of the original cost depending on the degree of damage.

## The Three Banties

*A jaunty tune rings out over the noise of the crowd. As you approach the source of this joyful song, you find two human men and a halfling man standing on a short platform, playing a cheerful jig. They wear dark green matching outfits and bright red*

*hats that remind you of a rooster's comb. One plays a battered but fine-sounding fiddle, another plays a hand drum, and the third plays a flute. A few couples have gathered to dance, kicking up their heels to the beat of the drum.*

*A sign leaning against the corner of the stage has the words "The Three Banties" painted in bright red letters. On the ground next to it is a tin pot with a few copper and silver coins in it.*

- **NPCs** Dribble Goodlad (male human bard 2, 22), Kindler Stonewaner (male halfling bard 2, 29), Reen Torini (male human bard 2, 24)

The three men are Dribble Goodlad (fiddle), Kindler Stonewaner (drum), and Reen Torini (flute), or as they are known to the people of Thornwall, the Three Banties. They travel around the duchy playing in taverns and town squares. They make it out to Thornwall every month or two, usually for market day, and then perform at the Green Briar Tavern in the evening.

## Fortune Teller

*At the center of the market is an octagonal tent painted with moons, stars, open hands, and disembodied eyes. Bits of metal sewn along the edges of the roof tinkle musically each time the wind blows, and blue smoke that smells of exotic incense rises from the partially open canvas door flap.*

- **NPCs** Madame Nakitas (female human scoundrel, 80)

This tent is owned by an ancient human woman who calls herself Madame Nakitas. She claims that her grandmother was a fey (a lie), and as a result she's been granted the gift of the Sight (among other abilities.) She rolls into Thornwall in her brightly-painted wagon every few months and sets up her tent in the market.

The truth is that Madame Nakitas has no magical powers, but she puts on a pretty impressive act that is almost worth paying for, even without the promise of magic. Still, her regulars all swear that her magic is real, and the characters will win no friends if they try to debunk her abilities.

***Table 2-22: Madame Nakitas' Spiritual Services***

| Service | Cost |
|---|---|
| Curse Curing | 3 sp |
| Foretelling | 5 sp |
| Palm Reading | 1 sp |
| Speak with the Dead | 1 gp |
| Spirit Cleansing | 4 sp |

## Paw Paw's Eel Pies

*At the end of one of the rows you find an old man sitting on a barrel beside a small, square table. He has a large pipe clenched between his teeth, and he's holding a fishing pole in one hand. On the table in a neat pyramid is a pile of small pies.*

- **NPCs** Filch "Paw Paw" Ebren (male human farmer, 75)

Filch "Paw Paw" Ebren is a senile old man who was a trapper before his mind went. He lives in a rundown shack just south of town. His primary source of income is selling his homemade eel pies, which he offers for 3 cp each. The bad news is that the pies are poisonous, due to Paw Paw's questionable food safety policies. Everyone in town knows this, and they know not to eat the pies (they also let new visitors know as well). The good news is that the people of Thornwall are decent folk, and thanks to their generosity, Paw Paw always sells all his pies—they just don't get eaten.

There is one notable exception to this. Torg, the orog gravedigger (43), thinks Paw Paw's pies are the most delicious food in the world. What is more, the orog appears to be immune to whatever makes the pies so dangerous for anyone else to eat.

**Paw Paw's Eel Pies**

**Type** ingested; **Save** Fortitude DC 20
**Onset** 1 hour; **Frequency** 1/day for 3 days
**Effect** nauseated; **Cure** 1 save

**Thornwall Market**

**Create** 133 Goods, 20 Influence, 93 Labor (5,120 gp)
**Rooms** 1 Lavatory, 10 Storages, 20 Storefronts




## 21. Green Briar Tavern

You can find all the details about the Green Briar Tavern in Chapter 3: The Green Briar Tavern. (pg. 80).




## 22. Thornwall Trading Post

This trading post is owned by the duke. It is the only place where hunters and trappers can legally sell the furs they harvest.

**Quality** Average **Condition** Average **Levels** 1.5

### Exterior

*A sign hangs on a post in front of this building. It reads:*

*His Lordship's Fur Trader*

*Painted in gold and green beneath the text is the ducal seal of Vaun.*

*The building is made from stone, and has a fine slate roof. Two dormer windows look out over the town center, and the structure has at least three chimneys.*

*There are two outbuildings behind it in a fenced yard, and on the side facing the market are two open-walled shelters. Each one contains wood pallets piled high with furs. More furs hang from the rafters, and all around are crates marked with the ducal seal.*

- **NPCs** Colby Mirkwick (male human teen, 16), Kurden Amory (male human laborer, 25), Ulmore Strafe (male human commoner 4/expert 3, 45), 5 Trappers (trapper), 2 Hunters (hunter)
- **Creature** Awful, Murder, Timber (dogs)

## Encounter

*A group of rough-looking outlanders are gathered around the shelters on the east side of the building. Most of them wear worn buckskin leather outfits trimmed with fur, and nearly all of the men have heavy beards. They are waiting their turn to talk to the person at the center of the crowd. He's a towering bear of a man, dressed in fine merchant garb in fall colors. He too wears a beard, but it is neatly trimmed. A medallion on a gold chain hangs around his neck. Even from here you can hear his deep voice as he calls out orders to two young men who rush about stacking furs. He gestures so emphatically as he speaks that there is a real danger that he may strike one of the waiting trappers.*

### Colby & Kurden

These two young men work full-time at the trading post. Ulmore works them hard, but he pays them well. As such, they are both very loyal to him, and they are keen to keep their jobs. If approached, they're willing to talk, but they won't stop working.

### Outbuildings

One of these buildings is a barn where Ulmore winters a breeding pair of sheep and a milk cow. The second building is a tool shed and outhouse.

### Shelters

These two shelters are where most of the trading is done. Trappers bring their goods here, Ulmore prices the furs, and pays them. His workers then record the furs purchased and pack them for transport.

The shelters are simple structures with raw timber beams and lightly thatched roofs. The rafters are dotted with hooks, ropes, and rings for hanging furs. The floors are dirt with wood pallets laid down for a floor.

### Trappers & Hunters

The experienced hunters and trappers know Ulmore's system. They wait patiently for him to get to them, passing the time talking or smoking their pipes. Some of the younger trappers, however, push for Ulmore's attention. They haven't yet learned that the harder they push, the less likely he is to call them up.

### Ulmore Strafe

Ulmore runs a tight ship. If it's not your turn, then step off. If it is your turn, then step up and get down to business. He knows his trade, makes snap decisions that are almost always correct, and isn't likely to react well to attempts to negotiate. He's all business when he's working, but when he's done for the day, he's done. It's especially unwise to push him on business topics when he's relaxing with a drink at the Green Briar Tavern.

## Interior

*The front room of the trading post is devoted to Ulmore's business. His document of appointment from the duke hangs in a handmade frame on one wall, and the other walls are decorated with mounted hunting trophies. It looks like almost every type of fur-bearing creature in the area is represented here, including an extremely angry-looking brown bear standing in the corner.*

- **NPCs** Mildred Strafe (female human laborer, 32), Maggie Strafe (female human teen, 13), Minnie Strafe (female human child, 9), and Venden Strafe (male human child, 7)
- **Creature** Thistle (cat), Sneak (ferret)

### About the Interior

The rest of the house is used as living quarters by Ulmore and his family, with bedrooms both upstairs and down, and a large kitchen and dining area in back.

### Taxidermy Animals

Ulmore is allowed to claim a certain number of pelts for himself. Whenever a particularly fine specimen comes in, he'll have Bleak Kellis (134) mount it for him. Most of the trappers know this, and if they come across something special, they make sure to deliver it to town in mounting condition.

## Goods & Services

### Fur Trade

By law, all the forests and wild lands in the Duchy of Vaun belong to the duke, and all activities within those forests are strictly regulated. The warder is responsible for overseeing these lands, and the foresters and woodwards police them.

The fur trade is no exception. To ensure that the land remains fertile, the warder places limits on trapping and hunting. One way this is enforced is by making the ducal fur trader the only legal place to sell furs. This also allows the fur trader to collect the duke's share of all furs harvested.

### SIDEQUEST

**Hunting the Gray**

The one creature Ulmore desperately wants for his taxidermy collection is a gray cat (Tiger, Dire). The creatures are rare, dangerous, and elusive, so none of the local trappers have brought him one yet. As a further complication, dwarves believe that the gray cats were the chosen mounts of dwarven kings, and they're horrified if someone kills one. Any character that fulfills this quest may find himself in bad standing with Thornwall's dwarves.

**GOAL**

Bring Ulmore a mounting quality gray cat carcass.

**REWARDS**

+1 Goodwill and 600 GP

### Duke's Share

The duke is entitled to a portion of all the furs harvested from the forests around Thornwall. By the duke's order, every fifth fur goes to the duke. It is the appointed duty of the trader to enforce this law, and to select the finest of the furs for the duke's share. The practice has earned the nickname "Finest of Five" among the trappers. Alternately, a trapper can pay a tax in the amount of 25% of the fur's value on each fur he trades.

It is the duty of the mayor to audit the trader and ensure that he is executing his duties properly. The forester, meanwhile, is assigned to the duty of watching for poachers—that is, anyone who doesn't sell their furs at the trading post.

**Table 2-23: Trade Prices for Furs**

| Item | Cost |
|---|---|
| Bear pelt | 5 gp |
| Beaver pelt | 15 sp |
| Ermine pelt | 25 sp |
| Fox pelt | 2 gp |
| Mink pelt | 25 sp |
| Wolf pelt | 3 gp |

## Treasure

Ulmore keeps 300 gp hidden under a loose floorboard (DC 25 Perception check to spot) in the barn.

**Thornwall Trading Post**

**Create** 47 Goods, 1 Influence, 44 Labor (1,850 gp)
**Rooms** 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Office, 1 Sitting Room, 4 Storages, 1 Storefront




## 23. Old Oak Stage

Once the heart of the fey community that stood here in days of yore, today this old stump and the open space around it is the heart of Thornwall.

*You've come to a large, open space at the center of town. At its center is an enormous tree stump cut to just a foot or two from the ground. The stump is easily twenty-five feet in diameter, and sits on a small rise.*

*The road circles around the stump, with other roads branching off to the north and northeast, and the west wall of the Green Briar Tavern runs along the eastern edge of the clearing. To the southeast is the town market, while to the west the clearing slopes down to the shore of a small lake.*

*Also situated on the lakeshore is a grand manor house. Most of the windows are boarded up, and there is no sign that anyone lives there. Next to it is a large, circular stone structure. Its walls are no more than four feet high, and through an entrance blocked by a crude wooden gate, you see a flock of sheep munching on the grass.*

*On the south side of the town center is a large building with a thick thatch roof. Sacks of wool are stacked out front, and a sign cut into the shape of a sheep hangs over the double doors that open onto the largest portion of the building. To the east of this is a building with a variety of furs hanging from the rafters of its porch.*

### Old Oak Stage

This enormous stump is all that remains of the majestic Elder Oak that once stood here. Today the people of Thornwall use it as a stage for all manner of important social events, from weddings to political debates to performances. Not unlike the mighty oak that preceded it and stood at the center of the long lost fey community, today the Old Oak Stage is the heart of Thornwall.

There might be another reason that people are drawn to the Old Oak Stage for important events. When standing on the stage before a crowd, there is a faint energy that seems to flow through a person. Some write it off as superstition, but others claim while the tree is gone, the magic it embodied has not completely faded.

**Old Oak Stage**

**Aura** faint transmutation; **CL** 3rd
**Slot** none; **Price** NA; **Weight** NA

**Description**

Any person standing on the Old Oak Stage feels a surge of confidence if asked to perform, debate, or otherwise engage other people in social interactions. The stage grants anyone standing on it a +4 enhancement bonus to Charisma as long as they stay on it adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect are increased.




## 24. Wool Trader

This trading post, owned by the duke, is the only place where shepherds can legally sell the wool they harvest from their sheep.

**Quality** Average **Condition** Average **Levels** 2

## Exterior

*The thick thatched roof on this two-story building suggests that it's been here for quite some time. Sacks of wool are piled around the double doors that provide access to the largest portion of the building, and a sign cut in the shape of a sheep hangs over the doors.*

- **NPCs** Banyon Drivas (male human shopkeep, 47), Sindel Dukas (female human laborer, 22), Tellis Marvos (male human laborer, 19)

## Goods & Services

### Wool Trade

All of the shepherds that graze their sheep around Thornwall must sell their wool at the wool trader. The trader pays 4 sp/lb. for the wool.

### Duke's Share

One fifth of the wool a shepherd brings in goes to the duke as his share, since he owns the land where the shepherds graze their flocks.

**Wool Trader**

**Create** 47 Goods, 1 Influence, 44 Labor (1,850 gp)
**Rooms** 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Office, 1 Sitting Room, 4 Storages, 1 Storefront




## 25. The Keep

This unfinished keep is the sign of the old forester's failed grab for power. Today it's used as a sheep fold.

**Quality** Masterwork **Condition** Average **Levels** 1

### Exterior

*Tall grass grows beside a wall of huge stone blocks that looks like the foundations of a keep or small castle. Leaves are piled up in the corners between the walls, but the stone itself doesn't show much wear. Someone has built a wooden gate across the open passage that would have been the keep's entrance, and a flock of sheep wander around inside.*

### About the Keep

This is the unfinished foundation of a keep that Frogin Feen, Thornwall's previous forester, started building one year after the death of the Duke Creesis Vaun in 419 AR. The corrupt forester planned to establish himself as the lord of Thornwall, and hoped to claim it as his manor. Unfortunately for Feen, fate had other plans for him. Less than a year later, a terrible construction accident took his life. Construction on the keep halted immediately afterward.

### Leftover Construction Supplies

Only the initial shipments of construction materials arrived in Thornwall by the time Feen was killed. Still, a substantial amount had already arrived and been paid for. They sat in piles to the southeast of the keep for some time, with no one in town quite sure what to do about them.

After a while, however, the materials started to disappear. Block by block, piece by piece, beam by beam, the piles of stone and lead roofing sheets and timbers dwindled until, by the summer of 421 AR, they were all gone. No one complained, and the chief constable never investigated the disappearances.




## 26. Old Forester's Manor

Once owned by a wealthy noble family and later claimed by the late Frogin Feen, today this fine lodge sits empty.

**Quality** Masterwork **Condition** Rundown **Levels** 3 (1)

### Exterior

*This once fine hunting lodge has seen better days. The paint is chipping from the delicately carved trim, and moss grows in the cracks of its finely-cut stone walls. Rot is setting in around some of the porch pillars, and weeds are growing in the walkway. There is an open cupola atop the two-story main house that must provide an excellent view of the entire town. As you examine it, a pair of doves burst out from a hidden nest beneath the cupola roof.*

### About the Manor

A wealthy, forward-thinking son of the Wineman family constructed this lodge shortly before the duke built his own. It is in this way that the young noble procured a site along the lake, something no other noble was allowed to do after the duke built his lodge.

As the years passed and the nobleman aged, he spent less and less time in Thornwall. He died shortly before the duke, and by that time, since the duke no longer visited, Thornwall had lost favor among the nobility.

So it was that when the duke died, Thornwall's forester, a greedy and power-hungry man named Forgin Feen, approached the Wineman family and offered them an almost insulting price for the house and lush garden to the south of it. The family was having money problems at the time, and they grudgingly accepted the offer.

While the keep was under construction, the forester lived in the manor, but when he was killed a year later, he had no heirs.

### Sidequest

**Future Fortress for the Heroes**

The keep is here to provide yet another path for the heroes to pursue as they gain experience and the campaign progresses. For instance, this gives the players a great place to start if you want to use the Kingdom Building rules from Chapter 4 of the *Pathfinder Ultimate Campaign* rulebook.

### A Mansion of Their Own

The old forester's manor is another stepping stone for the characters as they progress through the campaign. It offers accommodations better than a common house in town, but not as regal as the duke's lodge. Since it is likely the characters won't have enough gold to purchase a property of this quality outright, the dilapidated state of the manor creates an opportunity for them to buy and repair it as part of the story of the campaign.

Ownership of the plot and building reverted to the duke. With no duke in Tristanford, however, the property fell into bureaucratic limbo, and has remained so ever since.

### Repairing the Manor

The lodge is weathered and needs some repairs, but any character with Knowledge Skill (Engineering) can see that the structure is sound. It is possible to repair the damage and return it to its previous splendor.

**Old Forester's Manor**

**Create** 100 Goods, 5 Influence, 93 Labor (3,990 gp)
**Rooms** 1 Bar, 1 Bath (Broken), 4 Bedrooms, 1 Escape Route, 2 Furnishings (Bedroom and Sitting Room), 1 Kitchen, 1 Laundry, 1 Lavatory, 1 Lodging (Broken), 1 Office, 1 Sitting Room (Broken), 1 Stall (Broken), 1 Storage, 1 Trophy Room




## 27. Eastern Lakeshore

*The ground slopes down from the town center to the shores of a small lake. There is an island about fifty feet out with a pair of trees growing on it*

*On the north shore of the lake is a small building with a dock in front of it. A few small boats are moored at the dock or pulled up on shore. On a rise behind this stands a grand hunting lodge. It is constructed with the architectural style favored in New Erinor, although it is adapted to the cold northern winters.*

*You can just make out a river feeding the lake from its west side, and to the south the lake empties from a waterfall that cascades into a smaller lake.*

### Lake

The lake is crystal clear, and its bottom drops off quickly as one moves away from shore. Sharp-eyed players who examine the water will catch glimpses of fish and eels swimming amid the thick beds of aquatic plants beneath the surface.




## 28. Abandoned Winery

This grand building once housed a winery.

**Quality** Average **Condition** Rundown **Levels** 2 (1)

### Exterior

*Leaves are piled up in front of the door of this building, the window panes are coated with dust, and the front porch is partially collapsed. Through gaps in the untended hawthorne hedge surrounding the yard, you see three large vats. Each one is five feet tall and five feet in diameter.*

### About the Winery

Winemaking requires a long view, and despite the quality of the grapes produced in Thornwall, the owner of this winery couldn't keep it running after the nobles left. It's been empty for nearly fifteen years.

### Vats

These vats were used to manually press grapes by treading them. Two people climbed into each vat and then grapes were poured in. This technique, rather than using a mechanical press, facilitates a gentle breaking of the grapes that allows the juice to run. Today, two of the vats have holes in them and the third is filled with brackish water.

**Abandoned Winery**

**Create** 44 Goods, 3 Influence, 39 Labor (1,750 gp)
**Rooms** 1 Bar, 1 Brewery (broken), 1 Kitchen (broken), 1 Office, 2 Storages, 2 Workstations (1 broken)




## 29. Grezen Gold's Emporium

A large shop with an eclectic selection of odds and ends, run by a wily cheebat shopkeeper named Grezen Gold.

**Quality** Average **Condition** Average **Levels** 1 (1)

### Exterior

*Someone has connected three shops together to create a single, sprawling structure. Despite the unusual design, the buildings look well-maintained, although it doesn't seem that much thought was given to matching materials. Whenever the person had to replace shingles, boards, or stone, it seems they used whatever was handy rather than trying to think about appearances. A hodgepodge of everyday objects are nailed to the outside walls of the shop, but there is no clear indication of whether this is meant as decoration, represents things you can buy inside, or if the items themselves are for sale.*

*A brightly-painted sign hangs over the door of the middle building:*

Grezen Gold's
Emporium of Elegance

Fine Purveyor of Treasures,
Trinkets, and Tresmolensia

### Buildings

The three buildings were clearly built at different times by different hands. The work done to connect them has an almost organic look to it, and gives the impression that the buildings slowly grew together over time.

Illus. by Jordy Lakiere

### Sign

The sign is painted in blue, green, red, yellow, and gold. The letters are done with such flourish that it is difficult to be entirely sure what some of them are. As for the word "Tresmolensia", none of the characters know what it means, which isn't surprising, since Grezen made it up. She needed a third word, and just liked the sound of it. She won't admit this, of course, insisting that if the characters don't know what it means, then they wouldn't be interested in such things. Her employees suspect it isn't a real word, but they aren't sure either, and don't dare rile the fiery-tempered cheebatan merchant.

### Objects Nailed to the Building

Some of the objects are quite new, but many show signs of weathering. There are rakes, buckets, brass plaques with the writing scratched out, rusty hinges, a wagon wheel, deer antlers, a piece of beautifully carved bannister, and many more bizarre items. Grezen nailed them here to catch the eye of anyone passing by, and to represent the wide variety of goods she has for sale.

## Interior

*The shop is packed to the rafters with every type of object you can imagine. Reins and rattles, buckets and beer steins, statues and stovepipes all compete for space on the shop's overcrowded shelves. Dozens of chairs hang from the rafters in long rows, like a troop of old soldiers. In one corner, a crate contains a pile of barrel lids, although the barrels are nowhere to be seen.*

- **NPCs** Grezen Gold (female cheebat expert 9, 50), Olaf Morgway (male human laborer, 24)

## Encounter



*A heartbeat after you enter, an older cheebatan woman comes swirling over to you from around the corner of a shelf. She wears a purple dress made from a rich-looking material, is draped with an elaborately knotted scarf–belt combination thing, and wears a dramatic feathered headdress over hair that is almost certainly a wig. She is wearing a copious dose of sickly-sweet-smelling perfume. The scent is so strong you can almost taste it as she approaches.*

*"Welcome," she says with a flourish, "to my humble establishment!"*

### Grezen Gold

A detailed description of Grezen Gold is available in Chapter 4: The People of Thornwall.

### Olaf Morgway

Olaf is an exceptionally handsome young man in his twenties. Grezen keeps him around to climb ladders, carry heavy crates, sweep the floors, and perform any other manual labor she desires. To be fair, he isn't very good at any of those things, but then again, those aren't the skills Grezen hired him for.

### Trading with Grezen

Grezen will never buy anything for more than 50% of book value and she'll never sell anything for less than 10% over book value. What is more, she'll use every trick in the book to get more from the players when selling and less when buying.

## Goods & Services

### Mundane Items

At the gamemaster's discretion, any mundane equipment found in the *Pathfinder Roleplaying Game Core Rulebook* is available for purchase here at 10% above the listed value.

### Weapons & Armor

Grezen typically has a small selection of weapons and armor in stock. Normally this is little more than a few daggers, a handful of swords, and some leather or chain armor. If the characters want anything more formidable or exotic, they will either need to visit the dwarven smiths (54) or have Grezen order the item (add 20% for shipping).

## THE ANYTHING SHOP

Grezen's shop gives the gamemaster a story-based reason to make any item available for purchase that he is willing to let them have. If players want something and the gamemaster doesn't mind them having it, Grezen scurries off to somewhere in the bowels of the store with Olaf in tow, crashes around for a bit, and then returns with just what they wanted—or at least something close to it.

### A Place to Sell Crazy Stuff

Adventurers come back with all sorts of crazy things that they want to sell. Normally, in a village like Thornwall, an adventurer couldn't sell a six-foot-tall, antique brass candelabra of ancient dwarven design they liberated from the dungeon. By giving Grezen eclectic tastes and a brother in Tristanford who can sell anything, the gamemaster has a reasonable excuse for letting the characters sell that odd bit of treasure they returned with.

### Bargaining with Grezen

Playing Grezen can be a lot of fun, but if she's too much trouble to deal with, the players will just ignore her. If your players enjoy a bit of haggling, go ahead and have a good time with her, but always give in or stand firm after a couple of back-and-forths to keep the experience from becoming tedious. Alternately, if you or the group is not into roleplaying Grezen, just tell the players the limits and leave it at that.

### Magic Items

At any given time Grezen will have 2d4 minor items, 1d4 medium items, and 1d4 major items available for purchase. As with all other items, Grezen asks at least 10% over the listed value.

**Grezen Gold's Emporium**

**Create** 38 Goods, 3 Influence, 31 Labor (140 gp)
**Rooms** 1 Lavatory, 1 Office, 3 Storage, 3 Storefronts, 1 Vault




## 30. Gold's Estates

A collection of five rundown buildings owned by Grezen Gold that she has available for rent.

**Quality** Poor **Condition** Rundown **Levels** Varies

### Exterior

*The road curves to the northwest, and a second, narrower road leads to the northeast. The northeast road ends at a collection of small, rundown buildings clustered around a well.*

### About the Estates

Grezen Gold owns all four of the buildings surrounding the well, and rents them out at reasonable prices. She doesn't much care what goes on in the buildings, and the residents are a regular problem for the chief constable.

### Well

The roof over the well is about to collapse. One good push will knock it down.

### Goods & Services

**Table 2-24: Gold's Estates**

| Service | Cost |
|---|---|
| Bunk in the Big House | 8 sp/month |
| Bunk in a Small House | 1 gp/month |
| Private Small House | 5 gp/month |

### Renting from Grezen

Grezen tries to rent the rooms and bunks that have the broken quality first. If a renter figures out they got the worst bed and complain to Grezen, she'll move them to one of the other rooms or beds, but she'll raise the rent by 10%. Grezen will promise to fix anything the characters complain about, but she won't.

### Cost of Living Rules

If you're using the Cost of Living rules described in Chapter 12: Gamemastering in the *Pathfinder Core Rulebook*, the bunks count as housing for the Poor lifestyle, and the private houses count as housing for the Average lifestyle (albeit the low end of average).

### Cheap Housing

If the players tire of paying for their characters to stay at the Green Briar Tavern, these apartments offer a cheap alternative. It lets them stay in town, even when money is tight, without the potential legal issues that come with squatting in empty houses or camping in public areas. It also lets them continue enjoying the safety of Thornwall, even when they run short on gold.

**Gold's Estates**

**Create** 123 Goods, 12 Influence, 117 Labor (5,160 gp)
**Rooms** 4 Bedrooms (1 Broken), 3 Bunks, 4 Kitchens (1 Broken), 3 Lavatories (1 Broken), 1 Office, 2 Shacks, 2 Sitting Rooms (1 Broken), 4 Storages




## 31. The Lodge Road

One road leads to the duke's hunting lodge, and another leads to the mayor's home. South of the road is a shrine to Toletren, the Enaros of truth and knowledge.

*Up the road to the west, sitting on a hill overlooking the lake, you see a grand hunting lodge. A rope is strung across the road between two short poles. A sign hanging in the middle reads:*

Do Not Enter
By Order of the Mayor

*To the south is a curved hedge. There is an opening that offers passage through it, but the curvature of the path makes it impossible to tell where it leads. Another road leads north, and you can see a fine home sitting at a point where the road curves to the west.*

### Hedge Maze

This maze is created from a hawthorn hedge like the ones used by the farmers to mark the edges of their land. It is eight feet tall and recently trimmed. A neatly groomed path paved with crushed white stones spirals around to the center of the maze.

At the maze's center is a circular stone bench. At the center of the circle stands a stone plinth, and atop the plinth is a book carved in white, polished marble. This is a shrine to Toletren, the Enaros of truth and knowledge. Those seeking knowledge and enlightenment slowly walk the path to the shrine's center. If by the time they reach the center they have not found the truth they were looking for, the seeker may sit and further contemplate the problem.

**Shrine of Toletren**

**Create** 3 Goods, 8 Labor (360 gp)
**Rooms** 1 Furnishings (Statue), 1 Statue




## 32. Mayor's House

The home of Mayor Yurgin Hayward.

**Quality** Average **Condition** Immaculate **Levels** 1

### Exterior

*A pleasant, sturdy stone house with a tidy, fenced yard occupies a secluded spot just down the hill from the duke's lodge. Flowers bloom in pots sitting on the porch, and a curl of smoke rises from the chimney.*

- **NPCs** Marta Hayward (female human farmer, 58), Mayor Yurgin Hayward (male human expert 5/aristocrat 3, 65)

#### About the Mayor's House

The mayor built this house back when he was a young man. He and his wife raised three children in it, and they plan to stay here until they die. A complete description of Mayor Hayward is available in Chapter 4: The People of Thornwall.

#### House

The house is solidly-built and immaculately maintained. It's roofed with redwood shingles set in a diamond pattern.

#### Yard

The yard behind the house is neat and free of debris. Chickens cluck happily as they scratch around in the dirt. There are two outbuildings; a chicken coop and a workshop.

#### Marta Hayward

Marta is a lovely woman with a warm smile. She always wears her head scarf, keeping it tightly bound in a style that was in fashion about thirty years ago. Like anyone who has lived in Thornwall their entire life, she has a hard side as well. It takes a lot to trouble her, and she's willing to fight to defend the things she cares about. She spends a fair amount of time at her daughter Danell's house (56), helping with the children.

**Mayor's House**

**Create** 38 Goods, 36 Labor (1,480 gp)
**Rooms** 2 Bedrooms, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage




## 33. Duke's Hunting Lodge

The hunting lodge of the late duke stands empty, like a sad, ancient sentinel overlooking the town below.

**Quality** Masterwork **Condition** Average **Levels** 3 (1)

### Exterior

*A grand hunting lodge sits on a bluff overlooking the town. It's sharp, geometric lines are reminiscent of the architectural style one might expect to see in the bustling capital of New Erinor, but the building also has a rustic flair appropriate for the building's purpose.*

*Despite the fact that the property around the lodge seems groomed and cared for, something about the building suggests that it has been vacant for quite some time.*

*A trail breaks off from the path leading to the lodge's main entrance, and meanders down to the shore of the lake. You see a*

## Sidequest

**The Haunted Lodge**

Late at night, when the full moon rides high over the mountains, some people claim to have seen lights glittering between the cracks in the lodge's curtains. The light is an unnatural blue, and witnesses are certain that the duke's ghost stalks the lodge's halls.

If the characters decide to investigate this mystery, they will need to either break in to the lodge or convince the lodgekeeper, Sallas Demose, to let them in to investigate. Unfortunately, Sallas refuses to give them access, and according to tradition, not even the mayor can override his decision. The reason he won't let them in, however, is that he already knows the truth.

Elloridan Dreswyn, the duke's elven lover, still mourns him. Each month, on the night of the full moon, she travels to Thornwall and enters the lodge. The duke's spirit is deeply connected to this place, and she uses her magic and that connection to summon his shade from the halls of Numos to speak with her. It is a cold, distant relationship, carrying none of the warmth of their old affair. Still, even this cold echo of what once was brings comfort to the queen.

Elloridan Dreswyn does not want to encounter the characters. If she knows they are there, she will cancel her visit and return to her village. If the party manages to surprise her, she will speak with them, but only long enough to tell them to speak with the lodgekeeper, for he knows the truth. At that point she casts gaseous form and speeds away before the characters can ask anything else.

If the characters describe what they saw to Sallis, he'll tell them about the elf queen, the duke's arranged marriage, and the tragic love story. He asks them to keep what they saw a secret and respect the queen's privacy.

**Goal**

Solve the mystery of the haunted lodge.

**Rewards**

+2 Goodwill if they keep the secret.



Illus. by Mitchell Malloy

*small building on the beach, a dock, and a few small boats pulled up on shore and overturned.*

*Behind the lodge stand a pair of outbuildings. One looks like a stable, while the other is a two-story structure with a porch along the front and a half-dozen shuttered windows.*

- **NPCs** Sallas Demose (male human craftsperson, 54)

### Lodge

This is the duke's lodge. The old lodgemaster, Sallas Demose, still tends to the grounds and buildings to ensure they are ready should a new duke be appointed and wish to make use of the property. Observant characters may notice that the curtains are all drawn and that no smoke is coming out of the chimney. Characters trained in Survival will notice that the path leading to the front door hasn't seen much traffic lately. The same is true of the road leading to the outbuildings behind the house.

### Boat House

This is a little stone building with a slate roof. The door does not have a lock and opens easily. It contains fishing equipment, oars, ropes, jars of pitch, and other tools necessary for the maintenance of the boats and dock. The lodgekeeper only uses one of the three boats and rarely at that, so most of the equipment has a thick layer of dust.

### Boats

Two of the three boats lying upside down on the beach have tall grass growing around them. The grass around the third boat is matted down, and there is a drag trail leading from the water. The trail isn't fresh, and the boat is dry.

### Dock

The dock is sturdy, and a few new boards show that it has been repaired recently. Schools of tiny silver fish race about in the clear water in the dock's shadow.

### Stable

The stable is completely clean except for some cobwebs in the high rafters. There is no straw on the ground and no feed in the feed bins. There is room for four to six horses in the stalls, but they are unoccupied, and the gates are open. Saddles and tack sit on barrels or hang from pegs near the entrance.

### Barrack

This long, two-story building was a barrack for servants, guards, and other members of the duke's household staff. Like all the buildings around the lodge, no one has used it in years. The shutters are all closed and latched, with the curtains drawn behind them. The building's doors are locked, and the lodgekeeper has the keys.

The interior is spare. There is some simple furniture, but little else, since the staff brought their own supplies when they visited Thornwall. The lower floor contains a kitchen, dining area, and a common room. The upper floor is filled with bunks. A hatch in the kitchen floor leads to a cellar, although it too is empty.

### Forest Gate

At the back of the property is an ancient gate leading through the thornwall to the forest beyond. A stone gatehouse was constructed here, but the thornwall has overgrown most of it. The long thick vines extend like tendrils across the stone surface. The heavy oak doors are closed and barred. From the dead leaves piled around them, they haven't been opened in a very long time.

### Duke's Hunting Lodge

**Create** 138 Goods, 16 Influence, 126 Labor (5,760 gp)
**Rooms** 2 Animal Pens, 1 Bar, 1 Bath, 4 Bedrooms, 2 Bunks, 2 Furnishings (Bedroom and Sitting Room), 2 Kitchens, 1 Laundry, 1 Lavatory, 1 Office, 2 Sitting Rooms, 3 Stalls, 2 Storages, 1 Trophy Room
The personal hunting lodge of the Duke of Vaun.

### Forest Gate

**Create** 24 Goods, 6 Influence, 18 Labor (1,020 gp)
**Rooms** 1 Armory, 1 Fortification (Gate House), 1 Gate House




## 34. Temple Road

The town's grocer, blacksmith, and brewer are situated on this road leading up to the temple.

*You're standing between two large buildings. The building to the south soars more than two stories high, with large wings extending to each side. You smell something yeasty cooking inside, and see a barrel mounted over the front door. Once painted vibrant blue, the barrel's paint is now greatly faded. If you look close, you can just make out the words "Northland Brewery" painted on its side.*

*Across the street is a one-story building with a heavy, thatched roof. There is a simple rectangular sign hanging over the door with the words "Broadfoot's Grocery" painted on it. A small tower stands behind the building.*

*At the point in the road where it curves north is another building. There is a sign above the door with a large horseshoe painted on it.*




## 35. Northland Brewery

An understaffed brewery run by a woman named Kelsa Mandovar who is having trouble selling her ale.

**Quality** Average **Condition** Average **Levels** 2 (1)

### Exterior

*The barrel hanging over the front door of this large building identifies it as the home of the Northland Brewery. It seems an exceptionally large operation for a town this far from civilization. From the yeasty aroma, however, it seems they're still in business.*

- **NPCs** Doggin Bent (male human laborer, 39), Ino (male human laborer), Kelsa Mandovar (female human craftsperson, 41)

#### *About the Brewery*

Tired of the competition in Tristanford, Kelsa Mandovar moved her entire operation to Thornwall. At first she did relatively well, but then the nobles stopped coming to town. She had counted on them to spread the word about her business by taking her signature Northland Ale back to their manors. Then the roads grew more dangerous, meaning the cost to ship her ale south rose significantly. This forced Kelsa to raise her prices, and she lost more business to ale brewed locally in the towns where she hoped to sell.

Of course, there is the added problem that her ale just isn't very good. Katelyn at the Green Briar Tavern buys a few cases a week just to be neighborly, but the ale made by local ale wives is generally better than the stuff that comes out of the Northland Brewery.

#### *Doggin & Ino*

Doggin is a brutish, unpleasant man who only does as much work as he has to. Avoiding responsibility is an art form to him, and he'll take any opportunity to avoid his labors. Ino is a dull-witted young man with a mean streak. Doggin is his hero, and he does anything Doggin tells him to.

#### *Kelsa Mandovar*

Kelsa has always rubbed people the wrong way. With the stress of her failing business, this trait has become even more pronounced.

### Northland Brewery

**Create** 42 Goods, 4 Influence, 37 Labor (1,700 gp)
**Rooms** 2 Breweries, 1 Kitchen, 1 Lavatory, 1 Office, 2 Storages, 1 Workstation




## 36. Broadfoot's Grocery

The older couple that owned this grocery closed its doors years ago. Today, they raise doves in the dovecote behind the store.

**Quality** Average **Condition** Average
**Levels** 1 (1) + tower 3 (1)

### Exterior

*From the heavily thatched roof and the weathering of the plaster and beams, this appears to be one of the older buildings in Thornwall. The sign over the door identifies the building as Broadfoot's Grocery, but from the curtains and potted flowers in the windows, it looks more like someone's home. Connected to the rear of the building is a thirty-foot-tall tower.*

- **NPCs** Bellamy Broadfoot (female human rogue 7, 59), Moorehouse Broadfoot (male halfling rogue 6, 52)

#### *Bellamy & Moorehouse*

Bellamy "Bell" Broadfoot and Moorehouse Broadfoot closed their store almost ten years ago when it started to cost more than it made. They turned the store into their home, and dedicated their time to raising doves. They're an older couple, but quite spry and very clever.

#### *Storefront*

The old storefront is now the Broadfoot sitting room, dining room, and kitchen.

### Tower

This stone tower is a dovecote, where the Broadfoots raise doves and pigeons. Most of their doves they sell to the butcher (56), but occasionally they'll sell live doves at the market. The tower is windowless except at the very top, where there are a number of small, open windows just below the roofline. Already here when the first settlers arrived, the tower has a slate roof, and looks even older than the main building. It doesn't look like a fey building, but it isn't known who built it.

## Treasure

It's long been rumored that the Broadcoats possess a secret treasure. In fact, the rumors are true. In a secret room (DC 20 Perception check to locate) beneath the dovecote they discovered when they were restoring the tower years ago, they've hidden a small fortune. There is a catch hidden at the back of one of the deep holes where the doves nest. By reaching into the nest and pulling a lever, a paving stone in the floor opens on hidden hinges revealing a spiral staircase that leads down to the secret room.

The door to the room is locked (hardness 10, hp 60, break DC 28, disable device DC 30). Inside are 1,175 pp, 1,234 gp, and a dozen gems in a silver casket with a total value of 12,000 gp. Much of the loose coin is stored in a Type III Bag of Holding. Also in the room is a famous painting of Malinar Drakewyn emerging from the ruins of Old Erinor with the crown and scepter that marked him as the true king. The painting was reported stolen two decades ago from the art collection of a wealthy New Erinoran noble. It is worth 39,500 gp to an art collector.

### Broadfoot's Grocery

**Create** 37 Goods, 2 Influence, 34 Labor (1,480 gp)
**Rooms** 1 Animal Pen, 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Secret Room, 2 Storage, 1 Storefront




## 37. Stallman's Smithy

A blacksmith's shop that specializes in everyday objects such as nails, horseshoes, and hinges, owned by the taciturn Kynus Stallman.

**Quality** Average **Condition** Average **Levels** 1.5 (1)

## Exterior

*A sign bearing the image of a hammer and anvil hangs over an open-walled blacksmith's workshop. The workshop is connected to a sturdy, practical looking cottage.*

- **NPCs** Kynus Stallman (male human blacksmith, 40)

## Encounter

*You hear the familiar ringing of hammer on anvil, and smell the acrid scent of burning coal and hot iron. The odor is laced with a hint of something like burned honey. Just inside the workshop, standing before a hot forge with a heavy hammer in his hand, is a tall man with skin as dark as the coal piled in a bin nearby. He is sweating in the heat of the fire, and each hammer stroke throws sparks across the shop's stone floor.*

### Shop

The shop shares its east wall with the house, and it is open on the south side. It's exceptionally well-organized, with every tool hung on pegs along the north wall. A coal bin sits near the back wall, and a few feet away is a stone furnace with a bellows mounted beside it. It blazes with heat and flame each time the smith pulls the hanging rope connected to the bellows' handle. Horseshoes, hinges, and other products of Kynus' trade hang on pegs or sit on shelves along the west wall of the shop.

### House

The stone house is sturdy and sound, if a bit uninspired in its design. Kynus built it himself, and it reflects his straightforward, no-nonsense personality. When Kynus' wife died, he removed all of her things and gave them away to try to ease his grief. The interior is sparsely furnished and, except for a small portrait of his late wife, Fera, hung over the fireplace, there are no decorations.

## Sidequest

### The Bounty Hunter

A strange man arrives in town and rents a private room at the Green Briar Tavern. On numerous occasions, people claim to see him lurking about at night, skulking in the shadows and peeking in windows. The chief constable and the watch try to catch the man in the act, but each time he deftly escapes.

It turns out that the Broadfoots have a secret. Better known as Clara and Horwith Hillbride, they are notorious burglars from New Erinor. After operating for years without getting caught, they were nearly captured during the caper where they stole the painting of Malinar Drakewyn. Deciding to call it quits, they packed up their treasure and headed to a little-known village in the north called Thornwall.

**Goal**

Either help the bounty hunter find the Hillbrides for a share of the bounty, or protect the Hillbrides from the bounty hunter.

**Rewards**

If they help the bounty hunter and he succeeds in capturing the Hillbrides, he pays them half of the expected 5,000 gp bounty. If they help the Hillbrides, they earn +2 Goodwill and the Hillbrides give the heroes the Type III Bag of Holding.

## Goods & Services

*Table 2-25: Stallman's Smithy*

| Goods | Cost | Weight |
|---|---|---|
| Barrel Hoops (2) | 5 sp | 2 lbs. |
| Cauldron | 1 gp | 5 lbs. |
| Chain (10 ft.) | 30 gp | 2 lbs. |
| Crowbar | 2 gp | 5 lbs. |
| Drill | 5 sp | 1 lb. |
| Ear Trumpet | 5 gp | 2 lbs. |
| Fishhook | 1 sp | — |
| Flask | 3 cp | 1 ½ lb. |
| Hammer | 5 sp | 2 lbs. |
| Horseshoe | 1 sp | 1 lb. |
| Hinge | 1 gp | ½ lb. |
| Iron Spike | 5 cp | 1 lb. |
| Iron Vial | 1 sp | 1 lb. |
| Lantern Body | 4 gp | 2 lbs. |
| Miner's Pick | 3 gp | 10 lbs. |
| Nails (10) | 1 cp | ½ lb. |
| Tankard | 2 cp | 1 lb. |
| Piton | 1 sp | ½ lb |
| Pot | 8 sp | 4 lbs. |
| Saw | 4 cp | 2 lbs. |
| Shovel | 2 gp | 8 lbs. |
| Skillet | 8 sp | 4 lbs. |
| Waffle iron | 1 gp | 5 lbs. |
| Wire | 5 gp | ½ lb. |

### *Weapons & Armor*

Kynus is neither a weaponsmith nor armorer. He has no skills in this area, and simply refuses any request to make or repair weapons and armor. If characters insist or ask who else in town might help with this, he directs them to the dwarven blacksmiths (54).

**Stalman's Smithy**

**Create** 39 Goods, 1 Influence, 37 Labor (1,550 gp)
**Rooms** 1 Bedroom, 1 Forge, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage




## 38. Temple Crossroad

The characters get their first good look at the temple from this crossroads, while a short trip west takes them to the cooper's workshop.

### Exterior

*On the hill to the northeast stands a large, domed temple. It's an exceptional building for such an out-of-the-way town, and yet it seems as if it belongs on its hilltop throne. The dome is plated in copper and sunlight reflects off trim decorated with gold leaf. A frieze above the entrance shows the eleven Enaros in all their glory, and the symbol of Lensae is emblazoned above it in bronze.*

*A road runs north a ways before curving to the east and disappearing behind the hill. The road to the west ends at a house with piles of barrels stacked on the covered porch. The road to the east slopes down toward the river, while the road to the south heads back to the town center.*




## 39. Cooper's Workshop

This is the workshop and home of Thornwall's cooper.

**Quality** Average **Condition** Average **Levels** 1 (0.5)

### Exterior

*This wattle and daub cottage has a long, covered porch along the front. Stacked on the porch are barrels of every shape and size. The wood on the barrels is very lightly colored, and the hoops shine in the sunlight.*

- **NPCs** Anders Traino (male human craftsperson, 32), Ivis Russos (male human craftsperson, 29)

### *About the Coopers*

Anders and Ivis are both excellent coopers. They live and work together, and produce exceptional quality barrels. They used to have competing shops, and their relationship was anything but friendly. Somewhere along the line, they discovered that the friction between them was the result of how much they had in common. In the end they became friends, combined their businesses, and have enjoyed nothing but success ever since.

## Goods & Services

*Table 2-26: Coopers*

| Goods | Cost | Weight |
|---|---|---|
| Barrel (3 gal.) | 2 gp | 30 lbs. |
| Barrel (5 gal.) | 25 sp | 50 lbs. |
| Barrel (10 gal.) | 3 gp | 60 lbs. |
| Barrel (15 gal.) | 35 sp | 70 lbs. |
| Barrel (30 gal.) | 5 gp | 75 lbs. |

**Cooper's WorkShop**

**Create** 35 Goods, 33 Labor (1,360 gp)
**Rooms** 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Workstation




## 40. Temple Road

Roads lead to the carpenter's home, the cemetery, and the temple from here.

### Exterior

*To the north you see a cemetery. Monuments of varying sizes mark the final resting place of Thornwall's dead. On the east end is a large mausoleum, the path to which is flanked by two long, stone buildings.*

*A two-story house lies to the west. It's a fine-looking building, but has what you would think is a fairly undesirable view of the cemetery from its north-facing windows. To the east, the path continues up the hill to the temple.*

### Encounter

*If the dead hope to rest in peace, it's unlikely that they'll get their wish any time soon. A cacophony of noises can be heard as lumber strikes lumber, hammers pound wood, and the rasp of saws come from the building to the west.*




## 41. Carpenter's Workshop

This is the home and workshop of the town's carpenter and cabinet maker, Rokos Zirlo.

**Quality** Masterwork **Condition** Average **Levels** 2 (1)

### Exterior

*The house before you is not ornate, but it's a fine-looking home. Every line is straight, every surface is smooth, and every joint is tight. The only ornament on the house is a small carving of Grethken's bearded face wreathed in oak leaves hanging over the front door.*

- **NPCs** Jensen Zirlo (male human teen, 13), Petra Zirlo (female human laborer, 30), Rokos Zirlo (male human craftsperson, 38)

### Encounter

*You hear the sounds of hammers and saws coming from the yard behind the house. There is a pause in the sawing, a man's voice calls out for someone to hold a board steady, and then the sawing continues.*

#### Yard

Jensen, Petra, and Rokos are in the yard building the box for a wagon to help Rokos' friend, the wainwright, Bass Morgan (4). Petra is nailing a board to the frame, Rokos is sawing the next board, and Jensen is holding the board steady. The yard is littered with debris from this and earlier projects. An outbuilding on the north end of the yard has wide double doors that make up its entire south wall. The doors are open, and inside are various piles of lumber, ready for the next project.

#### Jensen & Petra

Jensen is a thirteen year-old boy with an unruly mop of black hair. He's small for his age, but he has a fighter's spirit. Rokos' wife Petra isn't a carpenter, but she helps out if needed. She isn't particularly happy about her role as carpenter's assistant, but with so little work lately they couldn't afford to keep paying Windel Abedor (30) to help out.

#### Rokos Zirlo

Rokos is an excellent carpenter. He's an extremely hard worker and a bit of a perfectionist. His results are always exceptional, but he often takes longer to finish his work than his clients might like. Windel used to help mitigate this somewhat, but his departure has made the situation worse.

**Carpenter's WorkShop**

**Create** 39 Goods, 38 Labor (1,540 gp)
**Rooms** 1 Bedroom, 1 Courtyard, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Workstation




## 42. Cemetery

A well-tended cemetery where the people of Thornwall bury their dead.

**Quality** Average **Condition** Average **Levels** 1 (1)

### Exterior

*Neat gravel paths wind between a collection of crypts, tombs, and gravestones. The monument stones are grouped almost haphazardly, arranged in a row here and a square there. The groupings are spread out across the neatly-trimmed grass. Some stand in the shadows of tall trees, while others are gathered in the sun. It reminds you more of picnickers in a park than the tombs of the dead.*

*On the east end of the cemetery is a domed mausoleum. The path leading to it is flanked by two long, stone buildings.*

#### About the Cemetery

Thornwall's early settlers chose this spot for their cemetery due to its proximity to Temple Hill. For most of its existence Thornwall didn't have a priest or a true temple, so the people interred their dead where and how they liked. Some were laid to rest in coffin burials marked by a monument stone, while others were secured in aboveground stone tombs. The graveyard also has a number of columbaria, where the ashes of the dead are interned in niches.

#### Long Buildings

The two long buildings flanking the path are columbaria. Each one is around eight feet tall, and covered on all sides with niches for interring ashes. The names of the deceased are carved on the stone blocks used to seal the niche.

#### Mausoleum

The domed mausoleum is actually a crematorium. Bodies lie in state in the main room of the crematorium during the day. At

night, once everyone leaves, Torg the gravedigger (43) comes down and cremates the body under the watchful supervision of Brother Underwood (44). In the morning, the family returns to find an urn containing the ashes of the deceased.

**Cemetery**

**Create** 13 Goods, 9 Influence, 13 Labor, 4 Magic (1,190 gp)
**Rooms** 2 Burial Grounds, 1 Crypt




## 43. Gravedigger's Cottage

The home of Thornwall's gravedigger, a male orog named Torg.

**Quality** Poor **Condition** Rundown **Levels** 1

### Exterior

*Hidden behind a stand of trees is a dilapidated, thatched-roof cottage. Situated on the bank of the Coldstone River just south of the thornwall, the cottage is in a pleasant, if a bit isolated, location. Of course, its close proximity to the cemetery might be part of the reason for its isolation.*

- **NPCs** Torg (male orog fighter 3, 25)

#### *Torg*

Torg keeps to himself. He spends his days up here at his cottage or taking walks in the surrounding forest. When there are graves to dig, he does so at night. Brother Underwood or his acolyte buy supplies at the market for Torg, and deliver them to him three times per week.

### About Orogs

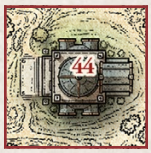
Orogs look like huge, hideously misshapen atlans. They have wide, down-turned mouths, small sunken eyes, and heavy brows. Their hair is like hemp rope, and it grows in heavy patches all over their bodies. Compared to an atlan, their hands and feet are oversized, and their arms are disproportionately long. They typically stand more than nine feet tall, and weigh in excess of 450 pounds. Their hair is dark-colored, as are their eyes, and their skin is generally light tan to dark brown.

Although the physical traits of their race vary greatly from orog to orog, oversized hands and feet, elongated arms, and malformed faces are all common. Orogs reach maturity at the age of 10, and die before the age of 40.

Orogs were brought to Aetaltis by the Atlan Alliance to serve as the fist of the Alliance military machine. These huge creatures are strong enough to go head to head with a troll, and tough enough to withstand all but the most devastating injuries. They are hideous and dull-witted, but their physical strength more than makes up for these limitations.

**Gravedigger's Cottage**

**Create** 32 Goods, 1 Influence, 31 Labor (1,290 gp)
**Rooms** 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room (broken), 1 Storage (broken)




## 44. Temple of Lensae

A fine temple dedicated to the full pantheon of Aetaltan gods, and run by a halfling cleric named Brother Basil Underwood.

**Quality** Masterwork **Condition** Average **Levels** 3 (2)

### Exterior

*Standing on the hill above you is a grand temple of Lensae. It is a spectacular stone building, and its entrance is adorned with an enormous frieze depicting the eleven Enaros in all their glory. It is crowned with a soaring, copper-plated dome that makes up at least a third of the temple's height. Although the copper has taken on a green patina, you imagine that it must have shone like the sun when first constructed.*

- **NPCs** Basil Underwood (male halfling cleric 9, 61), Hans Floros (male human cleric 1, 24)

#### *Dome*

The dome is plated in thin sheets of copper. It is meant to represent Lensae, the sun, since the sun is the home of the Enaros in Aetaltan mythology. Normally, the dome on a temple like this would receive regular polishing to retain its bright, sun-like appearance. That has not happened due to a lack of funds, and the copper has taken on a blue-green patina.

#### *Hill*

The hill that the temple sits on is, not surprisingly, called Temple Hill. It is the highest point in Thornwall, and offers a commanding view of the town.

#### *Temple*

The characters will know that a temple of this grandeur is atypical for a town located on the edge of the wilds. It truly is a magnificent building, although close inspection suggests that the years are starting to wear on it, and that it hasn't received quite as much care and maintenance as necessary for a building of its size and opulence.

#### *History*

The original temple was a humble structure constructed from timber and stone. It was built through the labors of the trappers and hunters that called the town home. In those days the temple had no priest, and worshippers were left to present sacrifices or give prayers as best they could.

With the arrival of the nobility and the growth of the town, the old temple could not accommodate the growing population or the demands of a more refined class of worshipper. The nobles of Vaun made generous donations to the High Temple of Lensae in New Erinor, with a clear directive that they wanted the funds used

to construct a new temple in Thornwall. The High Temple agreed, and constructed the grand temple that stands on the hill today.

### Relationship with the Diocese of Tristanford

The temple in Thornwall is a branch of the Lensaen Diocese in Tristanford. The priest at Thornwall is assigned there by the diocese, and any funds that go in to or out of the temple are funneled through the diocese, which also takes a portion of those funds.

In return, the diocese ensures that the temple in Thornwall always has enough gold to cover its expenses, that the temple is well-maintained, and provides rare spell components, potions, and other important holy goods. That's the theory, at any rate. In reality, the diocese has no interest in providing additional support for this overly grand temple in such an out-of-the-way place. The High Father has even suggested that the temple should be taken apart, and its materiel distributed to more deserving (and visible) locations.

### Temple Bell

The temple has a bell mounted in a cupola atop the dome. The priest is the only person allowed to ring the bell, and the bell is only rung on holy days or to signal an emergency. Everyone knows when the holy days occur, so if the bell rings at any other time, the townspeople know something bad is happening.

The brass bell is dwarven forged and has a deep, rich tone. It was discovered years ago by a trapper in the ruins of an old, dwarven outpost northwest of town.

### The Holy Relic

Locked safely away in the vault beneath the temple is a small reliquary of silver and glass that is said to contain the relic of Saelos. The relic is a sliver of bone about the size of a human finger.

Saelos was an avatar of Alantra, goddess of protection. It is said that when Endroren came to the Sea of Tears, she stood at the mouth of the Dragon's Maw and refused to allow him to pass. Endroren engaged her in battle. As one might expect, Saelos did not last long against Endroren, but the legends say that she actually cut Endroren on the cheek with her blade before she fell.

How the relic came to Thornwall remains a mystery. Brother Underwood found it while taking account of the goods in the temple after he took over from his deceased predecessor. The relic remains in the vault except on the Feast of Saelos, when its reliquary is brought out and placed on the altar. Worshipers come to the temple and pray before the relic to ask protection from whatever threatens them.

The popular belief is that the relic has the power of protection, and the presence of this powerful artifact is the reason endrori and other evil creatures have never entered the town.

The curious truth is that the relic is exactly what they claim it is. The unfortunate reality is that it doesn't have any magical powers. In fact, it is a different, far older relic that protects Thornwall, as described in the side quest below.



*Illus. by Jordy Lakiere*

## Goods & Services

*Table 2-27: Temple of Lensae*

| Goods or Service | Cost |
|---|---|
| *Holy Symbols* | |
| Wooden | 1 gp |
| Iron | 5 gp |
| Silver | 25 gp |
| Gold | 100 gp |
| Holy Water (flask) | 25 gp |
| *Potions* | |
| Cure Light Wounds | 50 gp |
| Cure Moderate Wounds | 300 gp |
| Cure Serious Wounds | 750 gp |
| Delay Poison | 300 gp |
| Remove Blindness/Deafness | 750 gp |
| Remove Disease | 750 gp |
| Restoration, Lesser | 300 gp |
| Stabilize | 25 gp |
| *Spellcasting*[1] | |
| Atonement | 450 gp |
| Augury | 45 gp |
| Bless | 10 gp |
| Bless Water | 10 gp |
| Break Enchantment | 450 gp |
| Cure Light Wounds | 10 gp |
| Cure Light Wounds, Mass | 450 gp |
| Cure Moderate Wounds | 20 gp |
| Cure Serious Wounds | 60 gp |
| Cure Critical Wounds | 320 gp |
| Delay Poison | 20 gp |
| Dispel Magic | 60 gp |
| Divination | 105 gp |
| Gentle Repose | 20 gp |
| Locate Object | 60 gp |
| Make Whole | 20 gp |
| Neutralize Poison | 320 gp |
| Raise Dead | 5,450 gp |
| Remove Blindness/Deafness | 60 gp |
| Remove Curse | 60 gp |
| Remove Disease | 60 gp |
| Remove Paralysis | 20 gp |
| Restoration | 320 gp |
| Restoration, lesser | 20 gp |
| Sending | 320 gp |

1 Includes material component costs.

## SIDEQUEST

### What Lies Beneath

When Thornwall was a fey settlement, the fey used this hill for the worship of Aelos. Aelos is the Enaros of Mysteries and the Dead, and she is the patron Enaros of the fey. Aelos is also said to guide the spirits of the dead to Numos, the moon, where they rest before making their final journey on to Lensae, the sun.

When the atlan conquistador called the Wolf conquered the settlement, the fey priestess of Aelos took the town's most precious holy item and buried it here to hide it from him. For centuries it remained buried, but this autumn will see the return of the Spirit Moon for the first time in five centuries. The Spirit Moon is a lunar event where a ring of ghostly silver seems to flow around the full moon. Legend has it that these are the spirits of Numos, preparing for their pilgrimage to Lensae.

As the event grows nearer, the relic's power grows. It is now calling out to be found, creating a haunt in the crypts beneath the temple.

### The Forgotten Artifact CR 7

**XP** 3,200 XP

**LG haunt (crypts beneath the temple; persistent)**

**Caster Level 7th**

**Notice** Perception DC 20 (to detect the rising sense of longing)

**hp** 31; **Trigger** proximity; **Reset** 1 minute

**Effect** When the haunt is triggered, a powerful, desperate longing is felt by everyone in the area of effect. The emotion is so overwhelming that it has the same effect as a fear spell (save DC 18). Anyone able to face the pain (those who save against the fear effect) can pinpoint the 5-foot square directly above where the artifact is buried.

**Destruction** Break open the floor, dig up the Numonil, and place it in the hands of the statue of Aelos.

**Goal**

Resolve the haunt.

**Rewards**

+1 Goodwill, plus the normal rewards for resolving a haunt

*Table 2-27: Temple Vault Contents*

| Qty. | Item | Value | Weight | Notes |
|---|---|---|---|---|
| 1 | Augury bones | 100 gp | 1 lb. | Focus for casting augury |
| 2 | Diamond | 5,000 gp each | — | Component for casting raise dead |
| 2 | Diamond, dust | 100 gp/pinch | — | Component for casting restoration |
| 100 | Incense, common | 1 gp/stick | 0.1 lbs./stick | For common ceremonies |
| 20 | Incense, uncommon | 25 gp/stick | 0.1 lbs./stick | For casting divination, augury, and for important ceremonies |
| 10 | Incense, rare | 200 gp/stick | 0.1 lbs./stick | Component for casting atonement and for the holiest of ceremmonies |
| 1 | Prayer Beads | 500 gp | — | Focus for casting atonement |

## Treasure

The temple has a vault (hardness 10, hp 60, break DC 28, disable device DC 30) in the crypts where they store costly spell components, donations from the faithful, and other valuables. The vault currently contains 500 gp, 1,100 sp, and the items in Table 2-28.

### Numonil

**Slot** None; **Aura** overwhelming abjuration; **CL** 22nd; **Weight** 4 lbs. This object looks like a large version of the enchanted, light-emitting crystal spheres called orbs of Aelos. While orbs of Aelos are commonplace, Numonil is unique. Like an orb of Aelos, Numonil emits a soft glow the color of moonlight. Unlike an orb of Aelos, it isn't possible to extinguish the light from Numonil at will, and it illuminates an area from 5 ft. to 40 ft. depending on the phase of the moon. The fuller the moon, the brighter the illumination produced by Numonil.

Numonil also functions as a Ward of Alantra. Just like a Ward of Alantra, it prevents endrori (goblins, orks, trolls, and other creations of Endroren) from entering Numonil's area of effect (DC 30 Willpower save). Endrori that somehow overcome its power must continue to save each round they remain within the area of effect. On a failure, they are treated as if under the effects of a fear spell until they move beyond the reach of Numonil's power.

Numonil is bound to Thornwall, and if it is removed from the town its power goes dormant. Once returned to the town, its power returns. It provides a sphere of protection centered on the Old Oak Stage. The edge of the sphere extends roughly 60 feet beyond the edge of the thornwall, although since the thornwall doesn't run in a perfect circle, this may vary slightly at some points.

#### Destruction

Numonil can be destroyed on the first night of the new moon by smashing it on a desecrated altar of Aelos.

### Temple of Lensae

**Create** 65 Goods, 10 Influence, 59 Labor, 10 Magic (3,780 gp)
**Rooms** 1 Altar, 1 Bedroom, 1 Bell Tower, 1 Ceremonial Room, 1 Confessional, 1 Crypt, 1 Office, 1 Reliquary, 1 Sanctum, 1 Statue, 1 Storage, 1 Vault

## THE THREAT OF UNDEATH

In the magical world of Aetaltis, there is a very real danger that a recently deceased friend or loved one could return as an undead. There are two main ways to prevent this:

### *Cremation*

The simplest way to prevent a body from returning as an undead is to cremate it. Cremation is the preferred means of preparing a body for burial in New Erinor. Cremations are traditionally performed at night when the moon is high.

### *Last Rites*

If a person is unable or unwilling to cremate a body, priests of the Enaros know rituals that will protect the body from returning as an undead. The same last rites performed by a priest of the Enaros to guide spirits on the Numos (see Death and the Journey to Lensae, p.8) also provides this protection.




## 45. DWARF CORNER

This is the entrance to the neighborhood where most of Thornwall's dwarves live. The brewery where they brew Deepland Ale is located here.

## Exterior

*A tangy, bread-like aroma fills the air here, and from somewhere down the street to the southwest you hear the ring of hammers on stone. At the corner of this intersection stands a four-foot-tall stone statue of a dwarf.*

### *Statue*

The statue is the work of the dwarven stone masons at the mason's shop to the southwest (47). It is carved in the heavy, brutalist style common to dwarven art. The dwarf is depicted with a blacksmith's hammer in his right hand and a mason's chisel in his left. Hanging on his belt is a carving of a brewer's cup of the variety used for tasting ale or beer to check its quality.

## DWARVES AT THE READY

The reason we wrote a story that kept the dwarves in town after construction of the keep ended is to provide a skilled workforce should the players choose to rebuild it. Normally, the characters would have to go through a great deal of effort to bring in workers with the right skills to undertake a construction project like the keep. The story we created places a skilled workforce at the character's disposal and allows you to get on with the fun part of the story—the construction of the characters' future fortress.




# 46. DOR TERNVALD BRYGERHEM

A brewery established by the dwarves to brew their preferred varieties of ale.

**Quality** Average **Condition** Average **Levels** 1 (1)

## Exterior

*On the southwest corner of the road stands an unusually tall, timber-framed building. A sign written in dwarven runes hangs on a post out front, and a set of short stairs leads up to a set of double doors. The only windows on the building are located just under the rafters. There is a house attached to the building on its west side.*

- **NPCs** Frayer Harvenkett (female dwarf craftsperson, 120), Grimalt Harvenkett (male dwarf craftsperson, 112), Keesa Harvenkett (female dwarf child, 8), Kitt Harvenkett (male dwarf child, 8), Kolvin Harvenkett (male dwarf child, 8), Nadja Harvenkett (female dwarf teen, 17)

### *About the Brewery*

When given a choice, dwarves will choose ale over any other beverage. They also have strong opinions about what constitutes a "good" ale. This led to the dwarven tradition of establishing a *brygerhem* (which roughly translates to "brew home" in the atlan language) as a first act whenever dwarves settle in a new place. In the case of Thornwall, the building where the dwarven *brygerhem* is located was an old brewery that had closed many years earlier. All the dwarves had to do was get it back up and running.

### *Building*

The building is timber-framed, with the space between the timbers filled with brick and then coated with plaster. The dwarven woodcarvers (49) have decorated many of the timbers with carvings of imaginary animals, ancestor images, and runes to protect the building from evil. These have no real magical powers, but it's a bad idea to mention this to the dwarves.

### *Harvenkett Family*

The Harvenkett family has been brewing for generations. They came to Thornwall with the other the dwarves specifically to set up the *brygerhem*. When many of the other dwarves chose to leave after Frogin Feen died, the Harvenketts stayed to support the dwarves that stayed behind.

Frayer and Grimalt lead the family as equals. The same is true when it comes to running the brewery. Nadja is seventeen and the eldest child. Now that the other children are old enough that they don't require constant supervision, she spends most of her time learning the family business. Keesa, Kitt, and Kolvin are triplets. They are eight years old, and are almost always found together. Unfortunately, when one does find them, they are almost always doing something they shouldn't.

### *Sign*

The text on the sign hanging in front of the building is written in dwarven runes. It reads:

Dor Tervald Brygerhem

This translates to "The Thornwall Community Brewhome" in atlan.

## Goods & Services

The dwarves of Thornwall don't brew ale to sell. Everything they brew is shared within the community. If asked to sell their ale they will refuse, but they're happy to share some of their ale with a guest.

### *Dwarven Ale*

The dwarves of the region where New Erinor is located are well-known for their fine brewing skills. This is the result of a long and storied tradition of brewing excellence. Exceptional brewers hold places of high importance in dwarven society. The three types of ale that dwarves commonly brew are deepland ale, gold ale, and stone ale.

### *Deepland Ale*

Deepland ale is a rich, creamy brown ale made in part from a highly nutritious Deepland fungus. It is so thick that it's almost more of a food than a beverage, and many dwarves swear you can live on Deepland ale alone. In fact many a dwarven liberator, the dwarves dedicated to retaking the Deeplands, has done just that. Deepland ale isn't a bad-tasting drink, but it's an acquired taste for most non-dwarves.

### *Gold Ale*

Gold Ale has a thick consistency and a brown-gold color that sparkles in the light. It exhibits almost no bitterness; has a sweet, nutty flavor; and features a smooth aftertaste. Often served warm, this ale is precious, and hardly ever given to non-dwarves, who the dwarves think simply couldn't understand or appreciate the qualities of this ale. A dwarf might, however, share some of this ale with a non-dwarven guest as a special honor.

### *Stone Ale*

Stone Ale is an extremely dark ale with an almost gray color. Its flavor and texture are very dense and rather bitter.

**Dor Tervald Brygerhem**

**Create** 42 Goods, 4 Influence, 37 Labor (1,700 gp)
**Rooms** 2 Breweries, 1 Kitchen, 1 Lavatory, 1 Office, 2 Storages, 1 Workstation

**Harvenkett Family Home**

**Create** 38 Goods, 36 Labor (1,480 gp)
**Rooms** 2 Bedrooms, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage




## 47. Dwarftown

This is the center of the neighborhood where most of Thornwall's dwarves live.

### Exterior

*Every house and building on the street is marked in some way with dwarven runes. Some have runes carved on the doorposts, others have runes carved into their wide thresholds, while still others have short rune-carved stelae erected in front of the homes.*

### *Buildings*

Most of the buildings in Dwarftown are wattle and daub with thatched roofs. Normally, dwarves prefer stone houses with slate roofs, but these houses were abandoned homes that Frogin Feen loaned to the dwarves when they came to work on the keep. When that work stopped, the dwarves settled in permanently.




## 48. Stonemason's Workshop

This is the shop where Thornwall's dwarven stonemasons live and work.

**Quality** Average **Condition** Average **Levels** 1 (1)

### Exterior

*The roof of this timber-framed house appears to have a fresh layer of thatch on it. The wattle and daub walls show signs of recent patching, the chimney on the west end of the house appears to be new, and the front door has brand new hardware. Standing next to the front door is a three-foot-tall stelae with dwarven runes carved on it.*

- **NPCs** Rogarth Findorkett (male dwarf craftperson, 83), Thal Urdinkett (male dwarf craftperson, 75)

### Encounter

*Off to the side of the building, a pair of dwarves swing a stone block suspended from a tripod above a second, larger block. White stone dust fills the air as the two blocks scrape together, and the two dwarves chant rhythmically as they work.*

### *Chant*

If any of the players speak dwarven, they recognize the chant as a simple dwarven work chant designed to help teams of workers that need to work in concert to keep time.

### *Dwarves*

The two dwarves are Rogarth Findorkett and Thal Urdinkett. They are very busy and won't stop working, but they're happy to answer a question or two while they work. The two have worked together for years and specialize in precision block work. They stayed when work on the keep ended, since their ancestors were from the Donarzheis Mountains. According to family legend, their distant relatives were trapped outside the halls of the Donarzheis when the Deeplands were sealed. They aren't looking for adventure, and have no expectation of reclaiming their ancestral halls, but they feel a spiritual link to the mountains.

### *Stelae*

This block of stone is three feet high and about a foot to a side. It tapers a bit toward the top. Carved into the stelae in block form are a number of dwarven runes. Any character that reads dwarven knows that the runes, if translated into atlan, read:

Stonecutters of Urdinkett and Findorkett

Characters that are familiar with dwarven culture know that the "kett" in dwarven surnames reflects a clan name.

### *Tripod & Blocks*

The dwarves are smoothing the lower stone using friction by swinging the upper stone back and forth over it to create a precision edge.

**Stonemason's Workshop**

**Create** 35 Goods, 33 Labor (1,360 gp)
**Rooms** 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Workstation




## 49. Woodcarver's Workshop

This is the home and workshop of Thornwall's resident woodcarvers.

**Quality** Fine **Condition** Average **Levels** 1 (1)

### Exterior

*Every post and beam of this long, low workshop is carved with whimsical images. A dog chases a hare around one of the corner posts, while on the top beam an angry dwarven goodwife with a*

*rolling pin chases a dwarven child carrying a steaming pie. A deadly-looking snake winds its way up another post, seemingly unseen by the pair of dwarven hunters carved on the post across from it.*

*Hanging over the door of the shop is a sign in the shape of a wood chisel painted with three dwarven runes.*

- **NPCs** Vogel Sevrenkett (male dwarf craftsperson, 57), Geerman Sevrenkett (male dwarf craftsperson, 140), Vygen Sevrenkett (male dwarf teen, 18), Syndow Sevrenkett (male dwarf teen, 14)
- **Creature** Stump (dog)

### Encounter

*You hear the sounds of saws and hammers coming from the open yard on the side of the building, where two dwarven men and a pair of dwarven boys are hard at work sawing planks from a huge log.*

#### About

This is the workshop of one of the families of dwarves that Frogin Feen hired to come to Thornwall to build the keep. Like a handful of the other dwarves, they decided to stay after work on the keep was discontinued.

#### Dwarves

If the characters approach, the dwarves stop work and happily engage the players in conversation. The two young boys stand quietly by, but the men are both quite chatty. If the conversation lasts more than a minute or two, one of the dwarves produces a flask of strong dwarven spirits and offers it around.

#### Sign

Characters that can read dwarven know the sign says:

Woodcarvers of Sevrenkett

Characters that are familiar with dwarven culture know that the "kett" in dwarven surnames reflects a clan name.

### Interior

*The main floor of the house is an open workspace where the dwarves work during the winter months. Sawhorses, tools, and partially-completed projects are scattered around the large, main room.*

- **NPCs** Hara Sevrenkett (female dwarf craftsperson, 62), Kathya Sevrenkett (female dwarf craftsperson, 145), Elsbree Sevrenkett (female dwarf child, 7), Dreman Sevrenkett (male dwarf child, 5)

### Encounter

*Two dwarven women sit at a workbench, carving architectural flourishes that will eventually decorate one of the homes in Thornwall. Two dwarven children, a boy and a girl, sit on the floor nearby, playing with carved toys shaped like dragons and dwarven warriors.*

#### Dwarven Women

The women are as happy to talk as the dwarven men. They'll gladly take time out of their day to chat with the characters as long as they like.

#### Dwarven Children

The children are both very happy, and like their parents they are glad to talk, although they don't have much to offer that will help the characters.

**Woodcarver's Workshop**

**Create** 29 Goods, 28 Labor (1,140 gp)
**Rooms** 1 Courtyard, 1 Lavatory, 1 Office, 1 Storage, 2 Workstations




## 50. Cliffside Crossing

More local businesses and homes cluster around the crossroad. The road to the south leads down a switchback trail to the farmland below.

### Exterior

*The road leading west from here runs behind the dwarven brewery, which sits at the northwest corner of the intersection. Across the street from it to the south, you see a trio of open-walled buildings built behind a fine stone house. A wooden sign hangs from a crossbar in front of the outbuildings. It is cut in shape of a dwarven shield, and has a crossed hammer and tongs painted on it.*

*On the southeast corner, there is a small stone cottage with a brightly-painted clay pot hung over the door. In the corner of the cottage's fenced yard is a large brick oven.*

*The buildings on the northeast corner look like they share a yard in back. Both buildings are two stories tall, and the building to the east has some sort of tower rising another fifteen feet or so above the second roof. Green tinged-smoke curls out of the chimney of the nearest building, and you see a sign nailed to the wall beside the door that reads:*

Potions, Poultices, and Preparations

Knock Three Times Before Entering

*The house to the east has no sign on it, but the interior windowsills are stacked with books, scrolls, and piles of parchment, along with scatterings of bones, branches, stones, and strange scientific instruments.*




## 51. Alchemist's Shop

The home and workshop of a brilliant alchemist named Melchim Likos.

**Quality** Average **Condition** Immaculate **Levels** 2 (1)

## Exterior

*The exterior of this two story stone house is immaculate. The steps leading up to the front door are swept, the windows sparkle, and it even looks like the knocker on the door was recently polished. Nailed to the wall next to the door is a sign. Someone has painted the following words in sharp, neat script:*

Potions, Poultices, and Preparations

Knock Three Times Before Entering

- **NPCs** Melchim Likos (male human alchemist 8, 45)

### About the Alchemist's Shop

Thornwall's enchanter, Delph Biros (52), is Melchim's best friend. Fifteen years ago, Delph fled to Thornwall after running afoul of a young noble lord in the southern lands. Despite Delph's protests, Melchim insisted on joining Delph in his self-imposed exile. Using their combined savings, they constructed the two houses they live in today (51 and 52).

### Knocking

The instructions on the sign are actually one of the many rules that Melchim follows, and insists others follow as well. If a person just knocks without entering, Melchim ignores them and continues his work.

If the person knocks more or fewer than three times before entering, Melchim will only talk to them about the fact that they failed to knock three times. If they argue about this, he may become angry, and will insist that the characters need to leave and not come back.

No matter how the scene plays out, if the characters leave but follow the instructions when they return, Melchim will talk to them. He may still be frustrated by their previous failure to follow the rule, and he'll be sure to mention this, but he will talk to them.

### Melchim Likos

Melchim is an exceptional alchemist who knows more about alchemy than most people in his field. Normally, someone with Melchim's skills would end up teaching at one of the arcane colleges, but his temperament isn't suited to the occupation. He has a difficult time interacting with people in social situations, and loses his patience when trying to explain things the other person doesn't quickly grasp.

Each day Melchim follows a precise schedule, and if he is asked (or forced) to deviate from it, he quickly becomes anxious. Even when people visit his shop, he'll continue to perform whatever task is on his schedule next while he talks to his customer. Melchim isn't a conversationalist, and he can't wrap his head around small talk. He uses words solely as a means to communicate necessary information.

These personality traits make it difficult for Melchim to make friends. He's aware of this, and does make an effort to act in more socially engaging ways, but it's very difficult for him. This is part of why he is so loyal to his friend Delph, who has always accepted Melchim for who he is.

## Goods & Services

The goods listed below are items Melchim normally has on hand in his shop. Melchim is a brilliant alchemist, and can create almost any alchemical substance, weapon, or device if given enough time.

***Table 2-29: Alchemist's Shop***

| Goods & Services | Cost | Weight |
|---|---|---|
| Alchemist's Fire (flask) | 20 gp | 1 lb. |
| Identify Potion | 1 gp | - |
| Potions | | |
| Ant HaulHaulHaul | 50 gp | - |
| Comprehend Languages | 50 gp | - |
| Crafter's Fortune | 50 gp | - |
| Endure Elements | 50 gp | - |
| Barkskin | 300 gp | - |
| Bull's Strength | 300 gp | - |
| Darkvision | 300 gp | - |
| Invisibility | 300 gp | - |
| Arcane Sight | 750 gp | - |
| Fly | 750 gp | - |
| Haste | 750 gp | - |
| Smokestick | 20 gp | ½ lb. |
| Sunrod | 2 gp | 1 lb. |
| Tanglefoot Bag | 50 gp | 4 lbs. |
| Thunderstone | 30 gp | 1 lb. |
| Tindertwig | 1 gp | - |

**Alchemist's Shop & Home**

**Create** 48 Goods, 2 Influence, 41 Labor, 1 Magic (1,940 gp)
**Rooms** 1 Alchemy Lab, 1 Bedroom, 1 Garden, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Storefront




## 52. Wizard's Workshop

The home and workshop of Delph Biros, an arcane college-educated human wizard.

**Quality** Masterwork **Condition** Average **Levels** 3 (2)

## Exterior

*Every interior windowsill of this two story house is piled with books, papers, rocks, bones, unidentifiable carved objects, and a host of unusual ephemera. There is no sign indicating what sort of place this is, but it shares a yard with the alchemist's shop next door and it has an odd tower attached to the back of it.*

## ARCANE EXPERTISE

Delph provides you with a resident magical expert for the characters to consult. He has enough training to be useful, but his story of unfinished schooling gives you an excuse to leave frustrating gaps in his knowledge for those times when you want the players to figure things out on their own.

### *Source of Spells*

Another reason Delph exists in the game is to act as a source for new spells. If one of the characters desperately needs to learn a certain spell, Delph can either know the spell or have a scroll of it squirreled away in his house.

### *Enchanting Services*

As the adventure progresses, the players may want very specific magic items. Delph gives the players a local source for these items, avoiding lengthy overland journeys just to buy some minor wondrous item.

- **NPCs** Delph Biros (male human wizard 9, 41)

### *Delph*

Delph is outgoing, eccentric, and obsessed with the discovery of new arcane secrets. He attended a prestigious arcane college in the capital, but ran afoul of a noble lord before he could graduate. It may have had something to do with the lord catching Delph in bed with the man's fiancé, but Delph never did work out all the details. Instead, he fled north to an out-of-the-way place where he felt certain the noble lord would never find him.

### *Delph & Melchim*

Delph and Melchim have a close friendship. They met at the arcane college, where Melchim was struggling to fit in socially. Delph recognized Melchim's genius immediately. He also recognized Melchim's challenges, since Delph had a brother with many of the same traits. This allowed Delph to look past the personality traits that confound most people, and see the person beneath.

The two are almost always found together, and they're almost always talking. They're known around town for getting into raucous arguments in the tavern about things no one else is remotely qualified to understand. Katelyn normally doesn't mind, but as soon as the chalk comes out and they start furiously scratching arcane formulas on her tables, she puts a stop to it.

### *Delph's Library*

Delph has an extensive library covering a variety of topics. The challenge is that it isn't organized in a way that anyone other than Delph understands. For the purpose of Knowledge Skill checks, Delph's collection counts as an extensive library for Knowledge (Arcana), Knowledge (Dungeoneering), and Knowledge (Nature).

If Delph allows the characters to use the library, it can be used by an untrained character to make a skill check for one of the listed skills, but the complete lack of organization increases the time to make the check from 1d4 hours to 1d4 days. A trained character using the library can make the same check in 1d4 hours, and they also receive a +2 bonus to the check.

### *Tower*

Delph's enchanting workshop is on the top floor of the tower. He claims there is a line of magical energy that runs through the air at that point. In reality, he just likes that it has a high ceiling and nice views.

## Goods & Services

The following are items that Delph typically has on hand and the services he commonly performs.

***Table 2-30: Wizard's Workshop***

| Services | Cost |
|---|---|
| Consultation | 2 gp/hour |
| Identify Magic Item | 5% of appraised value post identification |
| Research | 10 gp/day |
| *Spellcasting*[1] | |
| Break Enchantment | 450 gp |
| Comprehend Languages | 10 gp |
| Continual Flame | 110 gp |
| Detect Magic | 10 gp |
| Detect Poison | 10 gp |
| Dispel Magic | 150 gp |
| Read Magic | 10 gp |
| Remove Curse | 280 gp |
| Transmute Rock to Mud | 450 gp |

1 There is typically a one-day wait for spellcasting services, since Delph will need to memorize the appropriate spell.

### *Magic Items*

In addition to the goods and services listed above, at any given time Delph will have 2d4 minor items, 1d4 medium items, and 1 d4 major items stashed in his house that he's willing to part with.

### *Potions*

Delph has no interest in making potions. Not only would that compete with his friend Melchim (51), but he can't stand the smell.

### *Scrolls*

Delph might be willing to sell scrolls of spells he knows, particularly lower level ones. The characters will need to convince him, and he will almost certainly ask a favor from them as well. He knows if he gives away all his secrets, he just creates competition.

**Wizard's Workshop & Home**

**Create** 86 Goods, 7 Influence, 78 Labor, 4 Magic (3,890 gp)
**Rooms** 1 Artisan's Workshop, 1 Bath, 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Magical Repository, 1 Office, 1 Reliquary, 1 Scriptorium, 1 Sitting Room, 1 Storage, 1 Storefront, 2 Vaults




## 53. Potter's Shop

A little cottage where the town's potter lives and works.

**Quality** Average **Condition** Average **Levels** 1

### Exterior

*A large, brick oven sits in the fenced yard behind this stone cottage, and hanging over the front door on a post is a glazed pot painted in vibrant colors.*

- **NPCs** Alistair Bakepot (male halfling craftsperson, 39)

#### *Alistair Bakepot*

As suggested by his name, Alistair comes from a long line of potters. Unfortunately, he's one of the less talented members of that line. Even more unfortunately, he doesn't seem to realize this. He fancies himself a gifted artist, and tends to overcharge for his pots and tiles as a result. He might have learned otherwise at some point in his career, but Grezen Gold (29) is completely taken by the garish colors Alistair favors, with her admiration only reinforcing his delusions.

#### *Oven*

This is Alistair's kiln. It is built with bricks made by the brickmaker (60). Tables and shelves around the kiln are stacked with items just fired or ready to fire.

#### *Pot*

The pot hanging over the door is lopsided, the glaze is inconsistent, and the overly bright colors clash.

### Goods & Services

Despite his taste and lack of skill when it comes to his "art pieces," Alistair sells a variety of mundane items to pay the bills.

*Table 2-31: Potter's Shop*

| Goods | Cost | Weight |
|---|---|---|
| Candlestick | 2 cp | ½ lb. |
| Clay | 2 sp | 1 lb. |
| Jug | 5 cp | 9 lbs. |
| Mug | 3 cp | 1 lb. |
| Pitcher | 3 cp | 5 lbs. |
| Tankard | 3 cp | 1 lb. |

**Potter's Shop**

**Create** 44 Goods, 1 Influence, 41 Labor (1,730 gp)
**Rooms** 1 Artisan's Workshop, 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Storefront




## 54. Dwarven Smithy

A family of dwarven smiths run this smithy near the switchback trail. Unlike Stallman's Smithy (37), the Meinenkett's are skilled weapon and armor smiths.

**Quality** Average **Condition** Average **Levels** 1 (1)

### Exterior

*A long, timber-framed house sits near the switchback trail leading down to the farms. The timbers are extremely dark, almost black, and the thatching is so thick that it droops over the sides. Behind it are three outbuildings with open walls on the sides facing the house. The smallest contains a pile of barrels and crates, while the other two each contain an anvil, furnace, a big barrel of water, and a large selection of tools.*

- **NPCs** Uwe Meininkett (male dwarf blacksmith, 185), Xenia Meininkett (female dwarf blacksmith, 28)

### Encounter

*In the nearest outbuilding, a grizzled, gray-bearded dwarven smith and a young dwarven woman work in the hot glow of the forge. He holds a piece of red-hot steel against the anvil with a pair of tongs while the young woman hammers it with strong, controlled strokes. Each strike rings with a rich bell tone, and sends a spray of sparks shooting into the air.*

#### *About the Smithy*

When the Meininkett family came to Thornwall to help construct the keep, they selected this building as their home. They chose it because it was one of the oldest buildings in the town, which gave it an aura of permanence they liked.

### A Smith for the Ages

Xenia is still young when the adventure begins, but her skill is such that she is uniquely suited to create masterwork armor and weapons for the characters. She doesn't have the skills to achieve this yet, but as the characters advance, so will she. By the time the time the players want custom-forged weapons and armor for enchanting, Xenia will be ready to handle the smithing for them.

#### *Weapons & Armor*

Finding martial weapons and armor anywhere outside of a large city or military outpost is fairly unlikely. Uwe's backstory gives you an excuse to place a skilled armor and weapon smith in town to supply the heroes with the combat gear they'll need.

Unfortunately, when work on the keep stopped, the family was split on whether to remain in Thornwall or return to their home in Malador. Uwe, the family patriarch, did not wish to leave the nearby Donarzheis Mountains, home of their family's ancestors. He insisted they belonged there, and that in coming to Thornwall, they'd come home.

His son, Vessel, disagreed. He hadn't wanted to come here in the first place. The last straw for Vessel was after Frogin Feen's death, when it was discovered that there wasn't enough gold to pay the dwarves what they were owed. After many angry arguments, Vessel chose to return to Malador, and Uwe stayed in Thornwall.

Much to Vessel's chagrin, his eldest daughter, Xenia, chose to stay with her grandfather as well. Not only did Vessel feel betrayed, but there was the very practical issue that Xenia is the best smith in the family. Seeing no way forward that wouldn't create an even deeper rift in the family, Vessel accepted her decision.

#### *Uwe Meininkett*

Uwe is a philosophical man with deep ties to his ancestors and history. He prays before his family shrine at least once a day, and leaves offerings for his ancestors' spirits. He is a skilled smith, but age is taking its toll. His greatest joy in life is Xenia, an apt student and talented smith. Uwe is saddened by the way things went with his son, and prefers not to talk about it.

#### *Xenia Meininkett*

Xenia is a joyful, young dwarven woman. She is also has a unique talent when it comes to smithing, and an affinity for the metal that borders on the supernatural. Xenia is still young, but if she continues to study the craft as diligently as she has so far, she may become a smith of legendary skill one day

### Goods & Services

Uwe and Xenia are skilled armor and weapon smiths. They do not have a stock pile of weapons and armor, but they can craft any weapons or armor the characters require on demand. In addition, Uwe always has a few items stashed away, the product of his training sessions with Xenia. The exact items he has stashed is left to the gamemaster's discretion.

**Dwarven Blacksmith's Shop**

**Create** 34 Goods, 1 Influence, 31 Labor (1,330 gp)
**Rooms** 1 Forge, 1 Office, 2 Storages, 2 Workstations

**Meininkett Family Home**

**Create** 38 Goods, 36 Labor (1,480 gp)
**Rooms** 2 Bedrooms, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage




## 55. Switchback Trail

This switchback trail connects the north and south ends of town.

### Exterior

*This narrow, switchback trail is deeply rutted from the passage of small carts and foot traffic. The top of the trail gives an excellent view of southern Thornwall and its rich farms. The fields are heavy with the seasons' bounty.*

#### *Switchback*

This trail is used mainly for light wagons, hand carts, and foot traffic. Heavier loads and larger wagons are taken out the Farmer's Gate (58) and brought around to the Main Gate (1).

#### *Fields*

Despite the late season and the regularly dropping nighttime temperatures, the fields of Thornwall are incredibly lush. The trees in the orchards are heavy with brightly-colored fruit, plump vegetables fill the space between the furrows, and thick fields of golden grain whisper musically as they sway in the breeze.




## 56. Butcher's Home & Slaughterhouse

This is the home of the town's butcher. He also has pens for animals waiting for slaughter and a fair-sized slaughterhouse.

**Quality** Average **Condition** Average **Levels** 1

### Exterior

*A stone cottage sits on the banks of the Coldstone River here. It has a lovely view of a forested hill across the river, and tall hedges provide privacy from the neighboring farms. On the north end of the property is a barn, while on the south end near the river is a long, stone building.*

- **NPCs** Danell Fegel (female human laborer, 35), Jos Fegel (male human laborer, 36), Oswin Fegel (male human child, 4), Owen Fegel (male human child, 6)

#### About the Butcher's Home

There isn't much here to suggest it's home to a slaughterhouse. The property is neat and clean, and the buildings look like the barns and outbuildings of any other farm. On slaughter days the smell of animals and blood are relatively strong, but on any other day you're hard pressed to pick up even a hint of the odor of blood. This is due to the cleanliness of the Fogels' operation.

#### *Barn*

The barn is a holding pen for animals heading to slaughter. Some days it's empty, while on others it's packed wall to wall.

#### *Fogels*

Jos and Danell are skilled butchers who have lived in Thornwall all their lives. Although it's still common for the people of Thornwall to clean their own kills, the Fegel's speed and skill make it worth the extra cost of hiring them.

Typically, one of the Fegels is at the house while the other is up at the butcher shop (12).

### Slaughterhouse

The long stone building is the slaughterhouse. It has pens for animals that are ready for slaughter, a kill room, and a cutting room. Only the primary cuts are made in the slaughterhouse. The rest are handled up in the butcher shop (12). A wide drain leads to a pipe that empties into the river to the east.

**Butcher's Home and Slaughterhouse**

**Create** 73 Goods, 4 Influence, 66 Labor (2,900 gp)
**Rooms** 2 Animal Pens, 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 2 Stalls, 2 Storages, 2 Workstations




## 57. Abernathy Corner

The heart of Thornwall's southern farmland.

### Exterior

*This quiet, country corner looks like something you'd find in the Erinoran low country, not near a highland village on the edge of the wilds. Cicada songs fill the air, and butterflies drift by on the breeze, even though it is long past the time of year when one hears or sees such things elsewhere in this region.*

*The houses here are solidly-built stone structures with either heavy thatch or sturdy slate roofs. These are some of the nicer houses you've seen in Thornwall, with well-tended yards and glass windows.*

- **NPCs** Nora Caltera (female human farmer, 78)

### Encounter

*A small apple orchard surrounds the house on the southwest side of the road, and an elderly woman snips tenderly at the branches with a pair of metal shears. Bright red apples as big as your fist hang from the trees amid golden autumn leaves. Birds sing pleasantly, and somewhere in the distance a dog barks.*

#### Cicadas, Butterflies & Birds

Characters trained in Knowledge (Nature) realize that there is something unnatural about this place. It is well past the time when any of these creatures should be this active. At the same time, there is no sense of danger, suggesting that there is a benign power is at work rather than a malevolent one.

#### Houses

The homes are older, but well-built and actively maintained. The thatch is neatly trimmed, the yards tended, and the fields free of weeds. The farmers of Thornwall respect the land they are blessed with, and make the most of it.

#### Old Woman

The old woman is Nora Caltera. She owns the house to the southwest, and lives there with her adult son (Nikos) and his family (wife Sandra, daughter Portia, and son Meenos). She'll happily talk to the characters and share whatever she knows. She knows most of the history of Thornwall, and has lived there all her life. She grew up in the house she lives in, and her family was one of the first non-trappers to settle in the town.

Nora can tell the characters that when her parents came here, this entire area was so heavily overgrown that they had to hack through it foot-by-foot with an axe. One of the other settlers tried to burn his land clear, but try as he might, the undergrowth wouldn't burn.

She can also share that plants grow almost year around here. There are only about two months in the winter when there is nothing growing. Before the snow even melts, the first shoots push their way through, and they stay green and growing until well into autumn.




## 58. Farmer's Gate

This is Thornwall's south gate. As the name implies, it is used primarily by the farmers on the south end of town, since the switchback trail (55) isn't suited to large wagons.

### Exterior

*A long section of stone wall fills a large gap in the thornwall. A small gatehouse is built across the road, and a pair of ancient oak doors wrapped with thick, metal bands prevent entry from the outside.*

#### Farmer's Gate

As the name implies, this gate is used primarily by the farmers on the south end of town, since the switchback trail (55) isn't suited to large wagons. The gate is seldom used for any other purpose, and remains barred at all other times. The town watch doesn't station any guards on the gate, but they do check the gate as part of their rounds. They'll also come down to open or close the gate when farmers need to take wagons out or in.

#### The Gatehouse Doors

The doors that seal the gate are oak, but the wood is exceptionally dark, almost black. A close inspection reveals that they are intricately carved with faded and ancient-looking reliefs of vines, leaves, trees, and other plant life. Although the images are worn and faded, one can just make out carved birds and other animals playfully hiding amid the foliage.

These doors were uncovered by some of the early atlan settlers of Thornwall, and put to use when the wall and gate were built. They are enchanted with a spell that makes them highly resistant to normal aging, although they are not impervious

### The Second Settlement

The second settlement is the one that the remaining elves retreated to after Thornwall fell, and the home of Elloridan Dreswyn, the late duke's elven lover. The purpose for placing this here is to provide a means of leading the players to discover the elven settlement, if you choose to take the adventure in that direction.

to it. They are constructed from a magical variety of oak that was wiped out during the Age of Darkness. When wood from these oak trees was cured with a special herbal brew, it became nearly as hard as stone. This is why metal bands are used to mount the doors to the hinges, rather than bolting the hinges to the door.

### The Carvings

If the players make an effort to get a clearer look at the long faded carving, they have the potential to discover something of value. By creating a rubbing or otherwise enhancing the images, they discover the following:

*As the images become clearer, you realize that there is more to the carvings on this door than you saw at first glance. At the center of one door you see a forest settlement surrounded by a wall of thorns. Although it doesn't have much detail at this scale, the two ponds carved inside the walls clearly identify the settlement as Thornwall, or at least the fey village that preceded the town.*

*The second door features another village, this one hidden in a steep-walled valley. Although the details are hard to make out, there is enough to go by that, with access to a good map, you might be able to guess the general location of this settlement.*

**Farmer's Gate**

**Create** 24 Goods, 6 Influence, 18 Labor (1,020 gp)
**Rooms** 1 Armory, 1 Fortification (Gate House), 1 Gate House




## 59. Herbalist's Shop

This is the home of Thornwall's resident herbalist. She grows most of the plants she uses in the garden beside her house.

**Quality** Average **Condition** Immaculate **Levels** 1 (1)

## Exterior

*At the end of a lane lined with gold-leafed maple trees sits a quaint stone cottage. It's a good-sized building, but far shorter than the average cottage in Thornwall. The eaves swoop low, and any human entering through the round front door would almost certainly have to duck.*

*Next to the cottage, surrounded by a tall, thick hedge, is a lush garden. Plant boxes overflow with flowers, herbs, and vegetables, and at the far end is a large stone shed topped by a weathervane in the shape of a goose in flight. Behind the cottage is a fenced yard with two additional outbuildings.*

*As you walk down the lane, the wind picks up and hisses through the trees, sending a shower of golden maple leaves dancing across the gravel.*

- **NPCs** Imberly Grasscutter (female halfling herbalist, 72)
- **Creature** Thunder (dog, riding)

## Encounter

*A halfling woman putters about in the garden, pulling a weed here and snipping off a leaf there. She pulls a handful of herbs with deep blue flowers to her nose and takes a long sniff before nodding with satisfaction and moving on. Lying in the sun nearby is an enormous wolfhound.*

### About the Herbalist

This is the home and shop of Thornwall's herbalist, a halfling woman named Imberly Grasscutter. She lives alone with a huge, old wolfhound named Thunder. Thunder is Imberly's best friend, guardian, and mount. They go everywhere together, and are a regular sight in Thornwall.

### Cottage

The cottage is very old, one of the older buildings in town in fact. As the players will likely suspect, it is sized for a halfling. Larger characters can still enter the building and move around, but they are always considered squeezing when moving through the house.

### Wolfhound

The minute the characters get within fifty feet of Imberly, the hound leaps to his feet and charges them, barking wildly with teeth bared and ears laid back. He doesn't attack the party, but rather holds his ground and attempts to drive them off. He'll hold his position until the characters leave or Imberly calls him off.

### Maple Trees

The tree trunks show the scars of many small holes drilled in them. Characters with the Professional Skill: Farmer or the Survival skill will recognize these as tap marks where Imberly tapped the trees to make syrup in the spring.

### Garden

Almost everything Imberly requires in her practice she grows in this garden. She used to travel around the countryside more to collect herbs, but she's developed such a skill at cultivating herbs in her little planting beds that she seldom has to venture beyond the walls of town.

The garden is a riot of scents, almost all of them pleasant. Even with so many smells fighting for the characters' attention, it isn't unpleasant. It's actually quite calming.

## Sidequest

**Searching for Sleep Mold**

After the characters return from the Temple of Modren, Imberly hears the tale of their adventure. When she learns that they encountered sleep mold in the tunnels, she becomes very excited. She asks them to return to the Temple to bring her back a sample of the mold.

**Goal**

Return a vial of sleep mold to Imberly.

**Rewards**

+1 Goodwill, Vial of Troll Oil

### *Garden Boxes*

Imberly discovered the richness of the soil in Thornwall quite some time ago. This is part of the secret of her amazing herbs.

### *Garden Shed (Building A)*

This shed is built in the same fashion as the house. It has a pair of windows overlooking the garden and a round door painted red. Imberly keeps her supplies, such as flower pots, wheelbarrows, rakes, and other gardening tools, in here.

### *Potion Making Workshop (Building B)*

This is where Imberly prepares her herbal supplements, mixes her spices, and readies other herbal creations for market.

### *Drying Shed (Building C)*

This specially-constructed building is used by Imberly to dry herbs. Every bit of rafter space in this long, low building is hung with bundles of herbs, and long racks covered with drying herbs cover the floor.

## Treasure

Imberly has domesticated an exceptionally rare and valuable herb called Ladylace. The small, flowering plant is normally only found in high mountain passes. A successful DC 30 Survival or Alchemy check is required to identify or harvest the herb. Success yields a small handful of white flowers worth 100 gp to an alchemist or healer.

**Herbalist's Shop**

**Create** 57 Goods, 1 Influence, 52 Labor (2,210 gp)
**Rooms** 1 Artisan's Workshop, 1 Bedroom, 1 Garden, 1 Greenhouse, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Storefront




# 60. Brickmaker's Workshop

A workshop on the edge of town that belongs to Thornwall's brickmaker.

**Quality** Average **Condition** Rundown **Levels** 1.5

## Exterior

*At the end of a long trail is a house built from dark red bricks. Dead vines cover one wall, and the little porch leans a bit to one side. A shutter with a broken latch creaks slowly in the breeze.*

*Next to the house is a large, square building with small, arched doors along one side. The tops of the arches are stained black from smoke. You note a faint scent of charcoal in the air.*

*A brick fence surrounds the house and outbuilding. Scattered around the enclosed yard are barrows, raised wood boxes, and rows of split logs faded by long days in the sun. A pile of red bricks, half-covered by a canvas tarp, are stacked on a wood pallet next to the square building.*

- **NPCs** Pavel Santiri (male human craftsperson, 40)

## Sidequest

**A Letter Home**

Pavel has written a letter that he wants to send back to Tristanford. The letter begs Hezra to come back with the children. He insists that things are going to turn around, that he isn't drinking any more, and that he's starting to pay his debts to Harwore (16). He tells her that if she'll just give him a chance, he'll prove to her that things are different now.

**Goal**

Deliver Pavel's letter to his wife at her family's farm outside of Tristanford, or help Pavel to come to terms with reality.

**Rewards**

+1 Goodwill

## Encounter

*A bearded man wearing dirty, ragged clothes leans against the trunk of the big maple tree next to the house. He's smoking a pipe, and eyes you warily as you approach.*

### *About the Brickmaker's Workshop*

This is the workshop and home of Pavel Santiri, Thornwall's brickmaker. Pavel came to Thornwall during the boom years, hoping to make his fortune in a town he was certain would continue to grow. Sadly, he's a better brickmaker than economic strategist, and his plan didn't work out.

He chose this spot for his kiln because the prevailing winds carried the thick, black smoke constantly pouring from the chimney away from town.

### *Pavel Santiri*

Since he knows no one wants to buy his bricks, and he never made friends with many people in town, Pavel is immediately suspicious if the players pay him a visit. If they remain friendly and are patient, he may eventually warm up to them.

### *Square Building*

This is the kiln. It used to run night and day, baking the bricks that lie beneath the plaster exteriors of some of the newer houses in Thornwall. It's been years since it was last used.

### *House*

Pavel planned to put a layer of plaster on his house to finish it. When his family left, he abandoned his plans.

## Interior

*Clothes hangs on chairs, dirt and straw are scattered on the floor, and an overflowing bin of food waste buzzing with flies sits in the corner.*

*It looks like there was a plan to build interior walls, but the house remains unfinished. Just a skeletal network of beams is in place. Through one such lattice, you see a large bed tangled with covers. Through another, you see two small beds, but there are no sheets or covers on them.*

### Beds

Pavel came to Thornwall with his wife, Hezra, and their infant twins, a boy named Teemor and a girl named Geedra. When the demand for bricks failed to meet his expectations, however, he refused to admit defeat. At first his wife stood by him, but as his stubborn refusal to face facts drove them further into poverty, she grew more and more angry. Finally, she couldn't take it any longer, and she and the children went to live with her parents at their farm outside Tristanford.

**Brickmaker's Workshop**

**Create** 32 Goods, 1 Influence, 30 Labor (1,270 gp)
**Rooms** 1 Courtyard, 1 Forge, 1 Storage, 2 Workstations

**Brickmaker's Home**

**Create** 44 Goods, 1 Influence, 41 Labor (1,730 gp)
**Rooms** 1 Animal Pen, 2 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage




## 61. Wheeler Family Lodge

A noble's hunting lodge that hasn't been used for many years.

**Quality** Masterwork **Condition** Average **Levels** 2 (1)

### Exterior

*A grand hunting lodge sits atop a hill at the center of town. It has two wings connected by a wide, covered walkway that opens onto the lodge's courtyard. Beyond this stands the main building, a fine two-story structure with gargoyles and grotesques carved into the end beams of the roof.*

*Houses and shops cluster around the hill beneath it like petitioners in a noble's court. To one side is a long, low building.*

### About the Lodge

This fine lodge was once the summer residence of the Lord and Lady Wheeler. Each summer Lord Wheeler came to hunt, while Lady Wheeler sat sewing in the courtyard with her ladies. Lord and Lady Wheeler are quite old now, and they no longer travel far from their home. Their children come up to use the lodge on occasion, but today their visits are few and short. Their children are more interested in the excitement of courtly life than long walks in the forests around Thornwall.

The lodge is maintained by Erik Endveld (109). He keeps the grounds tidy, repairs minor wear and damage, and airs the place out a few times each year.

### Gargoyles & Grotesques

A delightful menagerie of creatures are carved into the end beams, ranging from factual to fanciful. Gray cats cling to the beams and bear their long, sabered teeth while grinning goblins claw at the wood for purchase. In other places fearful priests hangs upside down next to proud knights who ride their beams like fine steeds.

### Long Building

This is the barrack for the Wheeler family guards and staff. It's a cramped, one-room building with a low ceiling. The back half is crammed with bunks, while the front half is cluttered with cabinets for storage, a long table with two benches, and a few scattered chairs.

Although the lodge itself is a fine home, when the Wheelers are in town, this is where the real fun is. At night when their work is done, the staff bring out instruments and play, dance, and sing. The elder Lord Wheeler was known to sneak out to revel with his people after his wife was asleep.

### Covered Walkway & Courtyard

Elaborately-carved beams hold up the roof over the covered walkway that connects the two wings of the lodge. Like the end beams, they are carved with a wonderful variety of creatures, plants, and people.

The courtyard is pleasant. There is a fountain in the center, although it is dry right now, since Erik has it shut off when the Wheelers are not there. Benches carved from logs sit on either side of the fountain, and trellised vines grow up the walls.

**Wheeler Family Lodge**

**Create** 74 Goods, 7 Influence, 68 Labor (3,050 gp)
**Rooms** 1 Bar, 1 Bath, 3 Bedrooms, 1 Bunks, 2 Furnishings (Bedroom & Sitting Room), 1 Kitchen, 1 Laundry, 1 Lavatory, 1 Office, 1 Sitting Room, 1 Storage, 1 Trophy Room

### Sidequest

**Temple Tourists**

After the heroes have defeated An'Gras and cleared the Temple of Modren, word of their deed begins to spread. Among those that hear the tale is Aaron Wheeler, Lord Wheeler's son. Aaron is eager to see the ruins, and is willing to pay the heroes to take him up to the Temple for a tour.

**Goal**

Take Aaron to the ruins and return him safely.

**Rewards**

+1 Goodwill, the promise of a court favor from the Wheeler family, and a +1 *Dagger of Goblin Slaying*




## 62. Grezen's Manor

This manor house belongs to Grezen Gold, who is in the process of repainting it.

**Quality** Fine **Condition** Rundown **Levels** 2 (1)

### Exterior

*Someone is in the process of repainting this once lovely manor. The previous occupant favored natural stone, stained wood, and earth tones that mimicked the colors of the forest and hills around*

*Thornwall. The current owner is painting over these with bright reds, yellows, blues, and paint flecked with gold. Wood scaffolds frame the south wing of the building, where the current painting effort is underway.*

- **NPCs** Cavill Fenswane (male human scoundrel, 22), Lauren Overorchard (female halfling laborer, 39), Tycho Harblast (human male laborer, 27)

## Encounter

*Two painters are up in the scaffolding, hard at work. One is a female halfling with curly brown hair that peeks out from under her headscarf. The other is a middle-aged male human. Both are splattered with bright flecks and streamers of paint.*

*Watching the painters from the ground is an astonishingly handsome young man. His jet black hair is oiled and pulled back from his beautiful face. He wears a leather outfit trimmed with fur that reminds you almost, but not quite, of the type of clothing favored by the trappers in town. Every now and then he shouts out advice to the painters in a thick accent.*

*"Yoo meesed a spot over thar. Doo eet again."*

### About the Grezen's Manor

This estate was originally constructed by the Riegles, one of the duchy's oldest and most respected noble families. The Riegles were known for their conservative values and frugal nature, and their estate in Thornwall reflected this.

In their bid for the ducal seat, however, the Riegles are consolidating their holdings. This included selling off their beloved but seldom-used manor house in Thornwall. Of course, with the popularity of Thornwall in decline, they had difficulty selling the property. Grezen saw the opportunity and pounced on it like a hungry tiger.

Since purchasing the house, Grezen has spent a considerable sum renovating and remodeling it. Her latest undertaking is to repaint the exterior.

### Young Man

This is Cavill Fenswane, Grezen's companion. He accompanied Grezen back from a recent trip she made to Tristanford. He has a Calliosan accent that is absurdly thick, and although his clothing mimics the style of the local trappers, it's more of a costume than a practical outfit.

## Interior

*The interior of Grezen's home is a riot of color, textures, odors, and sounds. Lighting is achieved in large part using enchanted orbs of Aelos. The blue-white light glitters off gold and silver decorations or glares against the warmer light of lamps and candles.*

*Embroidered tapestries hang from every wall, with paintings filling the spaces in between. Huge plants in massive pots are crammed into corners, bronze statues of naked men in athletic poses stand on marble plinths, and trinkets of infinite variety are scattered across every shelf.*

## Sidequest

### The Mimic

Neerith, Grezen's manservant, neither likes nor trusts Cavill. He is certain that his master's companion is nothing more than a gold-digging charlatan. He will gladly reward the heroes if they can find proof of this.

In fact, Cavill *is* a gold-digging charlatan. Grezen knows this, but she doesn't care. As long as she gets what she wants, it's a win for her. His aim is to marry her, and Grezen is never going to let that happen.

**Goal**

Find proof that Cavill isn't what he seems.

**Rewards**

+1 Goodwill for discovering his secret

- **NPCs** Crimble Thimblequick (male halfling craftsperson, 68), Neerith Milonas (male human craftsperson, 52)
- **Creature** Keechee (ferret, barking)

### About the Manor's Interior

Grezen's home is impressive, although perhaps not in the way she hopes. It isn't that her decorating is bad so much as it's overwhelming. Any of her decorating flourishes might work on their own, but combined they create an effect that is visually cacophonous.

Although Grezen is quite wealthy, almost all the things used to decorate her home are cheap fakes. Carved marble pillars are merely painted plaster, golden candelabras are plated lead, and fine-looking porcelain statues are nothing more than glazed clay.

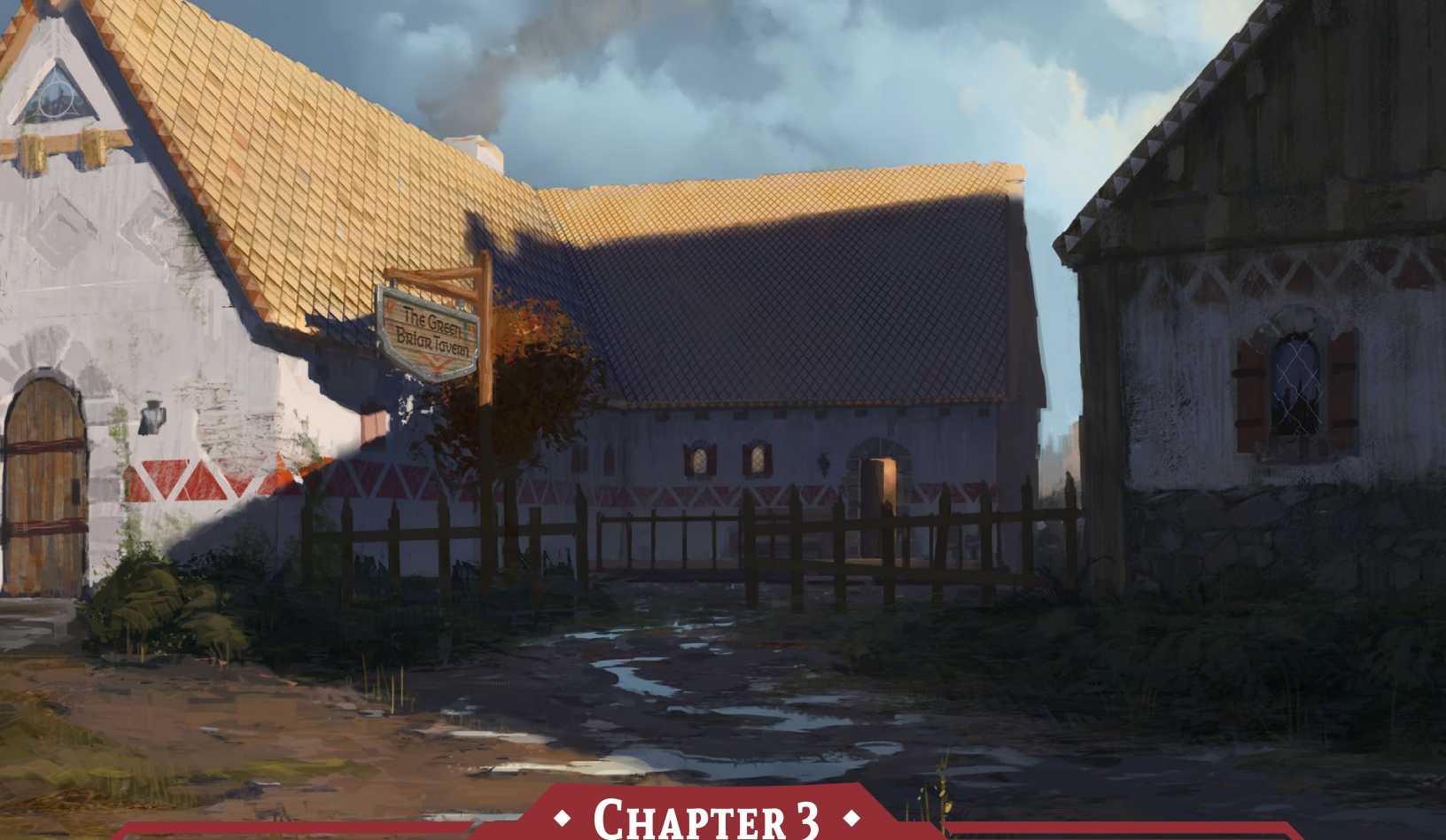
## Treasure

Despite her preference for fakes and forgeries in her decorating, Grezen is quite wealthy. In a hidden vault in the basement (perception DC 20, hardness 10, hp 60, break DC 28, disable device DC 30) Grezen has the following:

- 2 gold candelabras (200 gp each)
- 135 pp; 2,323 gp; 6,234 sp; 2,134 cp
- A gold necklace with fake diamonds (35 gp)
- A pair of diamond earrings (1,200 gp for the pair)
- *Broom of flying*

### Grezen's Manor

**Create** 80 Goods, 3 Influence, 74 Labor (3,170 gp)
**Rooms** 1 Bar, 1 Bath, 3 Bedrooms, 1 Fortification (Secret Room), 1 Furnishing (Sitting Room), 1 Kitchen, 1 Laundry, 1 Lavatory, 1 Office, 1 Secret Room, 1 Sitting Room, 1 Storage




Illus. by Farid Sandoval

## Chapter 3

# THE GREEN BRIAR TAVERN

*"To Carina and Antoni!"*

*A cheer went up from the crowd in response to Joachim's toast. The three minstrels took their cue and answered with the first dramatic chords of "The Girl in the Hayloft." Moments later, the crowd in front of the stage was dancing as the minstrels, looking festive in their dark green matching outfits and shockingly red rooster's comb–styled hats, dove into the chorus.*

*Eathen blushed at the lyrics, but smiled at the sheer joy on the townspeople's faces.*

*"Enjoying yourself?" Katelyn asked as she walked over to where he was sitting at the bar.*

*"Very much," he said. "This is their first?"*

*"It is," Katelyn said. "She was starting to show, so they figured they might as well tell everyone. Quite a few of us had figured it out already."*

*"I have a question," Eathen said. "Why do they wear those torques? I haven't seen anyone else in Thornwall wearing them."*

*One of the barmaids rushed up, calling for ale. Katelyn grabbed a pair of mugs, turned the tap, and filled them while she spoke. "The torque is a sign of their marriage. Their people exchange them when they exchange their vows."*

*"Interesting," Eathen said, regretting not having something to take notes with. "What land does the custom come from?"*

*Katelyn handed the full mugs to the barmaid and turned back to him. "Their families are from the Free Kingdoms. It's an old tradition—not something many folks follow these days. I talked to Antoni about it once, and he said it was a tradition his ancestors brought with them when they came here from their home world."*

*"Fascinating," Eathen said, wondering at the sheer number of cultures one could encounter just within the borders of New Erinor.*

*Katelyn reached out and grabbed his chin, turning his head slowly so he faced the dance floor. "If you're done with your analysis, professor, I think someone is trying to get your attention."*

*Eathen looked and started in surprise. Kells, the mayor's maid, stood near the dance floor, beckoning him to join her.*

*"Oh—I—I couldn't…" he stammered, blushing even harder now.*

*"Oh, please." Katelyn laughed, pushing him off his stool and toward the girl. "If it makes you feel better, consider it field research."*

*Seeing that Katelyn wasn't about to let him sit back down, Eathen edged through the crowd to Kells. He figured he could make it through one dance, and Kells was a fine-looking young woman.*

*"Um, evening, Kells," he muttered when he reached her.*

*Kells smiled joyfully. "Evening, Eathen. Care to dance?"*

*She reached out and took his hand. As their fingers touched, the earth moved.*

*"EARTHQUAKE!" someone cried.*

*Crockery smashed, lamps swung crazily, and people screamed as the earth heaved beneath them.*

# Welcome to the Green Briar Tavern

In a roleplaying game, a tavern is more than just a place to grab a drink or have a meal. It's where stories of adventure begin and end. It's the site of clandestine meetings, strategic planning sessions, and shrewd negotiations. It's where victories are celebrated, the dead are mourned, and tales of past glories are shared. This chapter will help you turn the Green Briar Tavern into the heart of your campaign.

## How to Use the Tavern

The map, characters, tavern games, and other tidbits we've included here will make the gamemaster's job easier, but the real value of the Green Briar Tavern is the roles it can take on in your game.

### A Connection to the World

In many adventures, it's easy for players to go from encounter to encounter without really connecting with the world around them. This is a very different feel from the stories that inspired roleplaying games. In those stories familiar barkeeps, quirky gadget makers, and helpful street urchins form the social fabric of the heroes' world.

The Green Briar Tavern and its cast of characters offer a way to weave these types of recurring characters and familiar set pieces into your game. Whether you use the tavern as part of the town you're already using in your campaign, or if you use it as part of Thornwall, it's a tool that can pull your players deeper into the game world.

*With a flourish, the barmaid clunked four frothy mugs of Northland ale onto the table, and the heroes looked up in surprise. "On the house," she announced. "That boy you saved from the goblins today was my brother. They may call you the Heroes of Thornwall, but you're more than that to me. To me you're true friends, and you'll always have a home here, no matter where the road may take you."*

### A Place to Stay

The tavern offers a variety of accommodations to meet the party's needs over time. A new party with little money can rent a spot on the floor in the common room. Later, when their adventures start to pay off, the party can chip in to rent one of the tavern's bunk rooms. As their wealth and need for privacy increase, they can eventually upgrade to the tavern's private rooms. This lets the players stay focused on the adventure while integrating the mundane issue of "where do we sleep" into the story.

*Helgen surveyed the bunk room. It wasn't fancy, but compared to the dirty bedrolls he'd grown accustomed to in the common room, it seemed like a palace. Finally, this adventuring thing was starting to pay off.*

### A Sense of Security

There is no telling what danger awaits the characters on their next adventure, but when they're at the tavern, they can rest easy. The Green Briar Tavern is situated in a well-travelled area at the center of town. There are no secret approaches to the rooms, the doors all lock, and someone on Katelyn's staff is always awake. This lets the characters rest, heal, study, memorize spells, and prepare for their next adventure without worry.

*Synish collapsed onto the straw-filled mattress. Her muscles ached, her arm still stung from where the goblin blade had cut through her armor, and her eyelids drooped thanks to a week of sleeping with one eye open. Now, however, she could relax. Katelyn's staff would take watch, and after a few days of warm meals in her belly, she'd be back in fighting trim in no time.*

### A Place to Store Valuables

As long as the party is staying at the Green Briar Tavern, buying drinks, and coming in for meals, Katelyn Bythewater is more than happy to safely store the party's valuables at no cost to them. It is recommended that the gamemaster assure the players out-of-character, and then make good on this promise, that anything left at the tavern will still be there when they return. It's a bit of meta-gaming that keeps the players focused on the adventure and the story, rather than worrying about how to protect their hard-won gold.

*Katelyn took the bag from Alia and held it with care. "Don't you worry about a thing," she said, her face serious. "I'll lock it up good and tight, and it'll be here when you get back. After all, I wouldn't want to disappoint my best customers."*

### A Friend to Lean On

Katelyn is a business-woman and doesn't give anything away for free, but she can sense that the players are heroes. As such, she trusts them and gives them the benefit of the doubt. The party shouldn't need to beg, cajole, or deceive Katelyn to get her help or advice. She'll do what she can for them, within reason, as long as she can recoup her costs in either coins or shared work.

*"I'll tell you what," Katelyn said. "I'll find someone who can sew that mannequin thing you're looking for if you help Brace muck out the stables. The boy's leg still isn't healed, and it'll take him a week if he has to do it himself."*

### A Business Opportunity

Eventually, the party may decide they want to become more involved in the town. The tavern represents one way they can do this. Katelyn's age and lack of children creates a suitable story whereby she might sell or lease the tavern to one or more of the player characters. Naturally she'd want someone who upholds the ideals and mission of the tavern, but it provides the necessary story elements to work the transaction into the campaign in a believable way.

*Katelyn looked over the main room of the tavern with a tear in her eye. "You take good care of her, you hear? She's the heart of this*

*town. It's a big job keeping that heart pumping." With a final sigh, she turned and walked out the door of the Green Briar Tavern for the last time.*

# History of the Green Briar Tavern

The following is the tavern's history as told by the tavern's owner, Katelyn Bythewater, to Eathen the Scribe. For a summary of important events, see the Thornwall Timeline (p.13).

*As the last of the tavern's patrons went out the door, Katelyn left the girls to finish cleaning up and walked over to where Eathen sat at his table by the fire. She pulled out a chair, sat down, and looked over the pile of parchment before him. Every page was covered top to bottom, edge to edge, with Eathen's close, neat handwriting.*

*"So," she said. "What shall we talk about tonight?"*

*Eathen smiled and set aside the piece he'd been working on. "I had hoped that tonight you might tell me a bit about your tavern."*

*"A fine subject," she said. "Sounds good to me." She waved a hand at his things on the table. "You have enough ink and feathers and such?"*

*"Ready when you are," he stated and dipped the tip of his quill pen in the ink pot.*

## The Arrival of Elbis Fraim

*Katelyn leaned back in her chair and said, "Around ten years after Kristoff Cane built his trading post here, my father, Elbis Fraim, arrived in town. That would have been around 350, I guess. Almost seventy-five years ago. Calling it a town at the time then would've been generous, but we'll stick to that to keep things simple. In those days Thornwall was little more than a large hunting camp.*

*"Elbis came to Thornwall at the urging of my uncle, Cress. Cress was a trapper, you see, and a damn fine one at that. He'd come to Thornwall a few years earlier, and made a good deal of gold here. Elbis, meanwhile, was still back home in Tristanford. Their oldest brother had taken over the family farm, and when Cress left, Elbis stayed on to help out. But Elbis was unhappy, and longed to make his own mark on the world.*

*"So when a letter arrived from Cress asking Elbis to come north to Thornwall and join him, Elbis gathered his things and set off to start his new life."*

*Katelyn laughed. "Within a week of getting here, Elbis realized he'd made a terrible mistake."*

*She shook her head and smiled. "Some people are trappers and some people aren't. My father fell firmly into the second category. He was a good man and made friends with everyone he met, but he had no wood sense at all. He'd stumble around the forest, scaring away the game, and generally creating more work for his brother.*

*"Plus, he was squeamish. He never could stand the sight of blood. Couldn't even butcher the rabbits here at the tavern. My mother and I always had to do it. Needless to say, none of these traits were the makings of a good trapper."*

## The Founding of the Tavern

*"Cress felt terrible about talking Elbis into coming up to Thornwall and hated seeing how miserable his little brother looked, so he came up with an idea. You see, my father did have a skill, and that was brewing. He'd learned how from his mother. In Tristanford, brewing was typically woman's work, but as the youngest child in a family of all sons, my father often ended up helping her. It turns out there wasn't anyone in Thornwall that knew how to brew—or at least anyone who could brew something you'd want to drink.*

*"So Cress took some of his money and sent away for a simple brewing kit. When it arrived, Elbis couldn't have been happier. He set it up as soon as he got it home, and a couple of weeks later he had his first barrel of ale. That afternoon he took his barrel out to the old oak stage, and within an hour he'd sold every last drop.*

*"Using the money, Elbis fixed up an abandoned trapper's house, built a couple of tables, and opened the doors to Thornwall's first business outside of the trading post. He named it the Green Briar Tavern, a bold claim considering the size of the place."*

*Katelyn pointed in the direction of the door behind the bar. "You've seen the kitchen out back? Well that little thing is the very building he fixed up, the place where all of this started."*

## Good Times & Bad

*Katelyn crossed her legs, smoothed her skirt, and settled back in her chair again. Eathen sat at the ready, his pen poised above the page.*

*"For six, maybe seven years, Elbis kept on like that," she continued. "In time, he earned enough money to build a real tavern, and before long it became the heart of Thornwall. Everyone within a couple days ride knew of the tavern, and even more people knew Elbis. Trappers came and trappers left, but the tavern remained.*

*"You might not know this yet, but each spring new trappers arrive in Thornwall. It was the spring of 358, and one of those new trappers was a woman named Kay Bythewater. Like most new arrivals, she came to the tavern first. As my parents tell it, Father was on his knees, scrubbing the mess from the previous night's festivities, when she walked in the door, and Mother was wet, muddy, and exhausted after a three-day march through the spring rain up from Tristanford. And yet somehow, Elendra knows how, when they saw one another, something like magic happened.*

*"Father put down his brush and got up. Mother dropped her pack by the door. For a full minute, all they did was stare at each other. At last my father stammered out a greeting and my mother muttered something about breakfast. A short time later they were sitting together by the fire, talking as they ate. By their account it wasn't until hours later, when Grip Weson stomped in with the afternoon's shipment, that they finally broke off. That was the beginning for them. And for me as well," Katelyn said with a wink.*

*"That's a lovely story," Eathen commented. "It's poetry."*

*Katelyn gave a hard laugh. "Aye, and it's probably all made up, but if that's the fairy tale they wanted to tell, who am I to say otherwise? It served them well enough in their lives, so it's as good as truth to me.*

*"Things went well for them. Two years later they married, and in 365 I was born. My brother Corth followed in 367, and life was good. It was around that same time that the Duke of Vaun began coming to Thornwall to hunt. Naturally this was a boon for the*

*town, and the whole place prospered. More people came north to settle here, and it wasn't long before Thornwall became a proper town."*

*Katelyn let out a long sigh, crossed her arms, and shook her head. "But this is life, not a children's tale, so there's always the other side of things. It was the fall of 370. Late one night, after the moon had set but before the sun rose, a fire broke out in the tavern. We don't know how it started, and it probably doesn't matter. An accident, almost certainly, but it's what came after that truly matters.*

*"The fire started in the common room and spread through the tavern as quick as cold. There wasn't much anyone could do, but most everyone made it out."*

*Katelyn looked at Eathen. There was a deep sorrow in her eyes when she repeated, "Most everyone."*

*"My brother Corth was just three years old. He must've woke up before anyone else, and when he smelled the smoke he probably got scared. He crawled under his bed, and when my parents checked his room they didn't see him.*

*"When they realized he wasn't outside either, they went back in again and again, and each time they came out alone—more burned and more exhausted, but alone. It wasn't until a few of our neighbors grabbed them and held them back that they stopped going in to look for him. My parents fought to break free, but those good people saved their lives, I'm sure."*

*Katelyn wiped a tear from her cheek. "But that's enough of that. You wanted to hear about the tavern, not my family's troubles."*

*She swallowed hard before she continued.*

*"My mother and father had a bit of savings, but most of what they owned went up with the fire. When the last coals cooled, there was nothing left except the cookhouse. We moved in there, but with no food and no money, mother and father had no idea how we were going to survive the coming winter.*

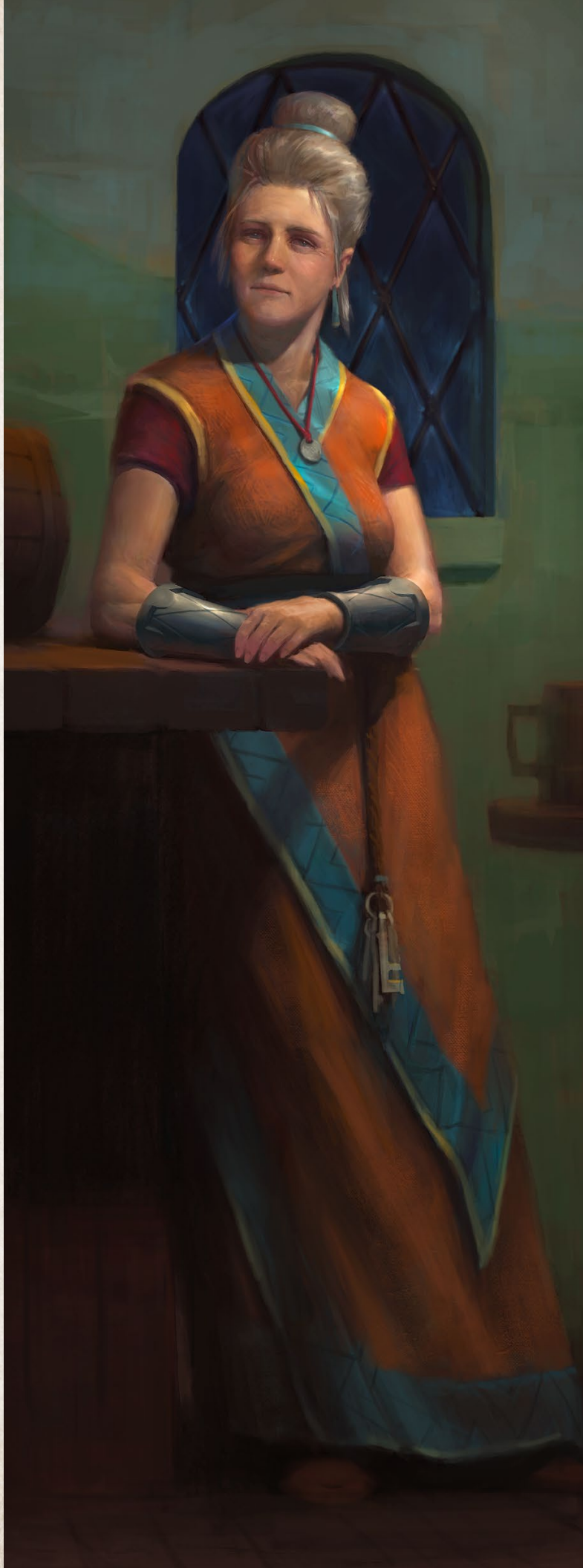
*"But you see, my father and mother had spent most of their adult lives taking care of Thornwall. They did more than serve drinks. If someone was cold, they invited them in to get warm. If someone was hungry, they'd offer them food. If someone was alone, they made them come inside and join the crowd.*

*"That's why it was no surprise to anyone, except maybe my parents, that people started to arrive the next morning to help. First, they did the hardest work and helped my parents bury Corth. Immediately after, however, they rolled up their sleeves and went to work.*

*"Some brought food and clothes to replace what had been lost. Others brought friendship and support. Still others brought tools and strong arms. These last folk went to work tearing down the ruins of the old tavern. A week after that, a caravan of wagons arrived from Tristanford loaded to the boards with planks, nails, beams, and more.*

*"The Duke, a frequent visitor to the tavern during his hunting trips, had heard about the tragedy that had befallen my family. As with so many others, my mother and father had shown him a place of warmth and comfort when he visited, a place where he could leave the worries of his office behind him. The Duke had dipped into his own stores and sent them everything they'd need to rebuild.*

*"Racing against the threat of the first snowfall, everyone worked together to build the new tavern. The result is the building you're sitting in today. A hundred hands worked together to raise*



*Illus. by Ari Targownik*

*these beams, and a hundred hearts put their love into its walls. It stands today as a testament to the community we have here, and it represents hope and home to all who pass through its doors."*

## PROSPEROUS TIMES & GROWTH

*"Elbis and Kay's grief over Corth's death never healed, but it lost some of its edge as the years went by. And except for that one dark time in its history, Zevas' fortune favored the tavern. In 376 my father built the stables, and in 379, after the Duke built his lodge here, they added the wing with the guest rooms.*

*"And just in time, too. In 380, Lord Malinar Drakewyn II himself came to Thornwall to hunt with the Duke, and stayed right here, in the Green Briar Tavern's private rooms. Go into the last private room on the left, and you'll see the plaque on the wall.*

*"See that chair over there, as well? The one with the velvet rope across it?" Katelyn said, pointing to a chair sitting empty by the fire. "That chair there is the very one he sat in when he dined here on the night of his arrival."*

*Eathen looked up from his writing and said, "I mean no offense, but why did he stay here? Wouldn't he have stayed with the Duke in his lodge or with one of the other nobles?"*

*"He would have," Katelyn replied, "but in those days the only nobles with a lodge here were the Duke and the Winemans. The Winemans weren't here, and the Duke had been delayed. Now Lord Drakewyn could have gone into one of their lodges of his own accord, but according to my father, he was a stickler for proper form and etiquette. Without the masters there to invite him inside, it wouldn't have been proper for Lord Drakewyn to take up residence in either lodge.*

*"So he spent the night here, a moment of pride not only for my parents, but for everyone in the town that helped rebuild the tavern all those years earlier. I was just a girl then, but I'll never forget the Lord and his men, dressed in their furs and fine hunting clothes, the guards with their glittering swords and the ladies in their embroidered dresses. I'd never seen a sight like it before, and probably never will again."*

## KATELYN TAKES OVER THE TAVERN

*"It was good that Lord Drakewyn came when he did, for that winter my mother fell ill. We had a temple then, but no cleric—just a young priest who knew plenty about prayers and rituals, but no magic. He did what he could for her, but the fever was too strong. Two weeks later, Aelos took her soul to Numos.*

*"My father and I ran the tavern together for the next five years. At first I imagine I was more trouble to him than I was worth, but in time I learned the trade. In 385, on my twentieth birthday, father turned the tavern over to me, and I've run it ever since. He passed quietly in his sleep in 390, and joined my mother and brother."*

*Katelyn touched her finger to her forehead and swiped the sign of Aelos. Eathen quickly did the same.*

*"Well, that's just about it," she continued. "The only other piece worth mentioning is that in 392 the Duke stopped coming up, and it wasn't long after that the other nobles stopped coming as well. Made things hard for a lot of folks, and some of them didn't stay.*

*"But no matter how hard things get, everyone needs a fire to sit beside with a mug of ale and a few good friends. Through the good times and the bad the tavern will be here, at least as long as I'm alive."*

*A creak signaled the opening of the front door, and a tired and rundown-looking trapper stumped into the room.*

*"Arvid!" Katelyn called out. "What are you doing back?"*

*"Ah, the damn sprites sprung all my traps again. Another week with nothing to show for my work," the man grumbled and collapsed into the first chair he came to.*

*Katelyn rose to her feet and straightened her apron. "Well, you know better than to set up so far west," she scolded kindly. "Same thing happened to you last year."*

*She glanced back at Eathen. "Looks like duty calls, but that's the end of the story anyhow. I figure that'll be enough for tonight."*

*"I did have one last question," he said.*

*"What's that?"*

*"Why didn't you ever marry?"*

*Katelyn smiled and leaned over. "Honey, just because I'm not married doesn't mean I'm not attached."*

*She gave him a wink and headed off toward the bar. "Tell you what, Arvid. I bet Bavil only just took the stew off the fire. What do you say I go warm you up a bowl. Even if your bag is empty, at least I can send you to bed with your belly full."*

*The old trapper smiled from ear to ear and said, "That sounds real fine. What would we do without you, Katelyn?"*

# Visiting the Tavern

The Green Briar Tavern is the social hub of Thornwall. Traveling merchants, visiting nobles, wandering minstrels, and nearly everyone that lives in or around the town rubs elbows in the tavern's main room. Some stay the night while others are just passing through, but all are welcomed and made to feel at home.

## HOURS

The tavern opens early, usually around first light, and stays open until well after dark. By the standards of city-folk things die down rather early, but in Thornwall the tavern is the last building in town to turn out its lights.

## PROPRIETOR & STAFF

The Green Briar Tavern is owned and operated by Katelyn Bythewater (female human innkeeper, 54). Complete details about Katelyn are available in Chapter 4: The People of Thornwall. Katelyn also employs a staff of nine people.

- Bavil Elgenkett, cook (male dwarf craftsperson, 35)
- Brace Athas, stable boy (male human teen, 15)
- Deke Athas, potboy (male human child, 11)
- Elias Mires, bartender (male human fighter 3, 34)
- Issen Zirlo, baker (male human baker, 65)
- Listle Perryweather, cleaning woman (female halfling laborer, 23)




- Melanie Gallo, barmaid (female human laborer, 20)
- Rigan Thoma, barmaid (female human laborer, 50)
- Vida Elgenkett, barmaid (female dwarf laborer, 38)

## HOUSE RULES

Katelyn strikes a good balance between keeping things civilized and safe, and accepting that people come to a tavern to unwind. She has a simple set of rules, and if anyone breaks them, she recites them aloud to everyone in the tavern. This happens at least once each night. Most of the regulars not only know the rules from memory, but as soon as Katelyn starts, they chant them along with her, erupting into a huge cheer at the end.

> *No fightin', no spittin', no breakin' the chairs,*
> *No grabbin' the ladies, no pullin' of hair,*
> *No bein' an arse, don't behave like a lout,*
> *If you don't like the rules, you can get the hell out.*

Normally, Katelyn's steely-eyed glare is enough to send rule-breakers out the door, but if someone refuses to leave, there's no shortage of volunteers willing to physically escort the troublemaker from the building. In a worst-case scenario, Katelyn sends one of the boys to get the chief constable and the watch.

## ORDERING FOOD & DRINKS

If the tavern isn't busy, customers place their orders at the bar. If it's something that can be served immediately, like a mug of ale, the customer is expected to carry it back to their seat. If the order requires some preparation, the patron will be called up to the bar to pick up their order when it's ready. When the tavern is busy, barmaids take orders at tables, bring the food and drinks to the patrons, and collect payment to cut down on the number of people moving around the room. This is all standard practice in New Erinor, and the characters will know this.

*Illus. by Mike Sibley*

## Payment & Tips

At the Green Briar Tavern, it's expected that patrons will pay when they're served. If Katelyn has reason to distrust a customer, she may insist on payment before she prepares the order. The bar doesn't officially give credit, but if someone is down on their luck, Katelyn's been known to take a "pay me when you can" approach, at least when it comes to meals. She never extends credit for alcohol, and she's fond of saying, "Drunks can't count."

Tipping is not typical at the tavern. Katelyn has heard that some places down south go in for that sort of thing, but she insists that she already pays her staff to provide their best service, and her customers shouldn't have to pay twice for that.

# Room Descriptions

The room descriptions are where you'll find detailed information about the tavern. Each room entry is organized as described below. If a particular piece of information doesn't apply to a room, that text will be omitted from the entry.

### *Room Number & Name*

The map reference number and the name of the room.

### *Summary*

A brief summary of the room and its game importance.

### *Room Description*

- **Description Read Aloud Text:** A physical description of the room you can read aloud to the players, or use as the basis for your own descriptions. NPCs and Creatures present in the location room are not included in this description since their presence is often governed by variables like the time of day or the outcome of previous encounters with the players.
- **NPCs:** A list of the NPCs typically found in the room. Each entry includes the character's gender, race, class, level, and age.
  - » If no level is listed, use the appropriate template from Chapter 4: The People of Thornwall.
  - » If the character's name is in bold, you can find detailed information about the character in Chapter 4: The People of Thornwall.
- **Creatures:** A list of creatures and monsters typically found in this room. If there is a creature name in parentheses following the name, use the statistics for a standard creature of that type as described in the *Pathfinder Bestiary* rulebook.
- **Encounter Read Aloud Text:** A description of a typical encounter with the NPCs and creatures in this room. You can read this aloud to the players, or use as the basis for your own descriptions.
- **Detail Names and Descriptions:** Additional information about the room. The players may or may not discover this information, but the gamemaster may safely share this with the players if appropriate. Normally the players need to take some action to obtain this information. An ability or skill check may be required.
- **Treasure:** The treasure at the location, as well as any notes about what the characters must do to get it.

## 1. Street View

The smell of food cooking and warm firelight shining through the windows welcomes visitors to the Green Briar Tavern.

### Description

*The sign hanging from a tall post out front lets you know that you've arrived at the Green Briar Tavern. It's a fine-looking building with glass windows, wood shingles, and plastered brick walls. The walls are decorated with a patterned, painted belt of red triangles that would be only slightly out of fashion in the south.*

*There's a tall barn on the east side of the property that's connected to the tavern by a low wooden fence. The space between the two buildings forms an open yard that is rutted with the tracks of wagon wheels and marked by the prints of horses. Most of these lead to the double doors on the side of the barn.*

- **Creature** Ned (chicken)

### Encounter

*Carried on a breeze from the north is the mouthwatering smell of roasting meat and fresh-baked bread. It's faint, but you can hear the sound of laughter and voices coming from inside, and warm light shines out the windows. Meanwhile, a chicken with unusually large eyes clucks contentedly as it scratches at the earth in the yard.*

### *Chicken*

The chicken is a hen named Ned. Ned is an expert at escaping from the back yard. She's the best laying hen Katelyn has, so anyone that returns Ned to her pen is likely to receive a drink on the house as a reward. If the characters discover the chicken's unusual name and ask about it, anyone they ask gets very serious and replies, "We don't talk about that." No one will say more than this.

### *Fence*

The fence is a basic wood fence mainly designed to keep dogs out of the yard. It has a double gate that is wide enough to admit a wagon. Making sure the gate stays closed is one of tasks assigned to Brace, the stable boy.

### *Sign*

The sign is a wood sign in a metal frame with the name of the tavern painted on it. It hangs from a tall post that sticks out over the fence for maximum visibility.

### ROOM TO FIGHT

The yard is designed to be an open and unobstructed space for drunken brawls, honor duels, or any other violent encounters the players get their characters into while at the tavern. On a busy night you can have the crowd pour out to watch the show, creating an arena-like atmosphere.

The yard includes a number of features that can add color to any fight staged here. Open windows on the barn's west wall provide a defensive position for archers, the blind corner around the back of the barn is the perfect place to hide reinforcements, and the roofs of the buildings surrounding the yard can be used to leap down onto foes, or for firing missiles down from above.

## 2. FRONT YARD

An open yard stands between the tavern and the barn.

### Description

*A short dirt track leads from the gates to the barn, while a second track leads up to the tavern. The tavern has a long porch in front with some benches and chairs on it. A second short fence connects the barn to the tavern in back. Through the gap between the buildings you see a second yard, some outbuildings, and a well.*

#### *Porch*

On busy nights, it's not uncommon for rowdy crowds to spill out of the tavern and onto the porch. On quiet afternoons in the summer, Thornwall's older residents are often found smoking pipes and playing cards out here. Mayor Hayward (32) and the leatherworker, Zinwhistle Elderbry (15) are both particularly fond of this pastime.

## 3. BARN

A barn with stalls to stable up to six animals. It also has space to park two wagons.

### Description

*The front half of the barn is an open space large enough to house at least two wagons. There are shelves and worktables against the walls, a pile of crates in one corner, and a short pyramid of hay bales. The room smells of warm straw, oiled leather, and animals. There is very little manure smell, and the floor is amazingly clean. Whoever manages the stables is clearly a stickler for cleanliness.*

*The back half of the barn has six stalls for stabling horses, mules, draft animals, or donkeys. There are barn doors on the north, south, and west sides of the building.*

- **NPCs** Brace Athas (male human teen, 15)

### A USEFUL ALLY

Brace's ability to handle important tasks responsibly, combined with his financial need, positions him as a useful ally for the characters. As long as it doesn't interfere with his stable duties, he is happy to help the characters out if they pay him, treat him well, and don't ask him to do anything inappropriate.

At the same time, Brace's youth makes him an imperfect assistant. This gives him a weakness that the gamemaster can exploit to limit, as needed, what Brace can accomplish for the characters.

### Encounter

*As you enter, a boy carrying a shovel and bucket comes out from one of the stalls. He is, at most, fourteen or fifteen years old, with deep-set gray eyes and dirty brown hair. His face is smudged, his clothing torn, and he isn't wearing any shoes. Not surprisingly, his feet are filthy.*

*He seems momentarily surprised to see you, but as soon as he does he puts down the shovel and bucket, wipes his hands hurriedly on his tunic, and rushes over.*

*"Good day, kind sirs," he says with the air of a man three times his age. "Welcome to the Green Briar Tavern. I'm Brace, the stable master. How can I help you?"*

#### *Brace Athas*

Brace is Katelyn's stable boy. The actual stable master, a man named Dopren, gave up on Thornwall about a month ago, and headed south to look for work in Tristanford. Brace has been left on his own to care for the stables since that time. Despite his introduction, he's not officially the stable master, but he hopes Katelyn will give him the job. He keeps the barn especially neat, trying to impress her.

Brace is polite, hard-working, and takes his role as seriously as any adult. He's actually quite good at what he does, although he's still a boy, and his judgment isn't always the best. He is highly motivated to succeed because his father, Gephert (136), is an alcoholic, and hasn't worked in months. This has thrust Brace into the role of primary breadwinner for his family.

## 4. MAIN ROOM

This is the tavern's main room. It contains the bar, tables, stage, and fireplace.

### Description

*Grand murals of rolling hills, forested valleys, and serpentine rivers cover every wall of the tavern's main room. The large room is lit by paper-paned wooden lanterns hanging at intervals from the rafters, and is warmed by a huge stone fireplace that takes up most of the wall on the west side of the room.*

*Long tables lined with benches fill the center of the room, while booths and smaller tables line the walls. The east wall is dominated by a long bar lined with stools. Mugs, bottles, and tankards are stacked high on a shelf behind the bar.*

*There is a small stage in the northeast corner with a door beside it, and a seat with a red rope on it in the southeast corner. You also spot a pair of potted plants—small trees, actually. One is by the entrance, and another is next to the roped chair.*

*In addition to the door by the stage, there is the main entrance, a door behind the bar, and a fourth door on the south wall near the fire.*

- **NPCs** Elias Mires (male human fighter 1, 34), Katelyn Bythewater (female human innkeeper, 54), Melanie Gallo (female human laborer, 20), Rigan Thoma (female human laborer, 50), Vida Elgenkett (female dwarf laborer, 38), 1 minstrel, 10 farmers, 25 laborers, 15 trappers, 15 hunters, 20 additional patrons

The following encounter represents the tavern on a busy evening.

## Encounter

*Every table is filled, and loud, happy conversation fills the air. A man stands on the stage playing a lute, and a few couples dance in the open space before the fire. Three barmaids rush about, collecting empty mugs or delivering full mugs and food to the tables, and a powerfully-built man with tattoos on his neck stands behind the bar, chatting with a patron. A straight-backed older woman with gray hair stands near the door behind the bar, giving directions to a young boy carrying an armload of empty mugs.*

### Bar

The bar doesn't have any flourishes or fancy carvings. It is simple but solidly built. The most distinctive feature is the bar surface, which is made from a single, massive board. The board is oak heartwood, and came from the duke's own reserve. It's has a beautiful grain, and shows hardly any signs of wear.

### Barmaids

Katelyn employs three barmaids: Melanie, Vida, and Rigan. The number of barmaids working on any given day or night depends on the size of the crowd.

Melanie, a human, is the youngest of the three. She is flush with the enthusiasm of youth, and loves to talk. She's constantly asking questions of anyone new that enters the tavern, and dreams of travelling to the capital.

Vida, a dwarf, is about three months pregnant at the time of this story. She is flush with the beauty of motherhood, but she does tire more easily than she used to. Since everyone in town knows the barmaids well, the whole town is watching her pregnancy with great excitement.

Rigan is an older woman that has worked at the tavern since shortly before Katelyn took over. She has a practical intelligence that cuts through emotion and drama of a problem to identify the issue lying at the root of it. Rigan also has a knack for reading tea leaves (she can, effectively, cast the *Augury* spell at will), and locals often come to her for advice.

### Bartender

Normally Katelyn works the bar, but on especially busy nights, she calls Elias in to help. Elias used to be an adventurer like the characters, but suffered an injury to his knee. It wasn't a long career, but Elias is proud of it. He walks with a pronounced limp, but can still handle himself in a fight.

### Fireplace

The fireplace is built from local fieldstone, and the hearth is a single slab of slate from the quarries northeast of town. It's nearly fifteen feet from end to end and five feet deep. Normally it isn't used for cooking, but Bavil's been known to roast large game in it during the winter months. Care of the fire is the potboy's responsibility. This includes keeping it stoked and cleaning the hearth.

### Katelyn Bythewater

Complete details about Katelyn are available in Chapter 4: The People of Thornwall.

### Murals

Murals are a popular form of decorating among the humans of New Erinor. Many years ago, a travelling artist passed through Thornwall. In exchange for room and board, he painted the main room's murals for Katelyn.

### Plants

The two potted plants are olive trees. Olives and grapes hold an important place in the hearts and minds of the atlan people. Most of the varieties of olives and grapes grown in New Erinor today were brought to Aetaltis from the atlan homeworld. The atlans' devotion to maintaining the purity of the ancestral breeds of these plants is one of the few ways they maintain a link to their past.

The plant near the fire was given to Katelyn by the duke. It was grown from a cutting of Lord Drakewyn's family tree, the very same tree that grows in the courtyard of the palace.

The plant near the door is of a lineage maintained by Katelyn's father's family. The story is that when her ancestors came to Aetaltis, they brought a tiny sapling with them. Planting the sapling was one of the first things her people did. This tree represents the dedication and perseverance that allowed them to survive through all the troubles that followed.

### Potboy

Brother of Brace, the stableboy, Deke is a quiet lad with a sweet demeanor who spends most of his day running. Whether he's running to get dishes to take back to the kitchen or running to get firewood or running to fetch a cut of meat from the butcher's shop, the boy is always on the move. He spends more time at the tavern then at home, which isn't surprising considering his father's near constant drunkenness and occasional violence. Katelyn, the staff, and the inn's patrons all look out for him. Visitors would do well to treat him with kindness.

### Roped Chair

This roped chair is the one used by Lord Malinar Darkewyn II when he visited the tavern years ago. Other than the rope barrier, it's a normal chair.

#### Seating

The tavern has four types of seating. The first are the long tables which are always used for communal seating. When you sit at the long table, you are indicating that you're there to socialize and open to conversation.

The second are the round tables. These aren't necessarily communal seating, but if the long tables are full, one is expected to share the table with others.

Third are the high stools along the bar. The bar is the preferred choice for a person that is alone, but who doesn't really want to socialize with the rest of the crowd.

Finally there are the booths. By unspoken agreement, the booths are a place where a person can talk privately. If a group of patrons select a booth, the rest of the crowd generally leaves them alone. The high backs and dim lighting make them perfect if you don't want everyone else to overhear your conversation.

#### Stage

Katelyn brings in minstrels whenever she can. In fact, she built the stage specifically because she loves music and storytellers so much. She also encourages her guests to step up and play a song or two. Not having an instrument with you is no excuse, since Katelyn has a stash of common ones stacked at the back of the stage.

## 5. Private Rooms

The tavern has four private rooms that Katelyn rents by the night.

### Description

*A fanciful animal is painted on the outside of this room's door. Inside, you find a clean, private room. There is a bed in one corner with a small table next to it, a desk and chair, and a chest with a lock. The room has a glass window, and you can see from the hinges that it opens to let in fresh air.*

### About the Private Rooms

Each of the private rooms in the tavern is the same, with the last private room to the south on the east side of the hallway (the dragon room). That is the room where Malinar Drakewyn II stayed when he visited Thornwall. It features a small brass plaque above the bed that reads:

Here lay the royal head of
Lord Malinar Drakewyn II.

Long may he and
his family rule.

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There is a chamber pot under each bed, plus a portable coal stove that can be pulled out and stoked on particularly cold nights. All the private rooms have good wooden doors that lock from both the inside and the outside using a key (hardness 5, hp 15, break DC 18, disable device DC 30).

Bedding is laundered once each week, but Listle, the halfling cleaning woman, comes in each day to make the bed, empty the chamber pots, and tidy up. Deke, the potboy, also comes in during the afternoon to fill the lamp oil in preparation for evening.

#### Animal Painting

The animal painted on the door corresponds to a matching painted animal on the wood placard attached to the guest's key. The animals on the four doors are dragon, wolf, bear, and hart.

#### Bed

This is a rope bed with a straw-stuffed mattress and a down pillow. It has linen sheets and wool blankets.

#### Chest

This is a medium chest with an inset lock (4 cubic feet, hp 15, break DC 23, disable device 30). It takes the same key that opens the room.

#### Window

The window has small, cut glass panes set in a diamond patterned frame. They are hinged and have an iron latch to hold them closed. It's possible for a human-sized character to climb out the window, but it's a tight squeeze. Smaller characters can climb out easily—assuming they can reach the window.

## 6. Bunk Rooms

Six person rooms available to rent by the room or by the bed, depending on the tavern's current occupancy.

### Description

*This large room has three sets of bunk beds and a small table with a few chairs around it. The room looks like it was cleaned recently, and a window between two of the bunks lets in light and fresh air.*

#### About the Bunk Rooms

Bunk rooms offer more privacy than the common room, but a guest might still end up bunking with a stranger. Like all the other rooms, the bunk rooms are neat and clean. There are chamber pots under the beds, and a coal stove for especially cold nights.

The bunks are rope beds with straw mattresses and down pillows, but neither the pillow nor the mattress is stuffed quite as well as in the private rooms. Listle also doesn't change the down or straw as often on these. Beds have linen sheets and wool blankets. Listle may not change the sheets between guests if the previous visitor was only there for a night or two. As long as they look clean and don't smell too bad, she leaves them on the bed.

The room has a few oil lamps, but guests in bunk rooms are expected to take them down to the bar if they need them refilled.

## 7. Common Room

This large open space is a cheap, communal sleeping area for anyone that can't afford one of the bunks or private rooms.

### Description

*A pile of bedrolls lay in one corner of this large, open room, and a few bedrolls are unrolled and lying on the floor. The room is relatively clean, but it smells of sweat and other body odors.*

#### About the Common Room

Sleeping in the common room isn't a great experience, but in bad weather it's better than sleeping outside in the wind and rain. Katelyn set up the common room after watching one too many trappers stumble off into the woods after a night of heavy drinking.

Katrelyn sends Deven and Brace in each week to help Listle clean the room. They open the doors and windows to air it out, sweep and mop the floor, and shake out the bedrolls. The bedrolls get cleaned every couple of months.

## 8. Back Yard

A fenced, open space between the barn and the tavern that contains the kitchen, animal pens, and well.

### Description

*A small, stone building that appears to be quite old sits behind the barn. The areas in between the buildings are fenced in, creating an enclosed yard. There is a rabbit hutch built against the wall of the barn and next to it is a chicken coop. Nestled between the barn and the stone building is a small pig sty, and in the center of the yard is a stone well.*

### Encounter

*Chickens scurry around in the dust, fat rabbits hop around in the hutch, and a couple pigs lay sleeping in the sty. A streamer of black smoke curls up out of the chimney of the stone building, and you smell something delicious cooking.*

#### Animal Pens

All of the animals here will eventually find their way onto someone's plate in the Green Briar Tavern. The only exceptions are the chickens, which Katelyn keeps for their eggs rather than their meat. Katelyn often purchases live animals at the market and Bavil butchers them out back, but she sometimes buys prepared meat from the butchers (12) as well.

#### Building

The stone building is the tavern's kitchen. It has a slate roof, a chimney in the northeast corner, and a second chimney on the east wall. It has a cellar underneath that is accessed through a pair of cellar doors on the west side of the building.

#### Well

The well was here before the tavern, and Katelyn's father just repaired it. He built the stone wall, the mechanism, and the cover, but the stone beneath the surface dates back to the time of the fey settlement. Recently, Deke has become frightened of the well, and dreads getting water from it. This is thanks to Elias, who told him that the fey trapped a selkie in the well. Elias claims to know this because he told Deke he heard her singing at night.

## 9. Kitchen

This is the tavern's kitchen, where Bavil the cook and Issen the baker work.

### Description

*The smell of fresh bread, roasted meat, and onions fills the space inside the stone building. In the northeast corner is a small bread oven, and on the east wall is a stove. Every other exposed wall is covered by shelves, tables, and piles of crates and barrels. The center of the room is dominated by a table, and strings of onions, sides of dried meat, pots, pans, and utensils hang from the ceiling.*

- **NPCs** Bavil Elgenkett (male dwarf craftsperson, 35), Issen Zirlo (male human baker, 65)

### Encounter

*A dwarf stands on an overturned crate at the center table. He is furiously chopping onions with a knife so large it could double as a sword for a halfling. Each time he finishes chopping an onion, he deftly tosses the chopped pieces across the room into a big, black pot sitting on the stove.*

#### About the Kitchen

This is the workspace for Bavil, the cook, and Issen, the baker. The two don't get along very well, so it's fortunate that they work opposite shifts. Bavil is mainly here when the tavern is open, and Issen does his work while the tavern is closed. Everything Bavil and Issen need to make bread and meals is stored either in this room or in the cellar underneath.

#### Bavil

Bavil is Vida the barmaid's husband. He is extremely intense when it comes to his work. He doesn't really prepare anything that unusual or challenging, nor is he particularly talented, but he treats every dish like he's making it for the king. Bavil takes a "cook now, clean later" approach to his work, and the kitchen can get more than a little messy while he's working. This is a constant annoyance to Issen, who prefers to keep things neat and organized at all times.

#### Issen

Issen is an old hunter who happens to bake a damn good loaf of bread. He's an introvert and a night owl, so spending his sunset years baking for Katelyn is the perfect job for him. His only complaint is that he has to share a kitchen with Bavil, but the cook usually gets things cleaned up before Issen arrives.

***Table 3-1: Tavern Construction Material Attributes[1]***

| Element | Material | Thickness | Break DC | Hardness[2] | Hit Points[3] | Climb DC |
|---|---|---|---|---|---|---|
| *Walls* | | | | | | |
| All Interior | Wood | 6 in. | 20 | 5 (3) | 60 hp | 21 |
| Barn (Exterior) | Wattle and daub | 1 ft. | 20 | 5 | 60 gp | 25 |
| Kitchen (Exterior) | Wattle and daub | 1 ft. | 20 | 5 | 60 gp | 25 |
| Tavern (Exterior) | Brick (plastered) | 1 ft. | 30 | 8 (12) | 75 hp | 20 |
| *Roof* | | | | | | |
| All Buildings | Wood shingles | 6 in. | 25 | 5 (8) | 60 hp | 22 |
| *Windows* | | | | | | |
| Barn | Glass (bull's-eye) | < 1 in. | 10 | 1 (NA) | 2 hp | NA |
| Kitchen | Wood grate | 1 in. | 15 | 5 | 20 hp | 5 |
| Tavern | Glass (cut) | < 1 in. | 5 | 1 (NA) | 1 hp | NA |
| All Buildings | Shutters | 2 in. | 10 | 5 | 8 hp | NA |
| *Doors* | | | | | | |
| Barn and Kitchen | Simple wooden | 2 in. | 13 | 5 | 10 hp | NA |
| Tavern | Good wooden | 3 in. | 18/ (locked) | 5 | 15 hp | NA |

1 All the attributes listed here apply to attacks against a discreet portion of the tavern and its buildings. For rules associated with attacking the entire building, see the section on Siege Engines in Chapter 3: Mastering Combat of *Pathfinder Roleplaying Game Ultimate Combat*.

2 The number in parentheses is the hardness against fire damage. If the fire damage is more than double the hardness against fire, the structure is set on fire.

3 Per 1-foot-by-10-foot-by-10-foot section.

# Tavern Construction

The following are the tavern's building qualities (as explained on p.26) and the component rooms for use with the downtime rules in Chapter 3 of the *Pathfinder Ultimate Campaign* book.

## Building Qualities

The Green Briar Tavern has the following building qualities:

**Quality** Fine **Condition** Average **Levels** 1 (1)

## Downtime Statistics

The following is a customized building stat block for the tavern that you can use with the downtime rules from Chapter 3 of the *Pathfinder Ultimate Campaign* book.

**The Green Briar Tavern**

**Create** 100 Goods, 13 Influence, 93 Labor (4,250 gp)
**Rooms** 1 Animal Pen, 1 Bar, 4 Bedrooms, 2 Bunks, 1 Common Room, 1 Courtyard, 1 Kitchen, 1 Lavatory, 3 Stalls, 2 Storage

## Game Effects

If you're using the downtime rules, some of the tavern's rooms provide game effects that the players may take advantage of.

***Table 3-2: Tavern Downtime Game Effects***

| Room | Game Effect |
|---|---|
| Bar | After spending an hour with local people in the tavern's main room, for the next 24 hours the character gains a +1 bonus on Diplomacy checks they make to gather information in Thornwall. |
| Lavatory | The sanitation improvement from having a Lavatory mean residents, guests, employees, and others who frequent the tavern gain a +2 bonus on Fortitude saves to resist contracting a disease while in Thornwall. |

# Rooms, Stabling & Services

Katelyn rents rooms, stables horses, and offers a few basic services as well.

***Table 3-3: Tavern Rooms, Stabling & Services***

| Service | Cost |
|---|---|
| *Lodging* | |
| Common Room Spot | 1 sp/night |
| Bunk Room Bed | 2 gp/night |
| Private Room | 5 gp/night |
| *Stabling (Includes Feed)*[1] | |
| Donkey | 4 sp/day |
| Horse | 5 sp/day |
| Mule | 7 sp/day |
| Pony | 4 sp/day |
| *Services* | |
| Bath (cold)[2] | 2 cp |
| Bath (hot)[2] | 6 cp |
| Bath (first bath) | +2 cp |
| Lamp oil (extra)[3] | 1 sp |
| Laundry (personal) | 1 sp/4 items |
| Laundry (sheets)[4] | 1 sp |

1 Katelyn will not stable carnivorous mounts of any kind except for riding dogs.

2 Unless the character pays extra for the first bath, others will probably have used the bath before them.

3 Katelyn fills the lamps in the bunk rooms and private rooms once each day. More than this costs extra.

4 Katelyn launders the sheets in private rooms once a week, and in bunk rooms as needed. Guests can pay to have sheets laundered additional times during their stay.

# Food & Drink

The Green Briar Tavern has its own oven, where Issen bakes all the bread for the day early each morning. Issen makes enough maslin bread (mix of rye and wheat) to last all day. For special occasions, he will also make pandemain (fine white bread), though it costs extra, and usually runs out at lunch.

Ale for the tavern is usually purchased from local alewives, though Bavil has been known to brew a fine barrel or two when grain is cheap. Katelyn also insists they buy at least a small barrel of ale from the Northland Brewery each week. The Green Briar Tavern only serves fresh ale, which is usually less than four days old.

The tavern also sells wines and mead from both near and distant vineyards. They vary widely in content and price, with the local blackberry wine being particularly popular and inexpensive.

## Prices

Tavern food is sold by the meal. If you don't want everything offered, you're welcome to share it with a friend or take it home. Katelyn has neither the time nor the inclination to price out a single loaf of bread or a single poached egg.

***Table 3-4: Green Briar Tavern Food & Drink***

| Item | Cost |
|---|---|
| *Meals* | |
| Breakfast | 3 sp |
| Lunch | 5 sp |
| Dinner | 3 sp |
| *Ale* | |
| Northland | 2 sp/pitcher; 4 cp/mug |
| Common Ale | 2 sp/pitcher; 4 cp/mug |
| Halfling Porter | 3 sp/pitcher; 7 cp/mug |
| *Wine* | |
| Blackberry | 2 sp/pitcher; 4 cp/mug |
| Plowman's | 3 sp/pitcher; 7 cp/mug |
| Merchant's Red | 8 sp/pitcher; 2 sp/mug |
| *Other Beverages* | |
| Blackleaf Tea (hot) | 2 sp/pot |
| Blackleaf Tea (cooled) | 2 sp/pitcher; 4 cp/mug |
| Cider | 5 sp/pitcher; 1 sp/mug |
| Mead | 2 gp/pitcher; 5 sp/mug |

## Menu

The tavern's menu varies according to the season. There are no substitutions, and Katelyn doesn't take special orders.

### Spring

**Breakfast:** poached or boiled eggs, fresh sausage
**Lunch:** stewed chicken, boiled greens, fresh berries
**Supper:** rabbit in gravy

### Summer

**Breakfast:** poached or boiled eggs, fresh sausage, butter
**Lunch:** roast pork pie, cooked cabbage, spinach tart, fresh fruit (plums, apricots, pears)
**Supper:** drawn beans

## RECIPES

If you want to impress your friends on game night, you can make some of the tavern's specialties at home. We've included authentic medieval recipes for each of the dishes on the tavern's menu.

### *Apple Tart*

4 to 5 apples, 6 chopped figs, 1/4 cup raisins, 1/2 tsp. ginger, 1/4 tsp. cinnamon, 1 tsp. sugar, 1/4 tsp. salt. Peel, core, and grate apples. Add figs, raisins, and spices. Mix well and put into tart crust. Bake at 350°F/180°C until done—about 40 minutes. Serve warm or cold.

### *Beef Stew*

1 1/2 lbs. beef , 1 medium onion, 1/2 tsp. cinnamon, 1/4 tsp. cloves, 1/4 tsp. mace, 1/2 tsp. pepper, 1 Tbsp. parsley, 1/2 tsp. sage, 1/2 tsp. salt. Cut beef into 1/2 inch cubes, place in a large pot with enough water to cover and bring to a boil. Simmer for 20 minutes and add onions and spices. Return to a boil and cook until meat and onion are tender. Serve hot.

### *Boiled Greens*

1/2 pound fresh greens (spinach, mint, cress, sorrel, endive, etc.), 1 medium onion, 1/4 cup currants, 2 Tbsp. melted butter, 1/4 tsp. ginger, 1/4 tsp. cinnamon. Wash greens and set aside. Chop onions and cook in a large pot of boiling water until tender. Add greens and cook very briefly—just until wilted. Drain and add remaining ingredients. Serve hot.

### *Cooked Cabbage*

1 head of cabbage, 1 small onion, 1/2 cup fresh parsley, 8 Tbsp melted butter, salt to taste. Shred cabbage and onion, and place in a large pot of boiling water. Add parsley and cook until cabbage is just tender. Drain and add butter and salt. Serve over sliced bread.

### *Drawn Beans*

1 lb. canned black-eyed peas, 2 cups broth, 1 chopped onion, 2 Tbsp. butter, 1/4 tsp. salt. In a large pot, saute onions in butter until soft. Add remaining ingredients, bring to a boil, and simmer until peas are tender—about 30 minutes.

### *Fresh Sausage*

1 pound beef, 1/4 pound suet, 1/4 pound bacon, 1 egg, 1 tsp. salt, 1 tsp. pepper. Chop or grind together beef, suet, and bacon. Mix together well and add remaining ingredients along with enough water to make the mixture workable. Stuff into your sausage casing and bake at 350°F/180°C until internal temperature is 160°F/71°C.

### *Pea Soup with Bacon*

1 lb. split peas, 1/4 lb. bacon, 8 cups broth, 2 Tbsp. butter, 1 Tbsp. lemon juice, 1 tsp. cumin, 1 tsp. corriander, 1 bay leaf, 1 tsp. herbs de provence. Cut up bacon and place in pot with remaining ingredients. Bring to a boil, reduce heat, and simmer until peas are soft—about 2 hours.

### *Peach Tart*

5 ripe peaches, 1/4 cup red wine, 3/4 cup sugar, 1/2 tsp. cinnamon, 1/2 tsp. ginger, 1/4 tsp. salt. Peel peaches, remove pits, slice, and place in pie crust. Make syrup of sugar, spices, and wine. Pour over peaches and cover with top crust, making a few slits in the top. Bake at 425°F/220°C for 10 minutes, then reduce heat to 350°F/180°C and bake until done, about 30-40 minutes.

### *Pork Pie*

2 to 3 lbs. cooked pork, 4 eggs, 1 cup grated cheese, 1/2 tsp. ginger, 1/4 tsp. cinnamon, 1/4 tsp. cloves, 1/4 tsp. pepper, 1/4 cup pine nuts, 1/4 tsp. salt. Cut pork into small pieces. Combine with eggs, cheese, pine nuts and spices in a large bowl. Mix well and place into bottom crust. Cover with top crust and bake at 350°F/180°C until golden brown—about 30 minutes. Serve hot or cold.

*(Continued on the next page...)*

### Autumn

**Breakfast:** poached or boiled eggs, fresh sausage, butter
Lunch: roast goose, cooked cabbage, roasted root vegetables, peach pie
**Supper:** beef stew

### Winter

**Breakfast:** wheat porridge with bacon, smoked sausages, smoked fish
**Lunch:** stewed venison, wheat porridge, roasted turnips, apple tarts
**Supper:** pea soup with bacon

# Tavern Games

Katelyn brings in the occasional travelling minstrel or story-teller, but the rest of the time the townspeople are on their own when it comes to entertainment. A favorite pastime is playing games at the tavern.

## DARTS

Katelyn keeps a dart board made from a barrel lid behind the bar. As long as there aren't too many people in the tavern, she'll

(...continued from the previous page.)

### Rabbit in Gravy

2 lbs. rabbit, 1 medium onion, 2 Tbsp. olive oil, 1 cup red wine, 2 cups chicken broth, 1/2 tsp. black pepper, 1/2 tsp. mace, 1/4 tsp. ginger, 1/4 tsp. cloves, 1/4 tsp. cinnamon, 1/4 cup red wine vinegar, 1/4 tsp. salt, 1 cup bread crumbs. Chop onion and saute in oil until tender. Cut rabbit into large pieces, add to onions, and sear briefly. Add wine, broth, mace, cloves, pepper, and cinnamon. Bring to a boil and simmer for one hour. Add bread crumbs, ginger, vinegar, and salt just before serving.

### Root Vegetable Pie

5 parsnips, 5 carrots, 1/4 cup chopped figs, 1/4 cup raisins, 1/2 tsp. ginger, 1/4 tsp. cinnamon. Peel vegetables and cut into long pieces, discarding any woody center parts. Place in boiling water and cook until just tender. Drain and place into a pie crust. Add figs, raisins, and sprinkle with spice powder. Cover with top crust and bake at 350°F/180°C until done. Serve hot or cold.

### Roasted Turnips

5 medium turnips, 1 cup grated cheese, 3 eggs, 4 Tbsp. melted butter, 1 Tbsp. sugar, 1/2 tsp. cinnamon, 1/4 tsp. salt. Trim and wash turnips. Bake in a covered dish until soft - about an hour at 350°F. Let cool and then peel and cut into small strips. Add cheese and set aside. Beat eggs, sugar, cinnamon, and salt. Pour over turnips and cheese. Add melted butter and mix well. Put into greased pan and bake at 350°F/180°C until set—about 35 minutes.

### Spinach Tart

1/2 pound chopped spinach, 1/2 cup chopped parsley, 6 eggs, 2 cups grated cheese, 1 tsp. chervil, 1 tsp. fennel, 1/2 tsp. ginger, 1/4 tsp. cinnamon. Beat eggs in a large bowl, add greens and remaining ingredients, and mix well. Pour into pie crust and bake at 350°F/180°C until firm—about an hour.

### Stewed Chicken

2 pounds chicken, 1 cup chicken broth, 1 clove garlic, 1 tsp. parsley, 1/4 tsp. marjoram, 1/4 tsp. sage, 1/4 tsp. ginger, 1/2 tsp. salt. Place all ingredients in a large pot and bring to a boil. Cover, reduce heat, and simmer until done—about 20 minutes.

### Stewed Venison

2 lbs. venison, 4 strips bacon, 2 cups red wine, 1 cup water, 1 tsp. cinnamon, 1 tsp. ginger. Cut venison and bacon into small pieces. Place into large pot with remaining ingredients. Bring to a boil and simmer for about 20 minutes.

### Wheat Porridge

1 cup cracked wheat, 2 cups water, 2/3 cup milk, 2 egg yolks, 1/2 tsp. salt. Bring water to a boil and add wheat. Return to a full boil, reduce heat, cover, and simmer for about 15 minutes or until water is absorbed and wheat is tender. Remove from heat and allow to cool slightly. In a separate bowl mix egg yolks and milk. Add to wheat and stir well. Return to heat briefly if necessary. Serve hot—sprinkle with sugar and/or cinnamon if desired.

let patrons pull it out and hang it on the north wall just to the right of the door by the stage. Katelyn has a couple battered sets of darts (-2 circumstance modifier due to condition) she'll loan out, but most players bring their own. Lomen the bowyer (110) makes darts that he sells for 1 gp per set.

## How to Play

The dart board has four rings on it. Each ring is marked with a point value. The closer the ring is to the center of the board, the smaller it is and the more points it's worth.

Each character gets four darts. Characters take turns making thrown weapon attacks against the board with an AC based on the ring they are aiming for. If they hit the ring, they get the listed number of points. If they miss the ring, roll a d8, and subtract that from the attack to determine which ring they did hit (if any). Characters may not take 10 or 20 on this roll.

*Muvfor throws his dart and aims for the center ring (AC 18). He rolls a 15 and misses. Now he rolls a d8 and gets a 6. This reduces his roll to 9. Since 9 doesn't hit any of the rings, Muvfor has missed the target completely. If he'd rolled a 5 on the d8 this would have left him with a final score of 10, and his dart would have at least hit the outer ring (AC 10).*

### Criticals

On a confirmed critical success, the hit also knocks the opponent's highest scoring dart off the board. On a confirmed critical failure, the dart bounces off the board and also knocks the thrower's highest scoring dart off the board.

*Table 3-7: Darts Scoring*

| Ring | AC | Points |
|---|---|---|
| 4 | 12 | 1 |
| 3 | 14 | 3 |
| 2 | 16 | 5 |
| 1 | 18 | 8 |

# TALENT CONTEST

Every few months the people of Thornwall put on a talent contest. Someone usually puts up a sign saying when the contest will be, and anyone wishing to complete comes to the tavern that night ready to show off their finest and most entertaining talents.

### How to Play

Talent contests are simple opposed rolls between the performers using their chosen Perform skill. Each performer demonstrates their talent before the audience, and then the player makes a Perform check to see how their character did. The better the result, the more successful the performance. The highest result rolled wins. In the cases of ties, a tie breaker contest is held to decide which performer is better.

### Bonuses & Modifiers

The gamemaster may award bonuses or modifiers to the Perform roll. Examples are provided below.

***Table 3-8: Performance Modifiers***

| Condition | Modifier |
|---|---|
| Bribe the audience with a round of drinks (2 gp) | +1 |
| Character performs first | -2 |
| Character performs last | +2 |
| Performance geared toward the audience (ex: dwarven epic song for a room full of dwarves) | +2 |
| Performance that clashes with audience interests (ex: a song that makes fun of dwarves in a room full of dwarves) | -2 |
| Player describes the character's performance in detail | +1 |
| Player acts out their character's performance (does not stack with description) | +2 to +4 |

### Criticals

If the player or gamemaster rolls a natural 20 on a perform roll, the audience is so impressed that, whether character wins or not, they buy the character's drinks for a week. On a roll of natural 1, the performer is booed off the stage, and must sit out the next talent contest as he waits for the audience to forgive him for such an abysmal performance.

### Prize

The prize for the talent contest is a battered tin mug said to have belonged to the famous bard, Deltorian the Red. As part of the winner's reward, Katelyn will fill the mug once each night for free. When a new champion emerges, the old winner must hand over the mug. The new champion holds the mug until the next contest.

## DICE GAMES

All manner of dice games are played at the tavern. Some patrons joke that more coin changes hands in a busy night at the tavern than in a day on Money Changer's Row in Tristanford. All dice games played at the tavern are played with 6-sided dice. Two favorites are described below.

### Miners & Mountains

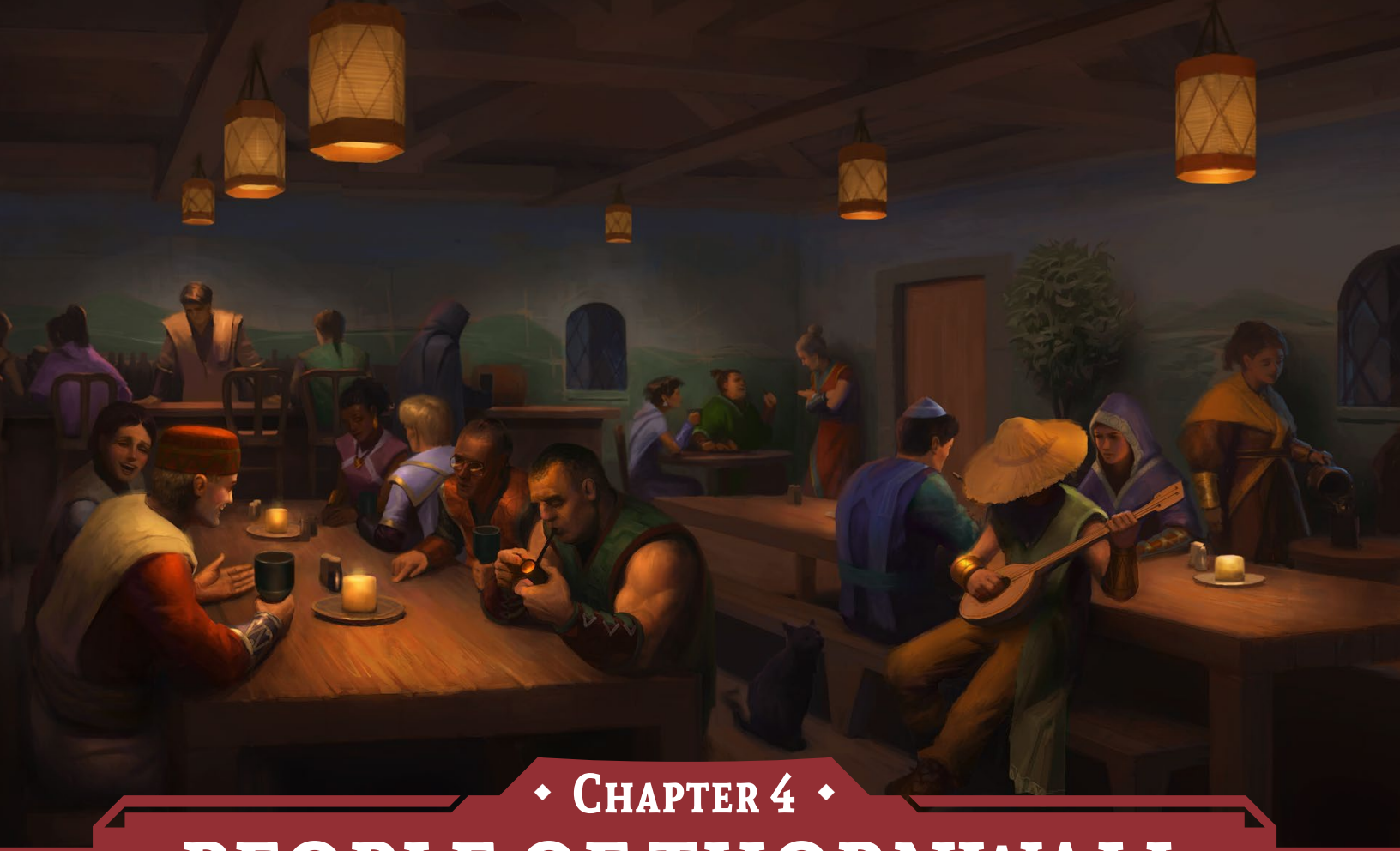
To play Miners and Mountains, the first player (called the "miner") rolls two dice. If he gets 6-6, 6-5, 2-1, or 1-1 (called "gems"), the miner wins one coin from his opponent (called the "mountain"). If he rolls any other combination, he pays the mountain one coin.

Whatever the outcome, the mountain gets to roll now. The mountain places a bet of as many coins as he likes, and then rolls two dice. If his combination matches the miner's combination, the miner has to pay the mountain the amount wagered. If the mountain rolls a gem that doesn't match the one the miner rolled, the mountain pays the miner. If the mountain rolls anything else, he rolls again until he either matches the miner's roll, or rolls a non-matching gem.

The players switch roles, repeat the process, and then the game ends.

### Riffa

Riffa is a two-player game using three dice. The first player throws the three dice until he gets a pair on two of the dice. He then throws the third, non-matching die again and totals them up. The second player repeats the process, and the player with the highest score wins the game.



Illus. by Ari Targovnik

## Chapter 4

# People of Thornwall

*"I'M TELLIN' YOU, I saw som'thing out there, and it weren't no wolf!" Drell said to the crowd gathered around the bar.*

*Eathen believed the hunter. Whatever the man had encountered, it had shaken him. Bears, wolves, wolverines, and even a worg had fallen before the grizzled hunter's bow. If Drell said the thing he saw wasn't a wolf, then Eathen believed him. As for the others, it seemed they weren't so sure.*

*"Look, Drell," Ulmore Strafe said, pushing his hands into his pockets and puffing out his chest. "We all appreciate what you think you saw, but—and I mean no disrespect when I point this out—you had been drinking. We all saw the condition you were in when you left that night."*

*"You callin' me a liar?" shouted Drell. The old hunter's face flushed bright red, and his hands clenched into fists. Eathen almost imagined his hair bristled as Drell stepped toe-to-toe with the big fur trader.*

*Strafe pulled his hands out of his pockets and held them up in mock defense. "Take it easy, friend. I'm not calling you a liar. I'm just saying that maybe you didn't see what you think you saw."*

*"Fine. Don't believe me," Drell spat, dropping back onto his stool at the bar. He snatched his mug of ale, tipped it back, and then smacked down the empty glass. "But you'll pay the price. That earthquake weren't natural, and now there's somethin' out there that weren't there before."*

*Everyone started talking at once. Some people suggested forming a hunting party to go out and find the thing Drell saw. Others wanted to send word to Downbury Castle to ask for troops. Still others demanded everyone stop jumping at shadows and put the whole thing behind them.*

*"In the end, it doesn't really matter, now does it?" a voice called from the back of the crowd.*

*Everyone turned to see who'd spoken and saw Antoni Berro rising to his feet. The young man picked up his pack from the floor and shouldered his shepherd's crook.*

*"I mean, we can't just stop doing our work. Garret and I got twenty head of sheep out there right now, and I can't even count how many we've all got out there between us. It's not like we can bring them back to town. All we can do is keep on keeping on and watch each other's backs."*

*And with that, he went out the door, leaving Eathen and the others in silence.*

## A Reason to Fight

Most players come to the game table to tell a story about heroes. Overcoming adversity to defeat the forces of evil makes for exciting encounters, but if there is nothing at stake, it's just bloodsport. To tell a story of heroism, the hero needs

someone to protect. The players need to know who will suffer the consequences if their hero fails, and they need to care about them.

The previous chapter provided a great deal of insight into the people of Thornwall; their hopes, their dreams, and their desires. In this chapter, we explore some of the most important characters in greater detail. We also provide *Pathfinder*-compatible stat blocks to help the gamemaster to make use of them within the context of the rules.

The NPCs in this chapter are either typical, low-level townsfolk or important, high-level supporting cast. We included the low-level NPCs so the gamemaster can quickly pull up information about the most common types of people the characters will encounter while in town. These NPCs are all built as humans, but the abilities aren't out of range for any race in the game. Add low-light vision, and the players won't ever know the difference.

The high-level NPCs represent key supporting cast members. They are high-level to ensure that they have access to the skills and abilities needed to play their part in the game. Basil, for instance, needed the ability to cast *Raise Dead* to provide the characters with a path back from the dead, so he needed to be at least a 9th level cleric.

## COMMON FOLK

The NPCs are presented here in the way one might expect to encounter them on a typical night at the tavern. They aren't carrying every piece of equipment they own, and they definitely aren't carrying more than a bit of spending money. Spellcasters have memorized the spells they use during the typical work day, and they aren't armed or armored unless their job requires it.

None of these characters are adventurers. Even the characters with player character levels are just normal folks. They might be extremely capable and many of them are quite brave, but they aren't equipped psychologically to face the things an adventurer faces.

# READING THE DETAILED ENTRIES

The detailed character entries are organized as described below. If a particular piece of information doesn't apply to a character, that text is omitted from the entry.

- **Name,:** The character's name, class, and level.
- **Quote:** A typical quote from the character to provide insight into their voice and personality.
- **Character Summary:** A brief summary describing who the character is and their role in the game.
- **Character Story:** A short story about the character to help the gamemaster imagine their personality and place in the world.
- **Race Description:** A description of that race as they exist in the world of Aetaltis. This information is only provided for the first character of a particular race that appears in the book.
- **Adventure Hooks:** Hooks the gamemaster can use to create adventures that involve the character.
- **Stat Block:** The NPC's abilities and statistics.

# IMPORTANT NPCS

## BROTHER BASIL UNDERWOOD OF NORTHDOWN

*Perhaps you should try to solve this problem yourself before you ask the Enaros to do the work for you.*



Illus. by Jacob Atienza

Brother Basil Underwood is a 61-year-old halfling Cleric of Lensae. He is a skilled healer, an experienced member of the Enarosian clergy, and the current head of the temple of Lensae in Thornwall.

*A furious pounding thundered through Basil's quarters. The halfling awoke with a start, tossed aside the book he'd fallen asleep reading, and ran to the door. That sort of urgency always meant the same thing.*

*As soon as he opened the door, three men carrying a fourth burst into the room. He recognized two of them as farmhands from the Hambley place, and the third was young Ulrich, the Hambley's eldest son. The pale, unconscious man they carried was Will Stromos, the thatcher.*

*"You gotta help him, Brother Underwood," Ulrich cried. "He fell off the stable roof and landed on the fence. There was an awful noise when he hit, and he hasn't moved since!"*

*"I don't think he's even breathing," one of the other men said, panic creeping into his voice.*

*Basil needed somewhere to work. He beckoned them into his bedroom and pointed at the bed. The men rushed after him and set Will down on it. He put his ear close to the man's mouth and listened. Yes, he was breathing, but barely. He then pressed his ear to the man's chest.*

*"Is he alive?" asked the other farmhand.*

## About Halflings

Good food, good company, and a bit of dried gelenleaf in a pipe mean more to a halfling than all the riches in the world. They value the simple things in life, and dislike change. Every so often, however, a halfling is born with a little of the "old blood" in him, and he gets the urge to go adventuring.

According to halfling legend, they are the favored children of Alantra, the goddess of hearth, home, earth, and stone. A desire to remain close to Alantra's heart inspired the first halflings to live in earthen tunnels and shallow caves. Unlike the dwarves, however, halflings never desired to go deeper.

Sadly, this halfling tradition dwindled after the Age of Darkness. The fear of breaching a Deepland hall and unleashing the dark creatures within was too great. Today, however, some halflings are taking up the old ways once again.

*Basil shushed them and held up one hand, palm out, to reinforce his wish for silence. He listened intently, and now he heard it. The faintest of hearbeats.*

*"He lives," Basil replied, "but barely. It is well that you brought him here so quickly."*

*Basil stood and pointed at the two farmhands to get their attention. "You two, go find Acolyte Floros. I may need his aid. Tell him to bring the dust. He'll know what I mean."*

*The two men nodded and then ran out the door.*

*"And tell him to hurry," Basil shouted after them.*

*"What should I do, Brother Underwood?" pleaded Ulrich.*

*Basil reached up and took Ulrich's hands. "We will need Alantra's blessing if Will is going to live. It is vital that she, or at least one of her avatars, hears our call. I need you to pray with me. There must be strength behind our supplication."*

*Ulrich nodded eagerly, his face a mask of worry. Comfortable that Ulrich knew his part, Basil moved to the other side of the bed. He closed his eyes, reached out his hands and held them palms down over the wounded man. He began an entreaty to Alantra, Enaros of healing.*

*Ancient words, strange to the ears of anyone other than another cleric of the Enaros, rolled off his tongue. They came almost unbidden, emerging from a deep place within himself that he tapped only by way of his years of training and experience.*

*He heard a gasp from Ulrich and took that as a good sign. It likely meant that his hands had begun glowing with a faint, golden light. Fortunately for Will, She seemed to be listening. He continued the prayer, his voice growing louder with each word.*

*Across from him, Ulrich started muttering the words to an old trapper's blessing. Not perfect, but it would do. What he said wasn't as important in the force of desire behind the words.*

*And then, with a shock of heat that poured through his body, Alantra's power took hold. It exploded from the core of his body, swept out along his limbs, and burst forth from his fingers. Ulrich cried out, and Basil felt the divine energy stream out of him and into the unconscious man on the bed.*

*Like a light snuffed out in the darkness, the flow of divine power stopped so abruptly that Basil collapsed to his knees.*

*Ulrich rushed to his side and placed a hand on his back. "Brother Basil? Brother Basil! Are you well?"*

*A weak voice from the bed said, "Wh-what happened?"*

*Basil smiled. "Yes. We all are."*

### Brother Basil Underwood CR 8

**XP** 4,800
Male halfling cleric 9
**LG** Small humanoid (halfling)
**Init** +1; **Senses** Perception +5

**DEFENSE**

**AC** 12, **touch** 12, **flat-footed** 11 (+1 Dex, +1 size)
**hp** 53 (9d8+9)
**Fort** +7, **Ref** +5, **Will** +10; +2 vs. fear
**Defensive Abilities** unity (1/day)

**OFFENSE**

**Speed** 20 ft.
**Special Attacks** channel positive energy 6/day (DC 17, 5d6), holy lance (4 rounds, 1/day)
**Domain Spell-Like Abilities** (CL 9th; concentration +12)
6/day—*calming touch* (1d6+9), *rebuke death* (1d4+4)
**Cleric Spells Prepared** (CL 9th; concentration +12)
5th—*breath of life*[D] *(DC 18), mass cure light wounds*
4th—*cure critical wounds, cure critical wounds*[D]*, neutralize poison*
3rd—*create food and water, cure serious wounds*[D]*, cure serious wounds (2), remove disease*
2nd—*augury, cure moderate wounds*[D]*, cure moderate wounds (2), lesser restoration (2)*
1st—*bless (2), cure light wounds*[D]*, cure light wounds (2), sanctify corpse UM*
0 (at will)—*create water, detect magic, purify food and drink (DC 13), stabilize*
**D** Domain spell; **Domains** Community, Healing

**STATISTICS**

**Str** 8, **Dex** 12, **Con** 10, **Int** 13, **Wis** 16, **Cha** 16
**Base Atk** +6; **CMB** +4; **CMD** 15
**Feats** Brew Potion, Extra Channel, Scribe Scroll, Turn Undead, Weapon Focus (light mace)
**Skills** Acrobatics +3 (-1 to jump), Climb +1, Craft (alchemy) +6, Heal +11, Knowledge (local) +3, Knowledge (religion) +11, Perception +5, Profession (Clergy) +12, Spellcraft +9; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception
**Languages** Common, Halfling
**Other Gear** belt pouch, holy symbol (Lensae), 3 gp
**Boon** Basil can may cast a spell at no cost (except for material components) or brew a potion at a 10% discount.

**SPECIAL ABILITIES**

**Calming Touch (1d6+9 nonlethal damage, 6/day) (Sp)** Heal 1d6+9 non-lethal damage and cure conditions by touch.
**Channel Positive Energy 5d6 (6/day, DC 17) (Su)** Positive energy heals the living and harms undead.
**Cleric Domain (Community) Granted Powers** His touch can heal wounds, and his presence instills unity and strengthens emotional bonds.

**Cleric Domain (Healing) Granted Powers** His touch staves off pain and death, and his healing magic is particularly vital and potent.
**Fearless** +2 racial bonus vs Fear saves.
**Healer's Blessing (Su)** Cure spells are empowered for free.
**Rebuke Death (6/day) (Sp)** As a standard action, touch heals 1d4+4 dam to negative HP target.
**Turn Undead (DC 17)** Channel Energy can make undead in 30 ft. flee for 1 min.
**Unity (1/day) (Su)** As an immediate action, allies within 30 ft. may use Basil's save bonus against something that affects both them and the cleric.

## GREZENDEVORMA "GREZEN" GOLD

*You need help you say? Well you've come to the right place. I'm always happy to help—for a price.*

Grezendevorma "Grezen" Gold is a fifty-year-old cheebatan merchant. She owns the largest retail shop in Thornwall, which she humbly named Grezen Gold's Emporium of Elegance. Grezen is tight with her gold and a shrewd negotiator, but she has a soft spot for Thornwall and its citizens.

*The little bell rang musically as the front door to Grezen Gold's Emporium of Elegance opened. The sound snatched Grezen's attention from the ledgers she'd been studying. Coins earned in the past were all well and good, but that lovely sound meant a fresh opportunity for profit had just walked in.*

*The little cheebat woman leaped nimbly from the high stool, an impressive feat considering that, at three feet, the stool was nearly as tall as she was. Not to mention the fact that Grezen's elegant outfit looked more suited to hosting a dinner party than acrobatics. Still, she landed with agile grace, using her slightly over-long arms and large hands to ensure a steady landing.*

*"Coming," she called out in a sing-song alto.*

*She looked behind her and snapped her fingers with a crack that'd make a whip-wielding teamster proud.*

*"Olaf," she commanded. "Make yourself useful and grab that box of snuff bottles from the back."*

*A dashingly handsome young man looked up from where he'd been snoozing at the other desk. "Hm? Snuff bottles?" he inquired, sweeping his perfect blond hair out of his eyes.*

*"The ones marked with the sigil of Port Vale." The man blinked at her. "The ones with the red animal stamped on it that we haven't been able to sell." The man blinked again, this time with something Grezen hoped was understanding. "Bring them to the front and act like they just arrived. Understood?"*

*Olaf rose languidly to his feet, stretched like a great cat, and said, "Yes, mistress," before loping off to the back room.*

*Grezen sighed. The man was lovely to look at—extremely so—but he was dumber than that box of snuff bottles. There was about a 50/50 chance that he'd come back at all, much less come back with the right box.*

*No matter. She had customers waiting. She straightened herself up, and like a queen going to court, left the office and marched regally between the shelves up to the front of the store.*

### ABOUT CHEEBATS

Cheebats are clever negotiators, devious planners, and unrelenting social climbers. Physically, they are quite small, only about 3 ½ ft. tall on average, but they don't let their limited stature prevent them from tenaciously pursuing whatever it is they desire.

And what they desire is wealth—the flashier the better. After all, why have wealth if you aren't going to show it off? Cheebats love the hunt for wealth almost as much as the wealth itself. They never miss an opportunity to haggle, and their ears prick up at the slightest hint of a bargain.

Most cheebats won't lie or steal to acquire riches, but they definitely walk the line. Complex technicalities, misinformation, and half-truths are all acceptable negotiating tools to the cheebat. Fortunately, they are good-natured, friendly, and unswervingly loyal companions. These traits lead injured parties to overlook or forgive most of a cheebat's transgressions.

*She stopped just before the entry area and peeked around the last shelf to spy on her guests. Four people milled about, looking at the items on display in the front room. One was a tall, gray-skinned newardin holding a long staff, the next was one of the reptilian scythas with the pommel of a jeweled dagger peeking out from beneath her cloak, the third a gruff dwarf with an axe hanging at his belt, and the last a woman wearing the travelling robes of a cleric of Alantra.*

*Grezen's eyes glittered. Oh, yes, she knew what this was. A lucrative opportunity indeed. No doubt about it, these were adventurers.*

*Taking a deep breath, Grezen swirled out from behind the shelf, tossing the end of her scarf over her shoulder with a dramatic flourish. All four adventurers looked up in surprise.*

*"Welcome," she crooned, "to my humble establishment!"*



*Illus. by Jordy Lakiere*

**GREZEN GOLD CR 7**

**XP** 3,200
Female cheebat expert 9
**CG** Small humanoid (cheebat)
**Init** +1; **Senses** low-light vision 60 ft.; Perception +6

**DEFENSE**

**AC** 15, **touch** 15, **flat-footed** 13 (+2 deflection, +1 Dex, +1 dodge, +1 size)
**hp** 53 (9d8+9)
**Fort** +4, **Ref** +5, **Will** +9

**OFFENSE**

**Speed** 20 ft.
**Melee** +2 whip +10/+5 (1d2+1 nonlethal)
**Ranged** hand crossbow +8 (1d3/19-20)

STATISTICS

**Str** 9, **Dex** 13, **Con** 10, **Int** 15, **Wis** 14, **Cha** 16

**Base Atk** +6; **CMB** +4; **CMD** 18

**Feats** Dodge, Exotic Weapon Proficiency (hand crossbow), Exotic Weapon Proficiency (whip), Persuasive, Point-blank Shot, Weapon Finesse

**Skills** Acrobatics +2 (-2 to jump), Appraise +14, Bluff +17, Diplomacy +15, Disguise +5, Handle Animal +4, Intimidate +13, Knowledge (geography) +6, Knowledge (history) +5, Knowledge (local) +10, Knowledge (nobility) +9, Linguistics +3, Perception +6, Perform (act) +4, Profession (gambler) +4, Profession (merchant) +14, Ride +4, Sense Motive +14, Sleight of Hand +5, Stealth +11

**Languages** Atlan (common), Cheebatan, Dwarven, Halfling

**Other Gear** *+2 whip*, hand crossbow, crossbow bolts (10), *elixir of love*, *ring of protection +2* , *sleeves of many garments*, belt pouch, 8 pp, 13 gp

**Boon** Grezen may negotiate a single transaction on behalf of the PCs, or acquire a single unusual item of less than 400 gp that they can purchase.

SPECIAL ABILITIES

**Greed** Cheebats gain a +2 bonus on Appraise checks to determine the price of non-magical goods that contain precious metals or gemstones.

**Point-blank Shot** +1 to attack and damage rolls with ranged weapons at up to 30 ft.

**Scavenger** Cheebats are always looking for their next big windfall. They gain a +2 racial bonus on Appraise and Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or to identify a potion by taste.

**Silver Tongued** Cheebats are known for their ability to get along with almost anyone. They gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

**Sleeves of Many Garments** Transform current clothes into any non-magical new form.

## KATELYN BYTHEWATER

*Well, you can put all of that behind you now. Come on in, and let's get you something to eat.*

Katelyn Bythewater is a 54-year-old female human. She is the owner and operator of the Green Briar Tavern, and is known for her compassion and level-headed approach to trouble.

*"Don't I know you?" a deep, bass voice growled.*

*Katelyn looked up from her work behind the bar and saw an enormous man wearing battered furs looming over a table near the fire. Dropping her rag on the counter, she grabbed the iron-banded club from under the bar, and headed out into the main room.*

*"Yeah, I think I do know you," the man growled again. "You look real familiar."*

*The big man and his mousy, squint-eyed companion were the only non-locals in the tavern. The only other people in the building, and the focus of the big man's attention, were Bellamy and Moorehouse Broadfoot.*

*The older couple once ran Broadfoot's Grocery, but they couldn't keep it going after the nobles left. Now Bell, a human woman a little older than Katelyn, and Moorehouse, a halfling man of about the same age, lived a quiet life raising doves.*

*Katelyn approached, club handle gripped firmly in one hand and the business end of it resting lightly in her other. "Is there a problem here, gentlemen?"*

*The big man spun around to face her, his face screwed up in an angry scowl. His companion stayed in his seat, but Katelyn spotted his hand slip beneath the folds of his cloak. Katelyn immediately reconsidered the wisdom of the direct approach in this situation.*

*"I asked if there was a problem," she repeated. "Bell and Moorehouse have lived here for years, and you I don't know at all. I'm quite certain you don't know them."*

*The squinty-eyed friend leaped from his seat, but before he could reach Katelyn she lashed out with the club. It caught him square in the face and sent him stumbling back, clutching his bleeding nose.*

*The big man took a step toward her, clenching his meat-slab hands into huge fists. "Oh, you just did the wrong thing. Now you gotta be punished."*

*Katelyn gripped the club in both hands and took a fighting stance. She didn't disagree with him. Not about the punishment part—that part she definitely took issue with—but about how she'd decided to deal with this. It definitely was a bad thing to do.*

*It was also the right thing to do.*

*"Bell. Moorehouse. Get out of here! I'll take care of this pile of manure."*

*She kept her voice calm and strong, knowing that men like this thrived on other people's fear. Stay firm and she might hold out. With luck, Bell and Moorehouse would go find the constable and get back before she'd taken too much of a beating.*

*"GRRREEEEAAAAAA!" the man roared and charged at her, hands outstretched.*

*Katelyn settled back on her heels and brought the club back, hoping to get a swing in and catch the giant in the head before he could put his thick fingers around her throat.*

*She never got the chance. The man's roar turned into a scream of pain. He fell, trying to turn around, but only getting halfway before he hit the floor. His momentum carried him forward, and he slid to a stop at Katelyn's feet.*

*She looked up in astonishment to find Bell standing over the groaning man-monster with a heavy sap in her hand and Moorehouse holding a glittering dagger to the squinty-eyed man's throat.*

*Katelyn flipped her club up to rest on her shoulder and looked at the couple. "You think you know your neighbors."*

*Both Bell and Moorehouse looked frightened, but not of the two men they'd just bested. She pursed her lips and nodded. "What do you say one of us gets the chief constable to take care of these two. After that we can put this whole thing behind us, you can finish your lunch, and we'll pretend it never happened."*

*A tear ran down Bell's cheek and she smiled. "What would we do without you, Katelyn Bythewater?"*

### Katelyn Bythewater CR 6

**XP** 2,400
Female human commoner 5/expert 3
**NG** Medium humanoid (human)
**Init** +0; **Senses** Perception +12

DEFENSE

**AC** 10, **touch** 10, **flat-footed** 10
**hp** 32 (8 HD; 5d6+3d8+5)
**Fort** +2, **Ref** +2, **Will** +7

OFFENSE

**Speed** 30 ft.
**Melee** club +4 (1d6)

STATISTICS

**Str** 10, **Dex** 10, **Con** 11, **Int** 15, **Wis** 16, **Cha** 15
**Base Atk** +4; **CMB** +4; **CMD** 14
**Feats** Alertness, Barroom Brawler, Catch Off-guard, Persuasive, Quick Draw
**Skills** Appraise +8, Bluff +8, Diplomacy +12, Intimidate +11, Knowledge (history) +9, Knowledge (local) +13, Knowledge (nature) +4, Perception +12, Profession (innkeeper) +13, Sense Motive +14, Survival +7, Swim +4
**Languages** Common, Dwarven, Halfling
**Other Gear** club
**Boon** Katelyn can provide a room and prepare an elaborate feast in a PC's honor, or she can teach a PC a trick of the trade, granting a perpetual +1 bonus on Profession (innkeeper) checks if the PC is trained in this skill.

SPECIAL ABILITIES

**Barroom Brawler (1/day)** As move action, gain combat feat for 1 min for which you meet prerequisites.
**Catch Off-Guard** Proficient with improvised melee weapons. Unarmed foe is flat-footed against your improvised weapons.
**Quick Draw** Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

## SIDEQUEST

### Escort Service

Paw Paw, a slightly senile old man who lives just outside the town walls, has had a bit too much to drink, but he refuses to stay in the common room tonight.

**GOAL**

Katelyn asks you to escort Paw Paw back to his house south of town, and keep him safe from the dangers in the woods.

**REWARDS**

+1 Goodwill and a free night in a bunkroom.



Illus. by Jacob Atienza

## FORESTER MORGAN CANDLEWICK

*"The forest will speak to you—if you listen."*

Forester Morgan Candlewick is a 30-year-old male human ranger. He's a quiet man who enjoys solitude, but also a fierce foe and an ardent protector of the forests.

*Morgan crouched and touched two fingers to the footprint in the dirt, feeling an almost imperceptible change in height. Recent. Human, most likely.*

*He stood and gazed around the forest, his eyes darting from fern to tree to rock to log. A bird flitted between the trees. A squirrel scurried from branch to branch.*

*But no other movement. A recent footprint, yes, but long enough ago that his quarry lay beyond his sight. Line of sight wasn't common in the rocky, forested hills around Thornwall. Often it took just a few long strides to avoid the view of a pursuer.*

*Morgan followed the most likely path forward. He soon spotted more signs—a broken branch, a crushed mushroom—but still no sign of his prey.*

*An hour passed, and from the sunlight angling through the leaves, he knew their path was taking him west. Morgan frowned. In life, the duke had forbidden any hunting or trapping west of Thimble Peak, and the order remained in effect after the duke's death. From the smell of the wind and the slightest glimpse of mountains through the pines near the top of the hill, Morgan was at best close to the peak, and at worst a bit past it.*

*The duke never gave a reason for his edict—he didn't have to—but Morgan had his suspicions. He'd been in this part of the woods now and again, and he'd seen things. Heard things. Things that weren't part of Grethken and Vale's natural order.*

*In the end, it didn't really matter. It was his duty as forester to deal with the poachers, and he didn't get to choose whether or not to do it. No matter where the trail led, he would follow.*

*Another hour of hiking led him to the top of a taller hill, where a break in the trees provided a clear view of the rolling, forested hills that swept up to the feet of the snowcapped mountains. The poachers' trail headed straight into a deep valley.*

*The route zig-zagged down the steep slope, the criminals sliding from tree to tree to avoid careening down the hill. The trees grew closer as Morgan continued on, branches intertwining overhead until the leaves blocked out the sun.*

*When he reached the bottom of the valley, Morgan stopped and listened. A little brook gurgled down here, and crickets chirped in the distance, but there was no other sound.*

*There should have been others: musical bird calls, squirrels rustling through the undergrowth, and the chirps and songs of a half-dozen types of insects. But there was only the brook and the crickets.*

*And a high-pitched giggle.*

*Morgan spun around, an arrow nocked and ready in his bow before he'd finished the turn.*

*More giggles came from somewhere upstream. Morgan moved with deliberate care. He spotted a crushed fern that told him his prey had come this way as well.*

*A blue light flashed between the tree trunks about a hundred paces away. Morgan brought his bow up instinctively and then… he saw it.*

*Motion. Someone small running between the trees.*

*The forester sprinted after them, leaping from rock to rock across the brook and dashing to where he'd seen the movement. Bow and arrow at the ready, he stepped around the tree his mysterious watcher had disappeared behind.*

## SIDEQUEST

### Dangerous Poachers

A band of well-armed poachers is operating in the forests south of Thornwall. Morgan needs help bringing these men to justice. He's appointing woodwards to help him confront these dangerous men.

**Goal**

Bring the poachers in.

**Rewards**

2 gp to each woodward; +1 Goodwill if the poachers are brought in alive

*Lying unconscious at its base were the two poachers, tied with a rope so fine it might have been an unnaturally strong fishing line. As Morgan bent down to check them, he spotted a rolled-up leaf stuffed into one's mouth.*

*Pulling it out, he unrolled it to see tiny words scratched on it: "You're welcome. Now get out."*

### Forester Morgan Candlewick CR 6

**XP** 2,400
Male human ranger 7
**N** Medium humanoid (human)
**Init** +2; **Senses** Perception +9

**Defense**

**AC** 16, **touch** 12, **flat-footed** 14 (+4 armor, +2 Dex)
**hp** 61 (7d10+21)
**Fort** +6, **Ref** +7, **Will** +3

**Offense**

**Speed** 30 ft.
**Melee** *+1 cold iron shortsword* +9/+4 (1d6+2/19-20) or dagger +8/+3 (1d4+1/19-20)
**Ranged** mwk composite longbow +10/+5 (1d8+1/x3)
**Special Attacks** combat style (archery), favored enemies (animals +4, magical beasts +2)
**Ranger Spells Prepared** (CL 4th; concentration +5)
1st—*detect animals or plants, longstrider*

**Statistics**

**Str** 12, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 10
**Base Atk** +7; **CMB** +8; **CMD** 20
**Feats** Blind-fight, Endurance, Far Shot, Point-blank Shot, Precise Shot, Quick Draw, Rapid Shot, Toughness
**Skills** Acrobatics +4, Bluff +1, Climb +6, Craft (bows) +3, Diplomacy +1, Handle Animal +7, Heal +7, Intimidate +4, Knowledge (dungeoneering) +5, Knowledge (nature) +10, Perception +9, Ride +6, Sense Motive +5, Stealth +15, Survival +11, Swim +6
**Languages** Common
**SQ** favored terrain (forest +2), hunter's bond (companions), track +3, wild empathy +7, woodland stride
**Combat Gear** *potion of cure light wounds*, *potion of cure moderate wounds*; **Other Gear** *+2 leather armor*, *+1 cold iron shortsword*, dagger, mwk composite longbow (+1 Str), *cloak of elvenkind*, belt pouch (x3), flint and steel, manacles, silk rope (50 ft.), trail rations (2), waterskin, 28 gp
**Boon** Morgan can assist the PCs for the duration of a single hunt of a humanoid or animal target.

**Special Abilities**

**Blind-Fight** Re-roll misses because of concealment.
**Endurance** +4 to a variety of Fortitude saves, skill, and ability checks. Sleep in light or medium armor with no fatigue.
**Far Shot** Halve the range increment penalty for extended range.
**Favored Enemy (Animals +4) (Ex)** +4 to rolls vs. Favored Enemy (Animals) foes.
**Favored Enemy (Magical Beasts +2) (Ex)** +2 to rolls vs. Favored Enemy (Magical Beasts) foes.
**Favored Terrain (Forest +2) (Ex)** +2 to rolls when in Favored Terrain (Forest).

**Hunting Companions (1 rounds) (Ex)** Grant half favored enemy bonus to allies in 30' as move action.
**Point-Blank Shot** +1 to attack and damage rolls with ranged weapons at up to 30 feet.
**Precise Shot** Can shoot or throw into melee without -4 to hit penalty.
**Quick Draw** Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.
**Rapid Shot** Extra attack with ranged weapons. Each attack is at -2.
**Track +3** Add the listed bonus to survival checks made to track.
**Wild Empathy +7 (Ex)** Improve the attitude of an animal as if using Diplomacy.
**Woodland Stride (Ex)** Move through undergrowth at normal speed.

## SIDEQUEST

### Wounded Hunter

A hunter returned to Thornwall battered and afraid. He and a companion slipped down a steep hill while hunting. He could walk out, but his friend couldn't. He came to get help, but isn't sure where he left his friend. Night is coming and Morgan will need help to find the hunter in time.

**GOAL**

Find the hunter and bring him home.

**REWARD**

+1 Goodwill

# MAYOR YURGIN HAYWARD

*Sounds to me like you both could have handled this a bit better, but I'm sure we can work it out.*

Mayor Yurgin Hayward is a 65-year-old male human, and the appointed leader of Thornwall. He's held his post for twenty-five years, due in large part to his thoughtful and even-handed style of leadership.



*Fingers steepled under his chin, Mayor Hayward leaned back in his chair and listened to the arguments made by each member of Thornwall's town council.*

*Joachim Ordlin, the miller, jumped to his feet, his face red with frustration and anger. "Whatever they are, they've killed a dozen sheep already! Mark my words, it won't be long before they start preying on the shepherds. We must contact Dunbury Castle at once."*

*Across the table from Joachim sat Grezen Gold. The little cheebat woman sat on a small tower of cushions so that she might speak eye to eye with the other council members.*

*"You're overreacting Joachim," she said, waving her hand dismissively. "I appreciate that the sheep are a costly loss, but we lost twice that many last winter when that wolf pack moved into the area. We didn't need Dunbury's help then, and I don't see why we should send for them now."*

*"I imagine you don't," growled Malia Ablehand, the baker. She sat with her arms crossed, glowering at the cheebatan merchant. "Heaven forbid we get the help we need, and then be forced to raise taxes for a time to cover the cost of the deployment. We certainly wouldn't want to cut into your profit over the safety of a few shepherds."*

*"Now, I didn't say—"*

*"Why are we even discussing this?" Joachim shouted.*

*"Please everyone," Brother Underwood said, finally speaking up. "This gets us nowhere—"*

*Yurgin leaned forward and loudly cleared his throat. The council members all stopped and turned to face him.*

*"What?" they shouted, almost in unison.*

*Yurgin leaned back in his chair and looked over the four present council members. Two seats remained empty. Vida Elgenkett was home in bed with a fever, and Lord Drezel was in Tristanford.*

*"Thank you for your input," he said in a calm, quiet voice. "I appreciate your thoughts and concerns, and you've helped me to make my decision."*

*"What do you mean 'decision?'" Grezen said, her eyes narrowing. "We haven't decided anything."*

*Yurgin took a deep breath. He knew this would not go over well with the others, even those that agreed with him. The council appreciated when Yurgin took care of the dull, day-to-day tasks of running their little community, but that appreciation did not extend to those rare occasions when he wielded his other powers. Nothing for it but to forge ahead.*

*"I'm sending word to Dunbury tomorrow. There is something in the woods, something new, and we're not safe. We need their help, so I'm going to ask for it."*

*"Mayor Hayward," Basil said, his voice polite but concerned. "I really think we need to come to an agreement on this."*

*"No," Yurgin replied, leaning forward again. "We don't. According to the town charter as signed by the duke, the mayor may take unilateral action in times of great danger to ensure the security of town. I think this situation more than qualifies."*

*They reacted with stunned silence, probably, he assumed, because his normal mode of operation was to convince the two sides of a disagreement to come to a compromise. On only one other occasion had he*

*Illus. by Jacob Atienza*

*asserted his authority so forcefully. In that situation, something had told him there wasn't time for lengthy discussion, and for some reason this threat gave him the same sense of dread.*

*Unsurprisingly, Grezen recovered before the others. "Very well," she said, looking more than a little worried. Yurgin felt certain that she'd read his own concern. "Unless we doubt our wisdom in appointing you in the first place, we must trust your judgement. I bow to your decision."*

*Yurgin accepted her capitulation, and prayed that he was, in fact, wrong.*

### Mayor Yurgin Hayward CR 6

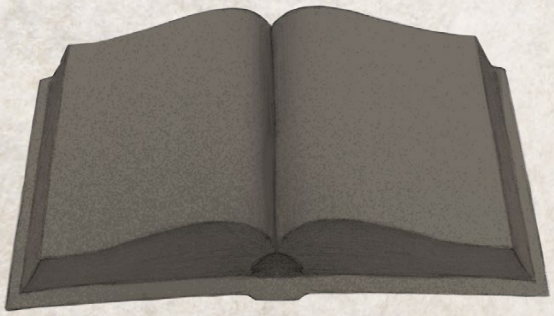
**XP** 2,400
Male human expert 5/aristocrat 3
**LN** Medium humanoid (human)
**Init** -1; **Senses** Perception +11

**DEFENSE**

**AC** 9, **touch** 9, **flat-footed** 9 (-1 Dex)
**hp** 49 (8d8+13)
**Fort** +4, **Ref** +1, **Will** +7
**Speed** 30 ft.
**Melee** dagger +5 (1d4/19-20)

**STATISTICS**

**Str** 10, **Dex** 9, **Con** 10, **Int** 13, **Wis** 11, **Cha** 14
**Base Atk** +5; **CMB** +5; **CMD** 14
**Feats** Alertness, Great Fortitude, Persuasive, Skill Focus (Diplomacy), Toughness
**Skills** Appraise +5, Bluff +7, Climb +2, Craft (rope) +4, Diplomacy +18, Handle Animal +10, Intimidate +9, Knowledge (geography) +6, Knowledge (history) +7, Knowledge (local) +12, Knowledge (nature) +5, Perception +11, Profession (farmer) +6, Sense Motive +13, Survival +6, Swim +5
**Languages** Common, Dwarven
**Other Gear** *mayor's orb of office*, dagger, 8 gp
**Boon** Yurgin can free PCs from legal trouble, or arrest NPCs of up to 12th level and detain them for 24 hours.



*Illus. by Ashley MacKenzie*

### Mayor's Orb of Office

**Aura** Varies; **CL** 3rd
**Slot** hand; **Price** 9,200 gp; **Weight** 1 lb.

**DESCRIPTION**

The mayor's orb of office is a small blue stone orb that fits in the palm of the hand. Four gems, each a different color, are attached to it. The orb and each gem are enchanted to create different use-activated spell effects.

| Color | Effect | Aura |
|---|---|---|
| **Primary Orb** | Cast *light* at will. | faint evocation |
| **Yellow Gem** | Create a single, loud bell tone. (2/day) | faint illusion (figment) |
| **Red Gem** | As a reaction, create a flash of red light that functions as the *daze* spell (2/day; DC 15) | faint enchantment (compulsion) |
| **Blue Gem** | The user may utter a single, amplified statement that booms out over all other sounds. (2/day; 1 round) | faint illusion (figment) |
| **Green Gem** | Cast *zone of truth* spell. (1/day; DC 17) | faint enchantment (compulsion) |

**CONSTRUCTION**

**Requirements** Craft Wondrous Item, *daze*, *ghost sound*, *light*, *zone of truth*; **Cost** 4,600 gp

# Minor NPCs

## Delph Biros

Delph Biros is a 41-year-old male human wizard. He fled Tristanford after an altercation with a nobleman and chose to hideout in Thornwall. Delph specializes in creating magic items.

### Delph Biros CR 8

**XP** 4,800
Male human wizard 9
**NG** Medium humanoid (human)
**Init** +0; **Senses** Perception +2

**DEFENSE**

**AC** 12, **touch** 12, **flat-footed** 12 (+2 deflection)
**hp** 52 (9d6+18)
**Fort** +4, **Ref** +3, **Will** +8

**OFFENSE**

**Speed** 30 ft.
**Wizard Spells Prepared** (CL 9th; concentration +13)
5th—*permanency*
4th—*detect scrying, scrying* (2, DC 18)
3rd—*phantom steed* (2), *slow* (DC 17), *suggestion* (DC 17)

2nd—*locate object* (2), *make whole* (2), *see invisibility*
1st—*mage armor*, *magic missile* (2), *obscuring mist*, *shield*
0 (at will)—*detect magic*, *mage hand*, *prestidigitation*, *read magic*

**STATISTICS**

**Str** 10, **Dex** 10, **Con** 12, **Int** 18, **Wis** 14, **Cha** 13
**Base Atk** +4; **CMB** +4; **CMD** 16
**Feats** Brew Potion, Craft Construct, Craft Magic Arms & Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll
**Skills** Acrobatics +0 (+5 to make high or long jumps), Appraise +11, Craft (alchemy) +9, Diplomacy +3, Knowledge (arcana) +16, Knowledge (dungeoneering) +14, Knowledge (geography) +11, Knowledge (history) +14, Knowledge (nature) +14, Linguistics +10, Profession (teacher) +7, Sense Motive +3, Spellcraft +16, Swim +1, Use Magic Device +6
**Languages** Atlan (common), Cheebatan, Dwarven, Endrori, Fey, Halfling, Newardin
**SQ** arcane bond *(wand of magic missile)*
**Combat Gear** *potion of invisibility*, *wand of magic missiles*; **Other Gear** *ring of jumping*, *ring of protection +2*, belt pouch
**Boon** Delph may create a minor wondrous item for the PC at cost.

**SPECIAL ABILITIES**

**Arcane Bond *(Wand of magic missile)* (1/day) (Sp)** Delph uses an object to cast the spells in his spellbook. Without it, a Concentration check required to cast spells (DC20 + spell level).
**Ring of Jumping** This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his Acrobatics checks made to make high or long jumps.

## MELCHIM LIKOS

Melchim Likos is a 29-year-old male human wizard. He has difficulty with social interactions, but he is a brilliant man and an exceptional alchemist. Melchim came to Thornwall with his best friend, Delph Biros.

### Melchim Likos CR 6

**XP** 2,400
Male human wizard 7
**N** Medium humanoid (human)
**Init** -1; **Senses** Perception +1

**DEFENSE**

**AC** 11, **touch** 11, **flat-footed** 11 (+2 deflection, -1 Dex)
**hp** 34 (7d6+7)
**Fort** +2, **Ref** +1, **Will** +6

**OFFENSE**

**Speed** 30 ft.
**Melee** dagger +3 (1d4/19-20)
**Wizard Spells Prepared** (CL 7th; concentration +12)
4th—*mass enlarge person* (DC 19), *stoneskin*
3rd—*dispel magic* , *fly*, *haste*
2nd—*arcane lock* (2), *knock* (2)
1st—*charm person* (DC 16), *enlarge person* (DC 16), *identify* (3), *reduce person* (DC 16)
0 (at will)—*detect magic*, *mage hand* , *open/close* (DC 15), *read magic*

**STATISTICS**

**Str** 10, **Dex** 8, **Con** 10, **Int** 21, **Wis** 13, **Cha** 8
**Base Atk** +3; **CMB** +3; **CMD** 14
**Feats** Arcane Builder, Brew Potion, Fast Learner, Prodigy, Scholar, Scribe Scroll, Spell Mastery
**Skills** Craft (alchemy) +7, Knowledge (arcana) +17, Knowledge (dungeoneering) +15, Knowledge (engineering) +15, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (nature) +17, Knowledge (religion) +15, Profession (herbalist) +13, Spellcraft +15
**Languages** Common
**Other Gear** dagger, *ring of protection +2*, *ring of sustenance*, belt pouch
**Boon** Melchim may create a potion for the PC at cost, or identify potions for them at no charge.

**SPECIAL ABILITIES**

**Arcane Builder (Potions)** Melchim has an exceptional understanding of the theory behind creating potions. He creates potions 25% faster than normal, and gains a +4 bonus on Spellcraft checks relating to their creation.
**Prodigy (Craft [alchemy], Profession [herbalist])** Gain a +2 bonus on two Craft, Perform, or Profession skills.
***Ring of Sustenance*** Melchim is immune to hunger and thirst, and only sleeps two hours a night.
**Scholar (Knowledge [arcana], Knowledge [nature])** +2 bonus on two Knowledge skills
**Spell Mastery (Identify)** Melchim can prepare this spell without a spellbook.

## CHIEF CONSTABLE FANE KALLAS

Chief Constable Fane Kallas is a 46-year-old male human. He does his job relatively well, but the main reasons he likes his post are the social perks and the sense of power.

### Chief Constable Fane Kallas CR 6

**XP** 2,400
Male human commoner 9
**LN** Medium humanoid
**Init** -1; **Senses** Perception +11

**DEFENSE**

**AC** 9, **touch** 9, **flat-footed** 9
**hp** 49 (8d8)
**Fort** +1, **Ref** +1, **Will** +7
**Speed** 30 ft.
**Melee** dagger +5 (1d4)
**Ranged** None

**STATISTICS**

**Str** 10, **Dex** 9, **Con** 10, **Int** 13, **Wis** 11, **Cha** 14
**Base Atk** +5; **CMB** +5; **CMD** 14
**Feats** Alertness, Great Fortitude, Persuasive, Toughness
**Skills** Appraise +5, Bluff +7, Climb +2, Craft (rope) +4, Diplomacy +15, Handle Animal +10, Intimidate +9, Knowledge (history) +7, Knowledge (local) +12, Knowledge (nature) +5, Perception +11, Profession (farmer) +6, Sense Motive +13, Survival +6, Swim +5
**Languages** Common, Dwarven

**Carried Gear** Dagger, 3 gp, 10 sp, 8 cp
**Boon** Fane may detain an NPC of up to 9th level for 24 hours and allow a single PC access for questioning, or he can assign one patrol of guards to assist the PCs inside the town for up to 1 hour.

## ACOLYTE HANS FLOROS

Hans Floros is a 24-year-old male human cleric. Hans was sent to Thornwall thanks to the political machinations of a jealous rival. He is devout, but very inexperienced.

### Acolyte Hans Floros CR 1/2

**XP** 200
Human cleric 1
**LN** Medium humanoid
**Init** +0; **Senses** Perception +2

**DEFENSE**

**AC** 17, **touch** 10, **flat-footed** 17 (+5 armor, +2 shield)
**hp** 5 (1d8+1)
**Fort** +3, **Ref** +0, **Will** +4

**OFFENSE**

**Speed** 20 ft.
**Melee** shortspear +1 (1d6+1)
**Ranged** shortspear +0 (1d6+1)
**Special Attacks** channel positive energy 7/day (DC 12, 1d6)
**Domain Spell-Like Abilities** (CL 1st; concentration +3) 5/day—*rebuke death, touch of law*
**Cleric Spells Prepared** (CL 1st; concentration +3)
1st—*bless, command (DC 13), cure light wounds*[D]
0 (at will)—*guidance, resistance, virtue*
**D** domain spell; **Domains** *Healing, Law*

**STATISTICS**

**Str** 12, **Dex** 10, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14
**Base Atk** +0; **CMB** +1; **CMD** 11
**Feats** Extra Channel, Selective Channeling
**Skills** Diplomacy +6, Heal +8, Knowledge (religion) +4, Sense Motive +6
**Languages** Common
**Other Gear** healer's kit, silver holy symbol, 1 gp
**Boon** Acolyte Floros can tend a character's wounds, or provide a free wooden holy symbol or sacred tract that grants a +2 circumstance bonus on Knowledge (religion) checks about the acolyte's faith. An acolyte can also make holy water for PCs at a 20% discount.

### ABOUT OROGS

Orogs were brought to Aetaltis by the Atlan Alliance to serve as the fist of the Alliance military machine. These huge creatures are strong enough to go head to head with a troll, and tough enough to withstand all but the most devastating injuries. They are hideous and dull-witted, but their physical strength more than makes up for these limitations.

## TORG

Torg is a 25-year-old orog mercenary who is trying to leave the horrors of his past life behind him. During his years as a hired soldier in the Free Kingdoms, he participated in countless unspeakable acts of violence. Villages burned, innocents suffered, and he bathed in the blood of his enemies.

Like all orogs, Torg carries a seed of darkness in his soul. Every gruesome death at his hands strengthened that seed, and he'd seen first-hand what happened to orogs that slipped into the dark.

It would start small, perhaps by taking a little too much joy from killing. It would grow worse, a blind rage in the midst of battle with neither friend nor foe safe from his onslaught. Finally, it would consume him. He'd turn on his friends, destroy, perhaps even devour them, and at that point there'd be no turning back.

So he deserted the army and headed north. Eventually he found his way to Thornwall, and Brother Underwood showed him mercy. He gave him a home and a job, bringing peace to the dead instead of death to the peaceful.

### Torg CR 2

**XP** 600
Male orog fighter 3
**CN** Large humanoid (human)
**Init** +0; **Senses** Perception +0

**DEFENSE**

**AC** 10, **touch** 9, **flat-footed** 10 (+1 natural, -1 size)
**hp** 33 (3d10+12)
**Fort** +6, **Ref** +1, **Will** +1 (+1 vs. fear)

**OFFENSE**

**Speed** 30 ft.
**Space** 10 ft.; Reach 10 ft.

**STATISTICS**

**Str** 19, **Dex** 11, **Con** 16, **Int** 6, **Wis** 10, **Cha** 8
**Base Atk** +3; **CMB** +8 (+10 bull rush); **CMD** 18 (20 vs. bull rush)
**Feats** Cleave, Cleaving Finish, Improved Bull Rush, Power Attack, Weapon Focus (greatclub)
**Skills** Climb +8, Intimidate +5, Survival +4, Swim +8
**Languages** Common
**SQ** armor training 1
**Other Gear** belt pouch, 4 cp

**SPECIAL ABILITIES**

**Cleave** After successfully hitting a foe, may attack an adjacent target at the same attack bonus but at -2 AC.
**Cleaving Finish** Make additional attack if opponent is knocked out
**Fearless** Orogs gain a +2 racial bonus on all saving throws against fear effects.
**Improved Bull Rush** Doesn't provoke attack of opportunity when bull rushing.
**Pliable** Orogs suffer a –2 racial modifier on saving throws to resist mind-affecting effects.
**Power Attack -1/+2** Can subtract 1 from attack roll to add 2 to damage roll.
**Stability** Orogs receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

## Ulmore Strafe

Ulmore Strafe is 45-year-old male human, and the duke's appointed fur trader in Thornwall. He is a boisterous bear of a man, which is helpful when it comes to wrangling and dealing with the trappers and hunters he buys from.

### Ulmore Strafe CR 5

**XP** 1,600
Male human commoner 4/expert 3
**N** Medium humanoid (human)
**Init** +0; **Senses** Perception +6

**DEFENSE**

**AC** 12, **touch** 10, **flat-footed** 12 (+1 armor, +1 natural)
**hp** 40 (7 HD; 4d6+3d8+11)
**Fort** +2, **Ref** +2, **Will** +4

**OFFENSE**

**Speed** 30 ft.
**Melee** +*1 dagger* +6 (1d4+2/19-20)

**STATISTICS**

**Str** 12, **Dex** 10, **Con** 10, **Int** 11, **Wis** 10, **Cha** 13
**Base Atk** +4; **CMB** +5; **CMD** 15
**Feats** Alertness, Skill Focus (Profession [merchant]), Skill Focus (Profession [tanner]), Skill Focus
(Profession [trapper]), Toughness
**Skills** Appraise +8, Bluff +5, Diplomacy +7, Handle Animal +5, Intimidate +7, Knowledge (local) +6,
**Perception** +6, Profession (merchant) +10, Profession (tanner) +9, Profession (trapper) +11, Sense Motive +9
**Languages** Common
**Other Gear** padded armor, *dagger +1*, *amulet of natural armor +1*, belt pouch
**Boon** Ulmore may waive the tax of one fur per five. He may also choose to sell the PCs one fur at a 10% discount.

# NPC Gallery

### Blacksmith CR 1

**XP** 400
Human expert 3
**NG** Medium humanoid (human)
**Init** -1; **Senses** Perception +4

**DEFENSE**

**AC** 9, **touch** 9, **flat-footed** 9 (-1 Dex)
**hp** 20 (3d8+3)
**Fort** +1, **Ref** +0, **Will** +3

**STATISTICS**

**Str** 13, **Dex** 9, **Con** 11, **Int** 12, **Wis** 10, **Cha** 10
**Base Atk** +2; **CMB** +3; **CMD** 12
**Feats** Prodigy, Skill Focus (Craft [blacksmith]), Skill Focus (Profession [merchant])
**Skills** Appraise +7, Craft (blacksmith) +12, Handle Animal +6, Heal +6, Intimidate +6, Knowledge (local) +6, Perception +4, Profession (merchant) +11, Ride +3, Survival +4, Swim +2
**Languages** Common, Dwarven
**Other Gear** artisan's tools, belt pouch, hammer
**Boon** Can manufacture a custom item for the PC, or give a 10% discount on a previously-created item.

**SPECIAL ABILITIES**

**Prodigy (Craft [blacksmith], Profession [merchant])** Gain a +2 bonus on two Craft, Perform, or Profession skills.

### Child CR 1/3

**XP** 135
Human commoner 1
**CG** Small humanoid (human)
**Init** +1; **Senses** Perception +1

**DEFENSE**

**AC** 12, **touch** 12, **flat-footed** 11 (+1 Dex, +1 size)
**hp** 6 (1d6)
**Fort** -1, **Ref** +1, **Will** -1

**OFFENSE**

**Speed** 30 ft.

**STATISTICS**

**Str** 6, **Dex** 12, **Con** 8, **Int** 10, **Wis** 8, **Cha** 14
**Base Atk** +0; **CMB** -3; **CMD** 8
**Feats** Alertness, Simple Weapon Proficiency (club), Stealthy
**Skills** Climb +2, Escape Artist +4, Perception +1, Sense Motive +1, Stealth +7, Swim +2
**Languages** Common
**Other Gear** ball, stick
**Boon** Children may assist the PCs in spying on a person on one occasion, or find an item located in their home range.

### Craftperson CR 1

**XP** 400
Human expert 3
**NG** Medium humanoid (human)
**Init** +0; **Senses** Perception +3

**DEFENSE**

**AC** 10, **touch** 10, **flat-footed** 10
**hp** 20 (3d8+3)
**Fort** +1, **Ref** +1, **Will** +4
**Speed** 30 ft.

**STATISTICS**

**Str** 9, **Dex** 10, **Con** 11, **Int** 13, **Wis** 12, **Cha** 10
**Base Atk** +2; **CMB** +1; **CMD** 11
**Feats** Coordinated Defense, Skill Focus (Craft [area of expertise]), Skill Focus (Profession [area of expertise])
**Skills** Appraise +7, Bluff +4, Climb +0, Craft (Area of Expertise) +10, Diplomacy +4, Heal +5, Knowledge (local) +7, Perception +3, Profession (Area of Expertise) +10, Sense Motive +6, Survival +6, Swim +4
**Languages** Common, Dwarven
**Other Gear** artisan's tools, belt pouch
**Boon** A craftperson can manufacture a custom item for the PC, or give a 10% discount on a previously-created item.

**SPECIAL ABILITIES**

**Coordinated Defense** +2 to CMD if adjacent to an ally with same feat. More if foe is larger.

### Farmer CR 1/2

**XP** 200
Human commoner 1/expert 1
**N** Medium humanoid
**Init** +0; **Senses** Perception +1

**DEFENSE**

**AC** 10, **touch** 10, **flat-footed** 10
**hp** 10 (2 HD, 1d6+1d8+2)
**Fort** +1, **Ref** +0, **Will** +3

**OFFENSE**

**Speed** 30 ft.
**Melee** club +0 (1d6) or sickle +0 (1d6)
**Ranged** sling +0 (1d4) or club +0 (1d6)

**STATISTICS**

**Str** 11, **Dex** 10, **Con** 12, **Int** 10, **Wis** 13, **Cha** 9
**Base Atk** +0; **CMB** +0; **CMD** 10
**Feats** Animal Affinity, Skill Focus (Profession [farmer])
**Skills** Craft (carpentry) +5, Handle Animal +6, Heal +5, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer) +9, Ride +7
**Languages** Common
**Other Gear** club, sickle, sling with 10 bullets, heavy horse, wagon
**Boon** Can provide enough food and drink for the PCs for 1 week free of charge, or offer them a place to sleep for the night in his barn.

### Hunter CR 1

**XP** 400
Human expert 3
**NG** Medium humanoid (human)
**Init** +1; **Senses** Perception +3

**DEFENSE**

**AC** 11, **touch** 11, **flat-footed** 10 (+1 Dex)
**hp** 20 (3d8+3)
**Fort** +1, **Ref** +2, **Will** +3

**OFFENSE**

**Speed** 30 ft. (20 ft. in armor)
**Melee** dagger -4 (1d4/19-20)
**Ranged** shortbow +3 (1d6/×3)

**STATISTICS**

**Str** 10, **Dex** 13, **Con** 11, **Int** 12, **Wis** 10, **Cha** 9
**Base Atk** +2; **CMB** +2; **CMD** 13
**Feats** Martial Weapon Proficiency (shortbow), Point-blank Shot, Self-sufficient
**Skills** Climb -1, Craft (bows) +0, Handle Animal +0, Heal +3, Knowledge (local) +3, Knowledge (nature) +4, Perception +3, Profession (Hunter) +3, Stealth +1, Survival +5, Swim -1
**Languages** Common, Dwarven
**Other Gear** leather armor, arrows (20), dagger, shortbow, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), mess kit, pot, torch (10), trail rations (5), waterskin
**Boon** May provide food for the PCs for 1 week, or assist the PCs in the effort to track and kill a single animal.

**SPECIAL ABILITIES**

**Point-Blank Shot** +1 to attack and damage rolls with ranged weapons at up to 30 feet.

### Laborer CR 1

**XP** 400
Human commoner 3
**NG** Medium humanoid (human)
**Init** +0; **Senses** Perception +4

**DEFENSE**

**AC** 10, **touch** 10, **flat-footed** 10
**hp** 19 (3d6+6)
**Fort** +2, **Ref** +1, **Will** +1

**OFFENSE**

**Speed** 30 ft.

**STATISTICS**

**Str** 12, **Dex** 11, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9
**Base Atk** +1; **CMB** +2; **CMD** 12
**Feats** Athletic, Coordinated Defense, Endurance, Simple Weapon Proficiency (quarterstaff)
**Skills** Climb +3, Handle Animal +3, Heal +1, Intimidate +0, Perception +4, Sense Motive +1, Survival +2, Swim +8
**Languages** Atlan (common)
**Other Gear** belt pouch, flask, 5 sp
**Boon** May provide the PC with full day of free labor that doesn't place the laborer in any danger.

**SPECIAL ABILITIES**

**Coordinated Defense** +2 to CMD if adjacent to an ally with same feat. More if foe is larger.
**Endurance** +4 to Fortitude saves, skill, and ability checks. Sleep in L/M armor with no fatigue.

### Scoundrel CR 2

**XP** 600
Human bard 1/rogue 2
**N** Medium humanoid
**Init** +2; **Senses** Perception +5

**DEFENSE**

**AC** 15, **touch** 13, **flat-footed** 12 (+2 armor, +2 Dex, +1 dodge)
**hp** 16 (3d8+3)
**Fort** +1, **Ref** +7, **Will** +1
**Defensive Abilities** evasion

**OFFENSE**

**Speed** 30 ft.
**Melee** dagger +2 (1d4+1/19–20)
**Ranged** dagger +3 (1d4+1/19–20)
**Special Attacks** bardic performance 7 rounds/day (*countersong*, *distraction*, *fascinate* [DC 13], *inspire courage* +1), sneak attack +1d6
**Bard Spells Known** (CL 1st; concentration +4)
1st (2/day)—*silent image (DC 14), sleep (DC 14)*
0 (at will)—*dancing lights, lullaby (DC 13), mending, prestidigitation*

**STATISTICS**

**Str** 12, **Dex** 15, **Con** 13, **Int** 10, **Wis** 8, **Cha** 16
**Base Atk** +1; **CMB** +2; **CMD** 15
**Feats** Deceitful, Deft Hands, Dodge
**Skills** Acrobatics +7, Bluff +11, Disable Device +12, Disguise +13, Escape Artist +6, Handle Animal +4, Knowledge (local) +5, Perception +5, Perform (dance) +8, Perform (percussion) +10, Sleight of Hand +10, Stealth +8

**Languages** Common
**SQ** bardic knowledge +1, rogue talent (charmer), trapfinding +1
**Combat Gear** *scrolls of cure light wounds*, *disguise self*, *invisibility* (2), smokesticks (2), tanglefoot bag, thunderstones (2); **Other Gear** leather armor, daggers (5), disguise kit, masterwork thieves' tools, 25 gp
**Boon** Scoundrels can assist the PCs in a con against a single target.

SPECIAL ABILITIES

**Bardic Knowledge +1 (Ex)** Add +1 to all knowledge skill checks.
**Bardic Performance (standard action, 4 rounds/day)** Performances can create magical effects.
**Charmer (1/day) (Ex)** Can roll 2d20 for Diplomacy check and take the better result.
**Evasion (Ex)** If you succeed at a Reflex save for half damage, you take none instead.
**Sneak Attack +1d6** Attacks deal extra damage if flanking foe or if foe is flat-footed.
**Trapfinding +1** Gain a bonus to find or disable traps, including magical ones.

## Shepherd CR 1

**XP** 400
Human commoner 3
**NG** Medium humanoid (human)
**Init** -1; **Senses** Perception +7

DEFENSE

**AC** 9, **touch** 9, **flat-footed** 9 (-1 Dex)
**hp** 16 (3d6+3)
**Fort** +1, **Ref** +0, **Will** +2

OFFENSE

**Speed** 30 ft. (20 ft. in armor)
**Melee** quarterstaff +1 (1d6)

STATISTICS

**Str** 11, **Dex** 9, **Con** 10, **Int** 10, **Wis** 12, **Cha** 13
**Base Atk** +1; **CMB** +1; **CMD** 10
**Feats** Alertness, Coordinated Defense, Simple Weapon Proficiency, Skill Focus (Profession [shepherd])
**Skills** Handle Animal +7, Knowledge (nature) +1, Perception +7, Profession (shepherd) +9, Sense Motive +3, Survival +2, Swim +1
**Languages** Common
**Other Gear** quarterstaff, backpack, basic maps (major landmarks only), bedroll, belt pouch, flint and steel, hemp rope (50 ft.), knife, utility, mess kit, pot, torch (5), trail rations (5), waterskin (2)
**Boon** Can provide food for the PC for 1 day and can tell them secrets of the lands where they graze their flocks, granting a +1 circumstance bonus on Survival checks within a 10-mile radius.

SPECIAL ABILITIES

**Coordinated Defense** +2 to CMD if adjacent to an ally with same feat. More if foe is larger.

## Shopkeep CR 1

**XP** 400
Human expert 3
**N** Medium humanoid
**Init** +0; **Senses** Perception +8

DEFENSE

**AC** 10, **touch** 10, **flat-footed** 10
**hp** 13 (3d8)
**Fort** +1, **Ref** +1, **Will** +4

OFFENSE

**Speed** 30 ft.
**Melee** dagger +1 (1d4–1/19–20)
**Ranged** dagger +2 (1d4–1/19–20)

STATISTICS

**Str** 9, **Dex** 10, **Con** 10, **Int** 11, **Wis** 13, **Cha** 12
**Base Atk** +2; **CMB** +1; **CMD** 11
**Feats** Alertness, Deceitful, Skill Focus (Profession [merchant])
**Skills** Appraise +6, Bluff +9, Diplomacy +7, Disguise +6, Knowledge (local) +6, Linguistics +6, Perception +8, Profession (merchant) +10, Sense Motive +9
**Languages** Atlan (Common), Cheebatan, Dwarven, Halfling
**Other Gear** belt pouch, dagger, flask, 13 gp
**Boon** Can give a 10% discount on any item of equipment less than 400 gp.

## Teen CR 1/3

**XP** 135
Human commoner 1
**N** Medium humanoid (human)
**Init** +1; **Senses** Perception -1

DEFENSE

**AC** 11, **touch** 11, **flat-footed** 10 (+1 Dex)
**hp** 7 (1d6+1)
**Fort** +0, **Ref** +1, **Will** -1

OFFENSE

**Speed** 30 ft.
**Melee** Unarmed strike +0 (1d3 non-lethal)

STATISTICS

**Str** 11, **Dex** 13, **Con** 11, **Int** 9, **Wis** 8, **Cha** 10
**Base Atk** +0; **CMB** +0; **CMD** 11
**Feats** Athletic, Deceitful, Simple Weapon Proficiency (quarterstaff)
**Skills** Bluff +3, Climb +2, Disguise +2, Swim +6
**Languages** Common
**Other Gear** belt pouch, 3 cp
**Boon** May act as a spy for a PC by listening in on conversations and reporting back to the PC.

## Town Watch CR 1

**XP** 400
Human commoner 3
**NG** Medium humanoid (human)
**Init** +0; **Senses** Perception +4

DEFENSE

**AC** 12, **touch** 10, **flat-footed** 12 (+2 armor)
**hp** 19 (3d6+6)
**Fort** +2, **Ref** +1, **Will** +1

**Offense**

**Speed** 30 ft.

**Melee** shortspear -2 (1d6+1)

**Statistics**

**Str** 12, **Dex** 11, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

**Base Atk** +1; **CMB** +2; **CMD** 12

**Feats** Athletic, Coordinated Defense, Endurance, Simple Weapon Proficiency (quarterstaff)

**Skills** Climb +3, Handle Animal +3, Heal +1, Intimidate +0, Perception +4, Sense Motive +1, Survival +2, Swim +8

**Languages** Atlan (common)

**Other Gear** leather armor, shortspear, belt pouch, flask, signal whistle, 5 sp

**Boon** Can give accurate directions to any non-secret location in the city and can allow a PC to enter or leave through a gate either after hours or without paying a gate tax.

**Special Abilities**

**Coordinated Defense** +2 to CMD if adjacent to an ally with same feat. More if foe is larger.

**Endurance** +4 to Fortitude saves, skill, and ability checks. Sleep in L/M armor with no fatigue.

### Trapper (Thornwall) CR 1

**XP** 400

Human expert 3

**NG** Medium humanoid (human)

**Init** +0; **Senses** Perception +8

**Defense**

**AC** 11, **touch** 10, **flat-footed** 11 (+1 armor)

**hp** 21 (3d8+6)

**Fort** +1, **Ref** +1, **Will** +4

**Offense**

**Speed** 30 ft. (20 ft. in armor)

**Melee** dagger -3 (1d4+1/19-20) or quarterstaff +3 (1d6+1)

**Statistics**

**Str** 12, **Dex** 10, **Con** 11, **Int** 10, **Wis** 13, **Cha** 9

**Base Atk** +2; CMB +3; CMD 13

**Feats** Alertness, Self-sufficient, Toughness

**Skills** Climb -1, Craft (traps) +4, Disable Device +0, Heal +7, Knowledge (local) +4, Knowledge (nature) +6, Perception +8, Profession (trapper) +7, Sense Motive +3, Stealth +1, Survival +9, Swim +2

**Languages** Atlan (common)

**Other Gear** padded armor, dagger, quarterstaff, backpack, bear trap, bedroll, belt pouch

**Boon** Can assist the PCs in the effort to track a single animal target.

# Index to the People of Thornwall

The following are the named residents of Thornwall, their location, home, role, class, race, gender, and age.

| Name | Location | Home | Role | Class & Level | Race | Gender | Age |
|---|---|---|---|---|---|---|---|
| Alistair Bakepot | 53 | 53 | Potter | Craftperson | Halfling | Male | 39 |
| Almos Morgan | 4 | 4 | Wainwright's son | Teen | Human | Male | 17 |
| Alven Demlos | 7 | Woodbend | Laborer | Laborer | Human | Male | 23 |
| Anders Traino | 39 | 39 | Cooper | Craftperson | Human | Male | 32 |
| Antoni Berro | 100 | 100 | Shepherd | Shepherd | Human | Male | 27 |
| Banyon Drivas | 23 | 23 | Wool Trader | Shopkeep | Human | Male | 47 |
| Bavil Elgenkett | 21 | 93 | Cook | Craftperson | Dwarf | Male | 35 |
| Basil Underwood | 44 | 44 | Priest | Cleric 9 | Halfling | Male | 61 |
| Bass Morgan | 4 | 4 | Wainwright | Craftperson | Human | Male | 40 |
| Beldin Sternkett | 20 | NA | Tinsmith | Blacksmith | Dwarf | Male | 45 |
| Bellamy Broadfoot | 36 | 36 | Grocer | Rogue 7 | Halfling | Female | 59 |
| Bleak Kellis | 134 | 134 | Taxidermist | Craftperson | Human | Male | 35 |
| Brace Athas | 21 | 136 | Stable boy | Teen | Human | Male | 15 |
| Carina Berro | 99 | 100 | Weaver | Craftperson | Human | Female | 23 |
| Cavill Fenswane | 62 | 62 | Grezen's guest | Scoundrel | Human | Male | 22 |
| Chadwick Morgan | 4 | 4 | Wainwright's son | Teen | Human | Male | 12 |
| Colby Mirkwick | 22 | 103 | Fur trader's assistant | Teen | Human | Male | 16 |
| Crimble Thimblequick | 62 | 62 | Grezen's chef | Craftperson | Halfling | Male | 68 |

| Name | Location | Home | Role | Class & Level | Race | Gender | Age |
|---|---|---|---|---|---|---|---|
| Danell Fegel | 12 | 56 | Butcher | Craftperson | Human | Female | 35 |
| Deke Athas | 21 | 136 | Potboy | Child | Human | Male | 12 |
| Delph Biros | 52 | 52 | Wizard | Wizard 9 | Human | Male | 41 |
| Duncan Castlekeep | 8 | 66 | Vintner | Farmer | Halfling | Male | 95 |
| Doggin Bent | 35 | 96 | Brewer's assistant | Laborer | Human | Male | 39 |
| Dorbold Ablehand | 10 | 10 | Baker | Craftperson | Human | Male | 36 |
| Dreman Sevrenkett | 49 | 92 | Woodcarver's son | Child | Dwarf | Male | 5 |
| Dribble Goodlad | 20 | Varies | Musician | Bard 2 | Human | Male | 22 |
| Elias Mires | 21 | 30 | Bartender | Fighter 3 | Human | Male | 34 |
| Ella Ablehand | 10 | 10 | Baker's daughter | Child | Human | Female | 10 |
| Elsa Bakersfriend | 1 | 72 | Laborer | Town Watch | Halfling | Female | 41 |
| Elsbree Sevrenkett | 49 | 92 | Woodcarver's daughter | Child | Dwarf | Female | 7 |
| Erik Endveld | 61 | 109 | Caretaker | Laborer | Human | Male | 37 |
| Evwyn Gleehand | 18 | 72 | Cheesemaker | Craftperson | Halfling | Female | 42 |
| Fane Kallas | 85 | 85 | Chief Constable | Commoner 9 | Human | Male | 46 |
| Filch "Paw Paw" Ebren | 20 | South of Town | Farmer | Farmer | Human | Male | 75 |
| Frayer Harvenkett | 46 | 46 | Brewer | Craftperson | Dwarf | Female | 120 |
| Geerman Sevrenkett | 49 | 92 | Woodcarver | Craftperson | Dwarf | Male | 140 |
| Gephert Athas | 136 | 136 | Laborer | Laborer | Human | Male | 38 |
| Grezendevorma "Grezen" Gold | 29 | 62 | Merchant | Expert 9 | Cheebat | Female | 50 |
| Grimalt Harvenket | 46 | 46 | Brewer | Craftperson | Dwarf | Male | 112 |
| Hans Floros | 44 | 44 | Acolyte | Cleric 1 | Human | Male | 24 |
| Hara Sevrenkett | 49 | 92 | Woodcarver | Craftperson | Dwarf | Female | 62 |
| Harwore Veshenkett | 16 | 75 | Banker | Shopkeep | Dwarf | Male | 82 |
| Imberly Grasscutter | 59 | 59 | Herbalist | Herbalist | Halfling | Female | 72 |
| Ino Loris | 35 | 96 | Brewer's assistant | Laborer | Human | Male | 21 |
| Isenn Zurlo | 21 | 99 | Baker | Craftperson | Human | Male | 65 |
| Ivis Russos | 39 | 39 | Cooper | Craftperson | Human | Male | 29 |
| Jeb Odano | 3 | 3 | Gatekeeper | Laborer | Human | Male | 69 |
| Jenna Mavros | 10 | 62 | Baker | Craftperson | Human | Female | 19 |
| Jensen Zirlo | 41 | 41 | Carpenter's Son | Teen | Human | Male | 13 |
| Joachim Ordlin | 7 | 74 | Miller | Craftperson | Human | Male | 37 |
| Jos Fegel | 12 | 56 | Butcher | Craftperson | Human | Male | 36 |
| Katelyn Bythewater | 21 | 76 | Innkeeper | Commoner 5/Expert 3 | Human | Female | 54 |
| Kathya Sevrenkett | 49 | 92 | Woodcarver | Craftperson | Dwarf | Female | 145 |
| Keesa Harvenkett | 46 | 46 | Brewer's daughter | Child | Dwarf | Female | 8 |
| Kells Fillgaree | 13 | 32 | Mayor's maid | Laborer | Human | Female | 19 |
| Kelsa Mandovar | 35 | 95 | Brewer | Craftperson | Human | Female | 41 |
| Kindler Stonewane | 20 | Varies | Musician | Bard 2 | Halfling | Male | 29 |
| Kitt Harvenkett | 46 | 46 | Brewer's son | Child | Dwarf | Male | 8 |
| Kolvin Harvenkett | 46 | 46 | Brewer's son | Child | Dwarf | Male | 8 |
| Kurden Amory | 22 | 30 | Fur trader's assistant | Laborer | Human | Male | 25 |

| Name | Location | Home | Role | Class & Level | Race | Gender | Age |
|---|---|---|---|---|---|---|---|
| Kynus Stallman | 37 | 37 | Blacksmith | Craftperson | Human | Male | 40 |
| Lieth Morgan | 4 | 4 | Wainwright's son | Teen | Human | Male | 15 |
| Laney Treanwick | 20 | Woodbend | Market vendor | Shopkeep | Human | Female | 20 |
| Lauren Overorchard | 62 | 72 | Laborer | Laborer | Halfling | Female | 39 |
| Listle Perryweather | 21 | 72 | Laborer | Laborer | Halfling | Female | 22 |
| Lomen Perro | 110 | 110 | Bowyer | Craftperson | Human | Male | 31 |
| Madame Nikitas | 20 | Varies | Fortune teller | Scoundrel | Human | Female | 80 |
| Malia Ablehand | 10 | 10 | Baker | Craftperson | Human | Female | 36 |
| Maggie Strafe | 22 | 22 | Fur trader's daughter | Teen | Human | Female | 13 |
| Marta Hayward | 32 | 32 | Mayor's wife | Farmer | Human | Female | 58 |
| May Ablehand | 10 | 10 | Baker's daughter | Child | Human | Female | 8 |
| Melanie Gallo | 21 | 30 | Barmaid | Laborer | Human | Female | 20 |
| Meenos Caltera | 130 | 130 | Farmer's son | Child | Human | Male | 11 |
| Melchim Likos | 51 | 51 | Alchemist | Wizard 7 | Human | Male | 29 |
| Midlin Burros | 7 | Leegen's Hold | Lumberjack | Laborer | Human | Male | 27 |
| Mildred Strafe | 22 | 22 | Fur trader's wife | Laborer | Human | Female | 32 |
| Minnie Strafe | 22 | 22 | Fur trader's daughter | Child | Human | Female | 9 |
| Moorehouse Broadfoot | 36 | 36 | Grocer | Rogue 6 | Halfling | Male | 52 |
| Morgan Candlewick | 107 | 107 | Forester | Ranger 7 | Human | Male | 30 |
| Nadja Harvenkett | 46 | 46 | Brewer's daughter | Teen | Dwarf | Female | 17 |
| Neerith Milonas | 62 | 62 | Grezen's butler | Craftperson | Human | Male | 52 |
| Nikos Caltera | 130 | 130 | Farmer | Farmer | Human | Male | 42 |
| Niles Sorelgum | 13 | 30 | Farmhand | Laborer | Human | Male | 22 |
| Nora Caltera | 57 | 130 | Farmer | Farmer | Human | Female | 78 |
| Olaf Morgway | 29 | 30 | Grezen's shop assistant | Laborer | Human | Male | 24 |
| Oswin Fogel | 12 | 56 | Butcher's son | Child | Human | Male | 4 |
| Owen Fegel | 9 | 56 | Butcher's son | Child | Human | Male | 6 |
| Pavel Santiri | 60 | 60 | Brickmaker | Craftperson | Human | Male | 40 |
| Percy Bentbottom | 20 | 111 | Bee Keeper | Farmer | Halfling | Male | 72 |
| Petra Zirlo | 41 | 41 | Carpenter's wife | Laborer | Human | Female | 30 |
| Piler Crane | 7 | Woodbend | Teamster | Laborer | Human | Male | 36 |
| Portia Caltera | 130 | 130 | Farmer's daughter | Teen | Human | Female | 16 |
| Quinn Malgrewe | 13 | Woodbend | Teamster | Laborer | Human | Male | 47 |
| Rallis Patera | 10 | 70 | Baker | Craftperson | Human | Male | 25 |
| Ralway Keever | 14 | 73 | Furniture maker | Craftperson | Human | Male | 48 |
| Reen Torini | 20 | Varies | Musician | Bard 2 | Human | Male | 24 |
| Ressa Ordlin | 9 | 74 | Miller's daughter | Teen | Human | Female | 12 |
| Rin Ordlin | 9 | 74 | Miller's daughter | Child | Human | Female | 6 |
| Rigan Thoma | 21 | 131 | Barmaid | Laborer | Human | Female | 50 |
| Rogarth Findorkett | 48 | 94 | Mason | Craftperson | Dwarf | Male | 83 |
| Rokos Zirlo | 41 | 41 | Carpenter | Craftperson | Human | Male | 38 |
| Sallas Demose | 33 | 114 | Lodgemaster | Craftperson | Human | Male | 54 |
| Sandra Caltera | 130 | 130 | Farmer | Farmer | Human | Female | 30 |

| Name | Location | Home | Role | Class & Level | Race | Gender | Age |
|---|---|---|---|---|---|---|---|
| Sindel Doukas | 23 | 102 | Wool trader's assistant | Laborer | Human | Female | 22 |
| Sleegenoonderveshen "Sleegen" Gold | 6 | 71 | Warehouse manager | Shopkeep | Cheebat | Male | 28 |
| Stromm | 16 | 16 | Guard | Fighter 3 | Human | Male | 33 |
| Syndow Sevrenkett | 49 | 92 | Woodcarver's son | Teen | Dwarf | Male | 14 |
| Tellis Marvos | 24 | 30 | Wool trader's assistant | Laborer | Human | Male | 19 |
| Tempis Jayne | 11 | 11 | Glassblower | Craftperson | Human | Male | 38 |
| Thal Urdinkett | 48 | 48 | Mason | Craftperson | Dwarf | Male | 75 |
| Torg | 42 | 42 | Gravedigger | Fighter 3 | Orog | Male | 25 |
| Trebin Nyast | 17 | 108 | Outfitter | Shopkeep | Human | Male | 31 |
| Tycho Harblast | 62 | 62 | Laborer | Laborer | Human | Male | 27 |
| Ulmore Strafe | 22 | 22 | Fur trader | Commoner 4/Expert 3 | Human | Male | 45 |
| Ulrich Hambley | 1 | 129 | Laborer | Town Watch | Human | Male | 17 |
| Uwe Meininkett | 54 | 54 | Blacksmith | Craftperson | Dwarf | Male | 185 |
| Venden Strafe | 22 | 22 | Fur trader's son | Child | Human | Male | 7 |
| Vida Elgenkett | 21 | 93 | Barmaid | Laborer | Dwarf | Female | 38 |
| Vogel Sevrenkett | 49 | 92 | Woodcarver | Craftperson | Dwarf | Male | 57 |
| Vygen Sevrenkett | 49 | 92 | Woodcarver's Son | Teen | Dwarf | Male | 15 |
| Welch Glavenkett | 7 | Leegen's Hold | Lumberjack | Laborer | Dwarf | Male | 58 |
| Will Stromos | 131 | 131 | Thatcher | Craftsperson | Human | Male | 37 |
| Windel Abedor | 30 | 30 | Unemployed | Laborer | Human | Male | 28 |
| Xenia Meinenkett | 54 | 54 | Blacksmith | Craftperson | Dwarf | Female | 28 |
| Yurgin Hayward | 32 | 32 | Mayor | Expert 5/Aristocrat 3 | Human | Male | 65 |
| Zayne Kistle | 13 | 30 | Laborer | Laborer | Human | Male | 19 |
| Zinwhistle Endlebry | 15 | 104 | Leatherworker | Craftperson | Human | Male | 80 |



Illus. by Mitchell Malloy

## Chapter 5

# THE TEMPLE OF MODREN

*MAYOR HAYWARD HELD his orb of office above his head, and the loud toll of a bell shook the rafters of the Green Briar Tavern.*

*"That is enough!" Mayor Hayward commanded, his voice booming as he held his orb of office, blazing with arcane light, high overhead.*

*The room fell into a stunned silence. All eyes turned to the mayor, who lowered his hand and eased back down onto his stool. He looked small and unassuming, his eyes more sad than angry.*

*"I understand that you are all afraid," he said. "I'm afraid too, but this—" he waved his hand at the room of people who had spent the last hour arguing, "—isn't going to help. If Dunbury Castle can't help us, we'll have to come up with another plan."*

*"I'm not afraid to fight!" shouted Niles Sorelgum, a muscular farmhand from the Hambley farm. "I say we go out there and hunt them down! After all, they're just goblins."*

*A group of his compatriots cheered and shook their fists in the air to show their support for the idea.*

*"You'll be dead before nightfall," a rough voice growled from the other side of the room.*

*Heads turned to look at Elias Mires, the Green Briar's bartender, standing behind the bar with his arms crossed. This was the first time he'd spoken all night. Before he came to Thornwall, Elias had fought as a mercenary in the Free Kingdoms, followed by a short stint as an adventurer. The crowd knew this, and they all listened intently—even Niles and his gang.*

*"Endrori aren't like anything you've ever fought before. They want to hurt you. They want to hear you scream. They don't know when they're beat, and they just keep coming as if Endroren himself was behind them with a whip. And even if you win, it won't be clean. Goblins take their foes down one at a time. They start by picking whichever one of you looks the weakest." He leaned forward and poked his finger at Niles' smallest friend for emphasis. The young man gulped. "Then they swarm over you and tear at you with their teeth and claws until you're dead. Then they move on to the next one. And the next one. So yeah, you'll probably beat them, but you'll be carrying bodies home either way."*

*Elias leaned against the shelf behind the bar. "They may be 'just goblins, but mark my words, some of you ain't coming back. And of course, all this assumes they aren't the start of something bigger."*

*No one spoke for a long time, but at last Mayor Hayward broke the silence.*

*"I've made my decision. Tomorrow morning we send riders to all the surrounding towns. It's time we put out a call for adventurers."*

# The Adventure Begins...

In *The Temple of Modren*, Thornwall is threatened by goblins that have appeared in the forests surrounding the town. The adventure is a relatively simple dungeon crawl, but contains enough twists, traps, and puzzles to make for a fun night of gaming.

The adventure starts out easy enough, but slowly ramps up the danger as it progresses, to give players a chance to break in their new characters. This makes it an excellent launch pad for a new campaign. The adventure also introduces players to the Aetaltis campaign setting, and the wonders it holds.

# GM Adventure Background

Long before the dark minions of Endroren overran the Deepland Halls, the dwarven clerics of Modren discovered a network of lava vents in the foothills of the Donarzheis Mountains. Such vents are uncommon in that region, and the clerics interpreted the discovery as a gift from their god. To celebrate and protect this rare find, they constructed a magnificent underground temple at the site.

For years, dwarven pilgrims came from the far corners of the Deeplands to worship at the temple, but its days of prosperity ended with the invasion of Endroren's Dark Hordes. As the evil army drew near, the clerics prepared for the inevitable assault. They reinforced the temple's fortifications, set traps, and stocked supplies against an extended siege. The centerpiece of their defense was a mystic barrier focused on the massive stone doors connecting the temple to the Deepland Halls below.

When Endroren's armies arrived, they tried to breach the main doors, but the protective spell held fast. Next they tried to dig around the doors, but discovered that the barrier's protective energy encased the entire temple. Unable to enter but unwilling to leave, the dark creatures left a small force behind to prevent the dwarves from escaping.

Unfortunately, the clerics had done their work too well. The barrier had completely sealed the temple—including the ventilation shafts that provided its air. As the air thinned, the clerics disagreed on whether they should lower the barrier and take their chances in combat against their captors, or leave the barrier in place and maintain the sanctity of the temple—even if it meant certain death. After a long and difficult debate, the clerics agreed that the temple must remain sealed. Resigned to their fate, the dwarves marched down to the catacombs, laid in their sarcophagi and burial alcoves, and waited until lack of air brought about their final slumber.

Years later, the forces of good defeated Endroren and his Dark Hordes. After the final battle against Endroren, the Enaros chained him to the core of the world and imprisoned his followers in the Deeplands. Sadly, victory came too late for the clerics, and in the difficult years of reconstruction that followed, everyone forgot about the temple.

One thousand years later, most of Endroren's creatures remain locked beneath the surface of Aetaltis—but that is changing. With the destruction of the Holy Orders during the fall of the Atlan Enclave, the mystic seals that once held the forces of darkness at bay are failing. Once again, dark creatures are heading to the surface.

One of them is an orc sorcerer known as An'Gras. While exploring a long-forgotten Deepland passage, he and his goblin minions discovered the door to the Temple of Modren. Age had weakened the magical barrier around the Temple, but it remained intact. The barrier stymied the orc's initial attempts to gain access, but An'Gras was never one to surrender easily. Using a corrupt artifact known as the Black Heart, he summoned a surge of dark essence and shattered the barrier.

## DESIGN NOTES

This adventure was originally designed as a convention event. This makes it both a great one-shot experience, but also an excellent first adventure for the beginning of a campaign.

### *Set Path & Personal Choices*

The Temple of Modren offers many opportunities for players to choose their destiny, but when it comes to which direction to go next, the path is always clear. In addition, the choices the players make may impact their characters and the party for good or ill, but whatever they choose won't derail the adventure. The presence of choice avoids a railroad experience, but the careful limitations ensure that one way or another, the party will reach the adventure's climax.

### *Limited Threat Level*

The characters are meant to survive this adventure. Whether you're launching a new campaign or running a 4-hour adventure at a convention, killing off party members is detrimental to the goals of the game. No one wants to lose their character on day one, and at a con no one wants to sit out for half the event. The adventure provides interesting combat scenarios with fun antagonists, but the heroes are meant to succeed.

### *Adjusting the Running Time*

The adventure is designed so that you can easily adjust the running time to ensure that the party reaches the climax before you run out of play time. Except for the Deepland Entrance (11) and the Final Confrontation (26), you can cut any other room or encounter, and it won't negatively impact the outcome of the adventure. Even the Temple can be cut (27) by putting the silver hammer with An'Gras' belongings. If you skip rooms or encounters you'll miss out on a lot of fun, but it won't derail the adventure.

When the magical barrier broke, it released a force so great that it shook the land for miles around. As far away as the town of Thornwall, people felt the ground move. Back at the Temple, floors heaved, walls tumbled, and ceilings collapsed.

The dust cleared and An'Gras crawled from the rubble. He surveyed the damage, and although many of his goblin minions had perished in the quake, An'Gras was unharmed, and the Temple was largely intact. While exploring the Temple's dusty halls, he discovered a treasure he never expected. The force of the quake had cracked the rock above the temple, creating an unwarded passage to the surface.

Filled with evil glee, An'Gras began making plans to invade the surface world and plunder its riches.

# Changes to Thornwall

The events described in the adventure have a significant impact on the people of Thornwall. The following are a few of the ways that the events may change the town as described in Chapter 2: The Town of Thornwall.

## Heightened Security

Until the trouble with the goblins is resolved, the town is under a condition of heightened security. The town watch has been doubled to contingent of twelve (although they still only have equipment for six), all three gates are guarded, and pairs of watchmen patrol the interior perimeter of the walls day and night. In addition, all three gates remain closed and barred at all times, and can only be opened with permission from the Chief Constable.

## No Market Day

Mayor Yurgin has cancelled the town's market until the problem is resolved. He's sent word to the nearby towns and villages notifying them of this.

## Overcrowding

There are more people in town than usual, creating a state of overcrowding. Shepherds are in town with their flocks, many hunters and trappers have retreated inside the walls, and some of the families from farms outside the city walls have come into town as well. Some of these people have set up camp in the northwest corner of town by the burned manor, others are staying at the inn, more than a few are camped up by the temple, and still others have occupied abandoned houses.

## Public Response

Everyone in Thornwall has heard tales of Endroren's Dark Hordes, the seething swarms of endrori that laid waste to much of Aetaltis during the Age of Darkness. Although endrori aren't completely unknown in Luster, whenever there is an incursion like this, people worry that it's merely the spearhead of a much larger invasion. This, combined with the failure of Dunbury Castle to send troops, has left the residents of Thornwall feeling abandoned and afraid.

Nerves are frayed, and the normally pleasant townsfolk are prone to arguments, impatience, and annoyance. The exceptions are those characters known for their calm in the face of crisis, such as Mayor Harward, Katelyn Bythewater, and Forester Candlewick. The gamemaster is encouraged to role-play each NPC's response based on that NPC's ability to protect themselves and their families, and what they have to lose if the worst should come to pass.

# Kicking Off the Adventure

The heroes learn that goblins are attacking the town of Thornwall. There's a chance to role-play an encounter with the townsfolk, and an opportunity for them to prove they're true heroes. At the end of the encounter, Elder Yurgin tells them to visit a hunter named Drel to learn more about the attacks.

*It was only a week ago that you heard the rumors. A town in the wooded highlands of the Donarzheis Mountains called Thornwall has suffered a spate of goblin attacks.*

*The goblins are too cowardly to raid the town, but their attacks have nearly wiped out the town's flocks of sheep. Even worse, a young shepherd trying to defend his charges fell victim to the vile creatures. Before the shepherd's companions could rescue him, the goblins dragged him into the woods. Rumors are swirling that this is the spearhead of a coming invasion.*

*The town sent messengers to all the nearby settlements pleading for aid, but as you well know, most people have their own battles to fight in the northern wilds. Fortunately for the people of Thornwall, your adventuring party happened to hear the story. Gathering your gear, you set off at once for the beleaguered town.*

### Character Introductions

The adventure assumes that the characters are an established adventuring party. If they haven't already done so, this is a good time to have the players describe their characters to one another.

**Read this when character introductions are finished:**

*For two days you follow the old trails and overgrown roads that lead into the forested foothills of the Donarzheis Mountains. On the morning of the third day, you arrive in Thornwall.*

### Role-play Opportunity

If your players just want to get into the action, read the text that follows aloud. But if your group wants to role-play the encounter with the townsfolk, use the information below as

source material, combined with the information provided in Chapter 2: The Town of Thornwall and Chapter 4: The People of Thornwall, to role-play the encounter starting with The Main Gate (1) on page 34.

**Read this as the characters enter the town:**

*As you approach the gatehouse, you find the iron-bound oak gates firmly shut. A young man dressed in leather armor and armed with a spear greets you from behind a parapet and then demands to know your business. When you explain that you're adventurers responding to their call for aid, the young man nearly leaps with joy. He runs off out of sight, and a few moments later the gates creak slowly open.*

*You are taken straight to the home of the town's mayor, an elderly man named Yurgin Hayward. He greets you with a warm handshake and immediately begins explaining their situation.*

*"It all began a few weeks ago, when an earthquake shook the town. We don't get many earthquakes here, but it's happened before, so we didn't think too much of it.*

*"But a few days later, trappers started coming in telling tales about strange things appearing in the forest. Soon after that sheep started to go missing, and the sightings grew more frequent. Finally, the forester got a good look at one of the things while he was patrolling the north ridge. They were goblins.*

*"Our best guess is that the earthquake must have opened a passage to the Deeplands. It's the only explanation we can come up with for goblins on the surface, and the Enaros only know what else may have crawled out with them. And things are getting worse. They've wiped out whole flocks, and they haven't stopped at sheep. As of last night, a hunter and two shepherds have gone missing.*

*"People are desperately afraid. We're a hardy folk up here, but we're not warriors. We asked the garrison at Dunbury Castle to send help, but all of Captain Brazewhite's soldiers are already out in the field. That's why we sent out the call for adventurers.*

*"I can't thank you enough for coming. No one else has answered our call for aid. I fear that you are quite literally, our only hope. Will you help us?"*

### Gearing Up

If the players ask for equipment not included on their character sheets, the townsfolk will provide any mundane supplies they require (candles, ropes, food) at no charge. Keep in mind that the townsfolk aren't poor, but they aren't wealthy either. There's a limit to how much they can give. They definitely don't have potions, weapons, armor, or similar exotic gear.

### Payment

If the characters ask to be paid, Yurgin gives them a sour look, but offers a reward of 15 gp each if they stop the goblin attacks. If, however, the party agrees to help without asking for payment, he explains that while Thornwall has seen better days, they're able to offer a reward of 20 gp each if the heroes stop the attacks.

### Where to Begin

If the players ask for more information or want to know where to start, Yurgin suggest that they talk to a hunter named Drel. Drel survived three goblin attacks, and knows more about the creatures than anyone else. Unlike most people in the area, he's refused to relocate to the town. He lives about a half-day's walk north on the bank of Coldstone River.

**Read this before the characters leave the town:**

*As you make preparations to go, a woman, heavy with child, hurries up to you.*

*"Good heroes, I pray that you can help me. I understand that you're going to hunt the goblins. I am Carina Berro. My husband, Antoni, went missing two days ago. He was out alone with his flock. A few of his sheep were found wandering in the woods, and one of the hunters tracked the sheep back to Antoni's camp. They say there was blood everywhere and no sign of my husband."*

*She reaches into her cloak and pulls out a small leather pouch.*

*"Please, take this. It's all that I have. If you will just try to bring him back to me, it's yours. He wears a bronze torc around his neck like mine. For the sake of our unborn child, I beg you to please bring him home."*

### Pouch

The pouch of contains 5 gp, 13 sp, and a small gem worth 8 gp.

### Heroic Opportunity

Aetaltis is a game of heroes, and this is a great opportunity for the players to have their characters act heroically by refusing the meager reward Carina is offering. If the players are too eager to take the coins, it might be worth mentioning that this reward is a small fortune to common folks such as these.

**Read this as the characters set out on their adventure:**

*The jubilant townsfolk wave and shout good wishes as you head out through the gate and turn north to follow the course of the Coldstone River.*

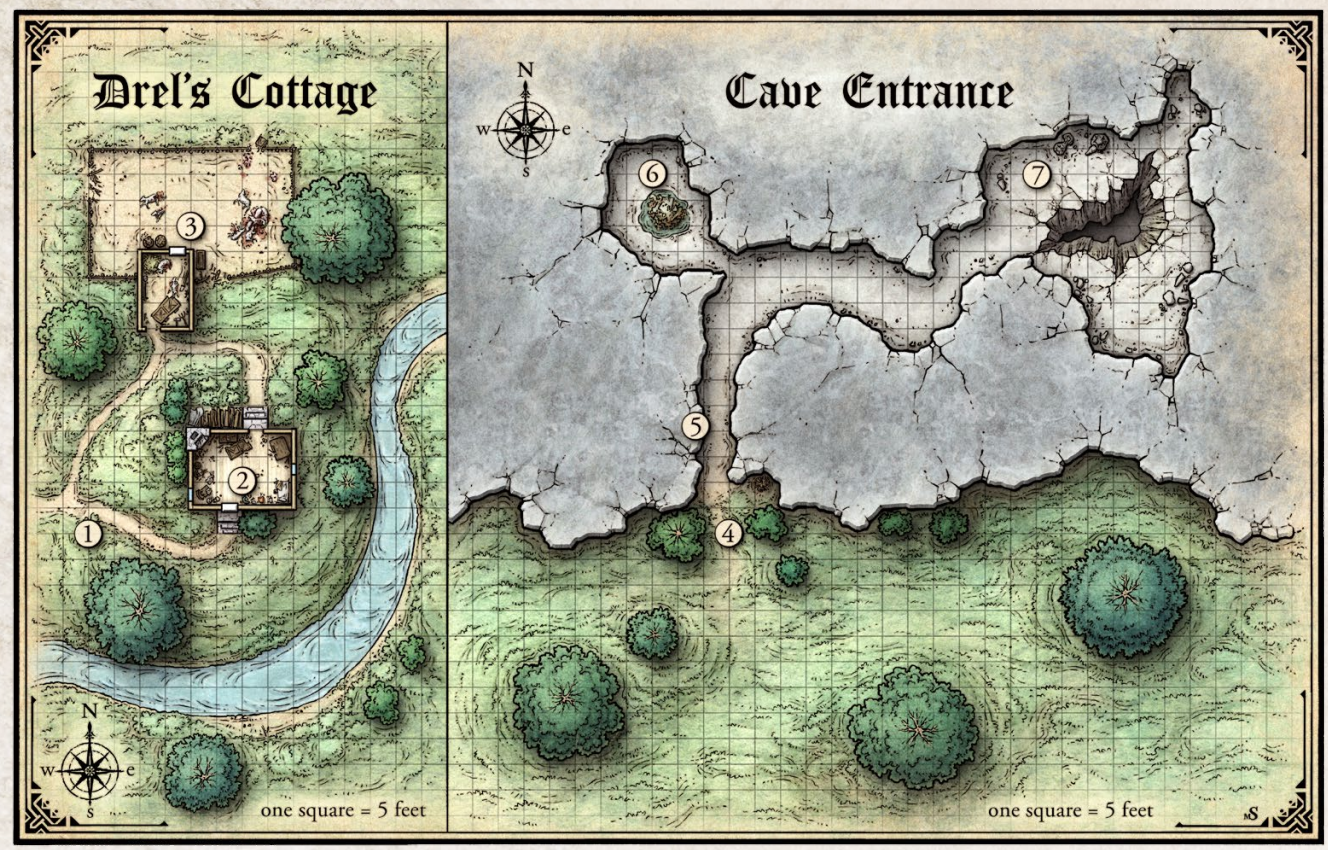
## 1. Drel's Homestead

The characters arrive at Drel's homestead, only to discover that it's been ransacked. The players learn the depravity of the goblins, and a search of the area reveals goblin tracks leading north to the Cave Entrance (4).

*You reach Drel's s homestead around midday. It sits in a clearing on a slight rise beside the gurgling Coldstone River. The building nearest to you is a small wattle and daub cottage with a heavy, thatched roof to protect against the highland snows. Just beyond it is a crude shed with a split-rail fence pen behind it. You see no sign of movement, and it's strangely quiet.*

**Read this when the characters approach the homestead:**

*The homestead is in ruins, and the door to the cottage swings in the breeze. The door's hinges groan mournfully as it slowly opens and shuts. You see tattered clothing and personal effects strewn about the yard, but there's no sign of life.*




Illus. by Mike Schley

### Yard

No skill check is required to find a multitude of footprints in the yard. Some are human (Drel's), but most are the claw-toed footprints of goblins.

### Track the Goblins

The goblins have grown bold and made no attempt to cover their tracks. As long as the characters can see, they can follow the tracks without a skill check. If characters want to make a closer inspection of the tracks, a DC 10 Survival or Perception skill check reveals that the goblins were dragging something (Drel) and that there were a number of goblins present roughly equal to the number of characters in the party.

### Travel to the Cave Entrance

When the characters are ready to follow the tracks and leave Drel's homestead, go to the Cave Entrance (4). Exploring Drel's Cottage (2) and the Shed (3) are optional.

## 2. Drel's Cottage (Interior)

The heroes find signs of a struggle. Spattered blood suggests things went poorly for Drel. A careful search of the cottage reveals two potions, but also a goblin left behind by his companions.

*The interior of Drel's one-room cottage is in shambles. Shattered clay pots and their contents are scattered across the floor, a large cabinet lies face down in the corner, and shredded bits of clothing are strewn across the splintered remains of other furniture. The most telling feature, however, is the blood. From one end of the chamber to the other, dried droplets of blood are spattered on the walls, floor, and ceiling.*

### Blood Spatters

A DC 10 Heal check reveals that the blood has been dry for a few hours at least. This places the goblins at the cottage before sunrise. With a DC 5 Knowledge (local) skill check reveals that goblins have Light Sensitivity, which means whatever hole the goblins crawled out of can't be more than a mile or two away.

### Cabinet

If the characters lift the cabinet, they discover the goblin. He was trapped when the cabinet tipped over on him, and none of his friends bothered to free him before they left. The goblin attacks the PCs if they lift the cabinet.

### Goblin Battle (1 Goblin)

The other goblins never liked this goblin. He is quite insane, even by their standards. When he was trapped under the cabinet, they thanked their luck and left him there.

**Goblin (Aetaltan) CR 1/2**

**XP** 200

**CE** Small humanoid (goblinoid)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** -1

**DESCRIPTION**

The goblins of Aetaltis are vicious little monsters that eat almost anything. They take immense joy from inflicting pain on their foes.

**DEFENSE**

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 size, +1 natural)
**hp** 6 (1d10-1)
**Fort** +1, Ref +3, Will -1
**Weaknesses** Light Sensitivity

**OFFENSE**

**Speed** 30 ft., **climb** 30 ft.
**Melee** Bite +1 (1d4), 2 claws +1 (1d3)

**TACTICS**

**Before Combat** The goblin leaps at the first person he sees.
**During Combat** The goblin attacks whoever is closest to him.
**After Combat** This goblin was insane to start with, which is why his friends left him here. If captured, he is unable to tell the characters anything of value.

**STATISTICS**

**Str** 10, **Dex** 16, **Con** 10, **Int** 10, **Wis** 8, **Cha** 7
**Base Atk** +1; **CMB** +1; **CMD** 14
**Feats** Improved Initiative
**Skills** Climb +6, Stealth +8; **Racial Modifiers** +4 Climb, +4 Stealth
**Languages** Endrori

**SPECIAL ABILITIES**

**Safety in Numbers (Ex)** An Aeltaltan goblin benefits greatly from the proximity of its allies. It gains a morale bonus on saves against fear effects equal to the number of allies within 20 feet of it. This bonus cannot exceed a number equal to 1 + its HD.

**TREASURE**

**NPC gear** tattered clothing, pouch with 1d4 bird feet



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### Tresure

The goblin is also carrying the following items:

- **A small leather bag:** There are 1d6 songbird feet in this bag. The adventurers know some of the endrori use songbird feet as currency.
- **2 *Cure Light Wound Potions*:** These were hidden in the cabinet, but were jarred loose when it tipped over. Any character with the Craft (Alchemy) skill can automatically identify them from the alchemical symbols inscribed on the vials. No check is required.

## 3. The Shed & Pen

The characters find mutilated sheep carcasses and learn about the cruelty of Aetaltan goblins.

*The ground is soaked with blood, and the stench of death is everywhere. Thick clouds of buzzing black flies fill the air. Lying on the floor of the shed and on the ground in the pen are the carcasses of at least a dozen sheep. Each body is missing its skin and wool, and they all appear strangely contorted.*

### Carcasses

Simple observation reveals that some of the sheep are partially eaten, but the only pieces completely missing are their hides. A DC 15 Heal or Knowledge (nature) check suggests that the reason for the contortions is that these animals were flayed alive.

### Shed

The shed is empty except for a few poorly maintained farm implements and a pile of blood-soaked straw.

## 4. Cave Entrance

The tracks lead to a cave that's the entrance to the temple ruins. A knot of goblins (one goblin per character) guards the entrance, and fights to the death to defend it.

*You follow the goblins' trail until just after the sun dips below the hills in the west. At that moment, you spot a glimmer of firelight through the trees, and smell smoke on the wind.*

### Sneaking up on the goblins

The goblins are overconfident and distracted. Attempts to sneak up on them automatically succeed.

**Read this when the characters are close enough to see the goblins:**

*Peering through the brush, you see several goblins squatting around the embers of a dying fire. They're sitting just inside the mouth of a large cavern. At the back of the cavern, you see a dark passage.*

*Cackling and shouting at each other, each goblin holds a bone covered with tattered bits of meat. They tear loose hunks of partially-cooked flesh with their razor-sharp teeth, sending a shower of blood and spittle spattering across the ground.*

### Listen to the goblins

Any characters that speak Endrori (the language of Endroren's minions, including goblins and orcs), hear the goblins laughing about some sheep they skinned alive. They seem to think someone named "An'Gras" will do the same thing to the captive they brought back.

### Goblin Battle (1 goblin/2 characters)

The heroes must defeat the goblin guards before they can move on. The goblins are easily surprised, but fight to the death once alerted.

**Goblin (Aetaltan) CR 1/2**

**XP** 200 each
**hp** 6 each (see page 118)

**Tactics**

**Before Combat** The goblins are emboldened by their recent success under An'Gras' leadership. They aren't paying attention to their duties, and make surprise checks at a -2 modifier (in addition to their normal -1 Perception modifier).

**During Combat** The goblins try to gang up on opponents, bear them to the ground, and take that person out before moving on to their next victim. The exception to this is the smallest of the goblins. This particular goblin lost a lot of bird legs to the other goblins when playing Grith Grith, a game similar to rock-paper-scissors involving rude hand gestures. He is more interested in stealing bird legs from his companions while they are busy fighting the characters. He will only fight if confronted directly.

**After Combat** These goblins are so terrified of An'Gras that they fight to the death, and if taken alive, nothing will make them talk.

### *Treasure*

The goblins hid the following items beneath the pile of bloody sheep hides:

- **Three small leather bags:** 2d6 songbird feet per bag. The adventurers know some endrori use songbird feet as currency.
- **A crudely carved 8" obsidian statue of a faceless man:** A DC 15 Knowledge (religion) skill check identifies the statue as a representation of Endroren. The statue has no value.
- **5 ancient gold coins:** The coins bear the symbol of a throne on one side and the profile of a noble dwarven man on the other. The characters recognize these as coins from the ancient dwarven kingdom that ruled the Donarzheis Mountains before the Enaros imprisoned Endroren and his minions in the Deeplands. Coins from the old dwarven kingdoms are uncommon on the surface, but a successful DC 10 Knowledge (history) or Knowledge (local) check means the character knows they are no more or less valuable than local currency.

## 5. TRAPPED PASSAGE

The characters head into the cave. When a spear trap is discovered, the adventurers learn that the goblins are smarter than they seem.

*At the back of the cavern is a five-foot-wide natural passage that extends north into the hill. Sniffing the air, you smell a thick, rancid stench emanating from the tunnel.*

### Spear Trap

The goblins have prepared a simple spear trap here. It launches a crude spear down from a recess in the ceiling ten feet beyond the start of the passage. A cleverly hidden tripwire is the activator.

**Crude Spear Trap CR 1**

**XP** 400

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Effects**

**Trigger** tripwire; **Reset** none

**Effect** Atk+15 ranged (spear; 1d8/x3)

**Read this after the characters pass the spear trap:**

*You follow the passage for another forty feet, at which point it splits off to the east and west. The awful stench grows stronger as you travel deeper into the cave. It seems to come from the passage to the west.*

## 6. WASTE PIT

The filthy and uncivilized nature of goblins is highlighted by this rancid pile of waste. Characters willing to search find useful treasure but risk disease.

*Dominating the center of this cavern is a four-foot-tall mound of mold-covered filth. You aren't entirely sure what the pile consists of, but pieces of what look like bones protrude from the mass. A glistening pool of green-black liquid surrounds the mound, and you spot a dead rat floating on its oily surface. The incessant buzzing of flies fills the air.*

### Mound of Waste

Characters who spend a full round poking around in the mound dislodge a goblin corpse impaled by arrows. It's partially eaten, although the bites look too large for rats. The rest of the mound is fecal matter, body fluids, rotting meat, bones, and urine.

### Disease Risk

Any character whose flesh comes into direct contact with the scum from the mound, either by touching the mound or touching something that came from the mound, may catch Mule Kick Fever. Characters who ingest the filth are automatically infected (no Fort save).

**Mule Kick Fever**

**Type** disease, contact or ingested; **Save** Fortitude DC 12

**Onset** 1d3 hours; **Frequency** 1/hour

**Effect** 1 point of damage from vomiting; Cure 2 consecutive saves

### Treasure

If the characters dislodge the goblin corpse, they discover the following treasure:

- **3 *+1 arrows:*** A local hunter killed this goblin. He had no idea that the arrows he used were enchanted. The goblin's companions brought their friend back here as a snack, but found him a bit gamey, so they threw his body onto the trash pile.

# 7. Temple Entrance

The characters discover a large crack in the cave that descends into the Deeplands. They must find a way to go down safely without falling or disturbing the poisonous spores in the Fountain Room (8).

*The passage opens onto a relatively large cavern. Broken stalactites are scattered over the ground, and tiny fissures riddle the walls. In the center of the cavern is a huge crack in the floor. Nearly ten feet across, the crack extends down into darkness. You feel a draft of warm, stale air blow up from somewhere far below.*

## Crack in the floor

The walls of the crack appear climbable, but the climb looks challenging. Most of the characters won't be able to see the bottom, even with a light source. Characters with darkvision or those who drop a light source down the crack can see the bottom.

**Read this if a character can see the bottom:**

*The crack extends down about thirty feet before opening into what looks like a finished room with a tall stone structure in the center.*

## Blue Fuzz

If a character that can see the bottom observes the room carefully, a successful DC 15 Perception skill check reveals some sort of fuzz (bluish in color if they're using a standard light source) coating everything in the room.

## Stone Structure

It's difficult to tell from the character's vantage point, but their best guess is that it is a fountain (dry now).

## Climbing down the crack

Climbing down the crack requires three DC 15 Climb skill checks (one every 10 feet). If a character falls, he will automatically disturb the spores in the fountain room (8) when he lands.

It's 30 feet from the top of the crack to the ceiling of the fountain room (8) and another 10 feet from the ceiling to the floor of the room. (If a character falls that entire distance, he takes 4d6 damage.)The characters can use the large fountain in the room below (8) to climb the last 10 feet, but an additional DC 10 Climb skill check is required to get safely from the ceiling to the fountain.

Characters can drop the last 10 feet, but a character must make a DC 15 Acrobatics skill check to avoid taking 1d6 damage and falling prone. In addition, dropping into the room stirs up the spores (8).

There are plenty of places in the cavern where the characters can secure a rope. Using a rope to climb down requires three DC 5 Climb skill checks for the first 30 feet and a DC 10 Climb skill check for the last 10 feet. Descending into the room on a rope does not disturb the spores.

# 8. The Fountain Room

The characters discover that the crack leads into one of the abandoned Deepland Halls of the dwarves. They also encounter the dangerous fungus that coats the room.

*The crack opens into a 20 x 20 room with a large fountain in the center. The fountain is almost eight feet tall, and has four tiers of simple, circular bowls. The fountain is dry, and there is no sign of water or moisture in the room.*

*In two corners of the room are dramatic, larger-than-life statues of dwarves. Each statue holds a carved hammer in one hand and tongs in the other. The fountain, statues, and entire floor of the chamber are covered with a wispy blue fungus. There's a pair of bronze doors on the north wall, each set with a heavy, braided bronze opener. The doors are closed.*

## Sleep Mold

The fungus that covers the floor and the fountain in this chamber is called Sleep Mold. A successful DC 25 Survival skill check or DC 20 Knowledge (dungeoneering) or Knowledge (nature) skill check will identify it and its properties. Disturbing the fungus (jumping onto it from more than 3 feet or moving across it faster than 20 feet/turn) releases a 5 x 5 cloud of poisonous blue spores that remain in the air for 1d4 rounds.

**Sleep Mold Spores (Poison)**

**Type** poison, inhaled; **Save** Fortitude DC 15
**Onset** 1 round
**Effect** unconsciousness for 1 hour; **Cure** 1 save

## The Statues

DC 5 Knowledge (religion) skill check identifies these statues as dwarven representations of Modren, the Enaros of smithcraft and fire. All of the characters know that dwarven representations of the Enaros are exceptionally rare in the modern world. When the Enaros used the dwarves' Deepland home as a prison for Endroren and his minions, the dwarves renounced them. This means the ruins date to the time before the Age of Darkness. A DC 15 Knowledge (engineering) reveals that each statue weighs 1,000 pounds. A DC 20 Appraise check reveals each is worth 500 GP to a collector of dwarven antiquities.

## Checking for Tracks

No skill checks are required for the characters to find tracks. It appears goblins traveled through here more than once, and that they disturbed the spores when they came through the room. Even the most recent tracks are covered with a fine layer of blue dust.

# 9. Ancient Hallway

A trap threatens to warn the goblins in the next room that the characters are coming.

**Read this when the characters can see down the hall:**

*A dozen statues of dwarves holding hammers and tongs stand in alcoves at ten-foot intervals all the way down this 10-foot-wide, 35-foot-long hallway. At the far end of the hall, you spot another pair of closed bronze doors.*

### Alarm Trap

The goblins in the next room set a trap on doors at the south end of the hall. Opening the doors without disabling the trap pulls a wire that topples a pile of junk metal in the next room.

**Alarm Trap CR 1**

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 15

**EFFECTS**

**Trigger** tripwire; **Reset** manual

**Effect** Creates a loud, crashing noise that alerts the goblins in the next room (10) that someone is coming.

## 10. The Great Hall

The characters face a relatively disciplined team of goblin warriors, along with a goblin shaman. They learn the power of dark magic, and also get to experience some of the lost grandeur of the dwarven halls.

*This room must have been a wonder to behold in the ancient days, when the dwarves still inhabited the Deeplands. Now it's a sad shadow of its former self. The floors, once paved with rare pink marble, are a clutter of broken stones that jut up at bizarre angles, and many of the intricately-carved square pillars that once towered forty feet to the ceiling above now lie shattered on the floor.*

*Forty feet across the chamber to the south is another pair of bronze doors. To the east, a 20-foot-high, 20-foot-wide passage extends off into darkness.*

*The west end of the room has partially collapsed, but on the west wall a set of massive doors carved from gleaming black stone are still accessible. The doors are twice the size of the other doors you've seen, and mounted on the wall above them is a 10-foot-diameter disc of white marble, carved with the stylized hammer that symbolizes Modren.*

**Read this if the party did not set off the alarm trap:**

*Just in front of the open passage, several goblins wearing rough leather armor sit around a small guttering fire. One of them cackles as he pushes and pulls a live squirrel tied to a stick into and out of the flames. One of his companions gurgles gleefully as he yanks the legs off another unfortunate squirrel. The rest of the goblins sit and watch with amusement.*

*At the far edge of the firelight sits a lone goblin. He's wearing a multi-colored, patchwork robe and a dramatic headdress adorned with bits of glass, bones, and feathers. A crooked staff mounted with a sharp-toothed animal skull lies across his knees, and his yellow eyes glitter in the light of the flames.*

**Read this if the party set off the alarm trap:**

*Several screeching goblins wearing rough leather armor dash about in the dim light of a small fire near the open passage. They frantically snatch spears and shields from the ground, and if you didn't know better, seem to be forming up into a loose defensive formation.*

*At the far edge of the firelight stands a lone goblin. He's wearing a multi-colored, patchwork robe and a dramatic headdress adorned with bits of glass, bones, and feathers. He has a crooked staff mounted with a sharp-toothed animal skull gripped in one gnarled hand, and his yellow eyes glitter in the light of the flames.*

### Pillars

The pillars contain pictorial histories of the temple, from the discovery of the lava vents to the construction of the temple.

### Floor

The pink marble used for the floors is extremely rare in Aetaltis, since it is only found in the deepest of the Deepland quarries. There are roughly 45 slabs that are still in good condition. A DC 15 Knowledge (engineering) check reveals that they each weigh 500 pounds. Characters that have at least one rank in the Appraise skill believe they are worth at least 50 gp each. Removing the stones without damaging them requires a DC 10 Craft (stonemason) skill check. Failed rolls still remove the slab, but reduce the value to 35 gp.

### Collapsed Area

It looks like it happened recently, probably during the earthquake.

### Bronze Doors (South)

The doors to the south are plain bronze doors identical to others the characters have seen. They're closed, but not locked.

### Black Stone Doors

None of the characters can identify the stone these doors are made from. They cannot be forced open, and are impervious to damage.

Studying the doors using *detect magic* reveals that they are enchanted with powerful magic. A DC 24 Knowledge (arcana) check using *detect magic* reveals that the aura is of the abjuration school.

Regardless of whether the characters identify the type of magic on the doors, a DC 20 Spellcraft skill check reveals an event trigger is required to open the doors, and a DC 30 Spellcraft skill check identifies the trigger as the destruction or removal of all the endrori from the Temple.

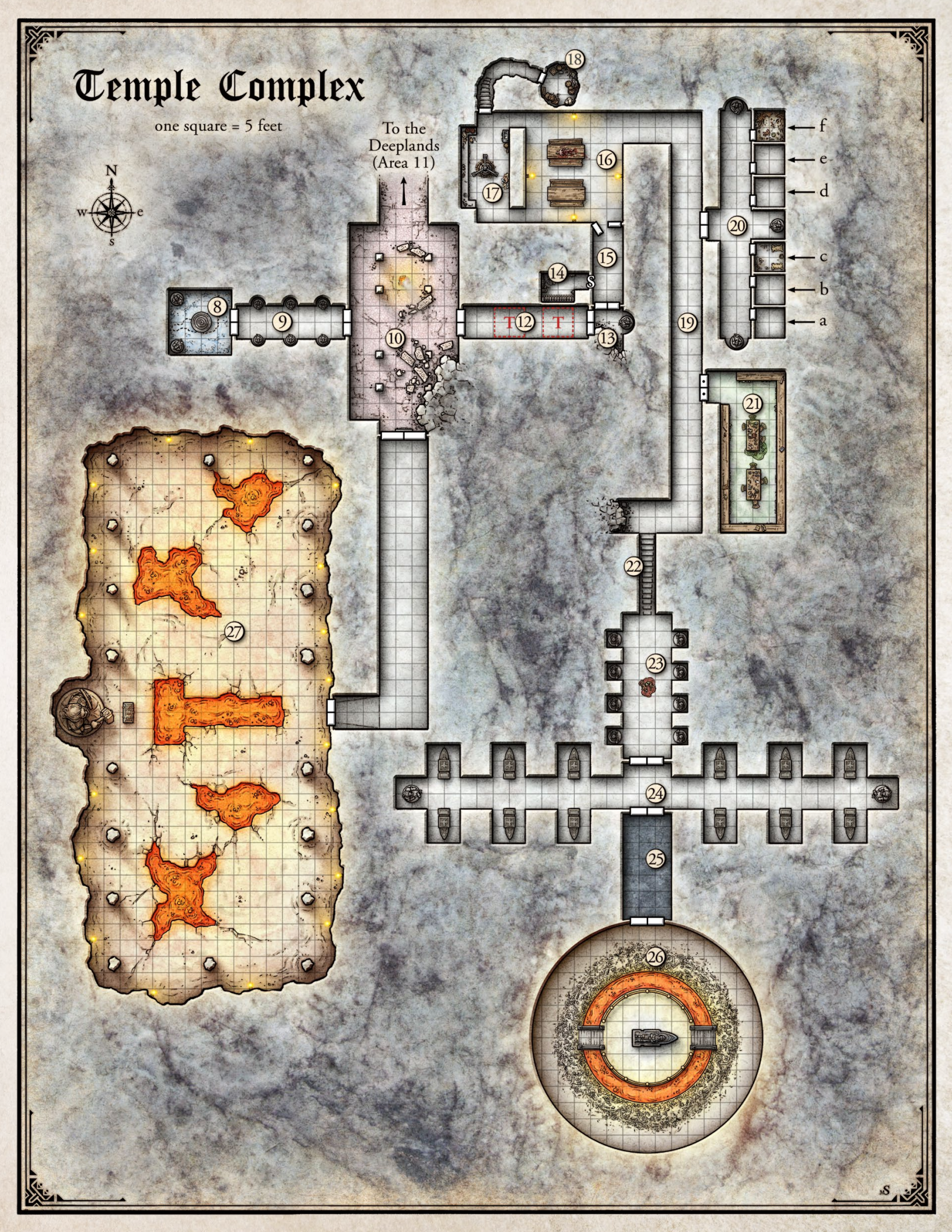
What the players don't know is that the doors will remain closed as long as there are dark creatures in the temple. When the last orc or goblin is killed or driven out, the doors swing open.

### Goblin Battle (1 goblin shaman +1 goblin/3 PCs)

The goblins guard the Deepland entrance to the temple against intrusion by other dark creatures. The goblins didn't expect an attack from the outside, but being suspicious by



*Illus. by Mike Schley*


Temple Complex
one square = 5 feet
N
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To the Deeplands (Area 11)
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16
17
15
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S
8
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25
26

nature, they installed the alarm trap on the exterior door just to be safe. They try to flee if the battle goes against them.

### *Difficult Terrain*

The broken paving stones in this room make the floor Difficult Terrain.

#### Goblin (Aetaltan) (1 per 3 PCs) CR 1/2

**XP** 200 each

**hp** 6 each (see page 118)

**TACTICS**

**Before Combat** If the alarm went off, the goblins are armed and ready for battle. If the heroes silenced the alarm, the goblins are sitting with their spears on the floor beside them, and may need to make a surprise check.

**During Combat** These goblins received rudimentary combat training from An'Gras. Rather than using the normal goblin "charge and overwhelm" tactic, they pair up and choose targets. They take their role as soldiers quite seriously, almost comically so, but the only tactic they've learned so far is how to flank an enemy. Each pair tries desperately to achieve flanking position on its chosen target—even if that puts them at a tactical disadvantage or draws attacks of opportunity.

**After Combat** If the heroes defeat more than 2/3 of the goblins, the remaining goblins flee down the chasm described in the Deepland Entrance (11). They so fear An'Gras' displeasure that, if taken alive, nothing will make them talk.

#### Goblin (Aetaltan) Shaman CR 1

**XP** 400

**CE** Small humanoid (goblinoid) druid 2 (bat shaman)

**Init** +7; **Senses** darkvision 60 ft.; Perception -1

**DESCRIPTION**

Goblins believe their shamans' powers originate with Endroren, and thus the shaman serves as a constant reminder of the Dark Lord's dominance over the goblin race. Other goblins of the tribe treat them with reverence and respect.

**DEFENSE**

**AC** 15, **touch** 14, **flat-footed** 12 (+2 armor, +3 Dex, +1 size, +1 natural)

**hp** 14 (2d8+5)

**Fort** +4, **Ref** +3, **Will** 1

**Weaknesses** Light Sensitivity

**OFFENSE**

**Speed** 30 ft., **climb** 30 ft.

**Melee** mwk quarterstaff +5 (1d4+2) or bite +4 (1d4+2), 2 claws +2 (1d3 +2)

**Domain Spell-Like Abilities** (CL 2nd; concentration +3)
1/day—*touch of darkness*

**Druid Spells Prepared** (CL 2nd; concentration +3)
1st—*entangle (DC 12), magic fang, obscuring mist*[D]
0 (at will)—*create water, detect magic, light, spark, virtue*
**D** Domain spell; **Domain** *Darkness*

**TACTICS**

**Before Combat** If the alarm went off, the shaman is armed and ready for battle. If the heroes silenced the alarm, the shaman is sitting with his quarterstaff across his legs, and may need to make a Perception check to notice the PCs.

**During Combat** The shaman was the leader of these goblins before An'Gras came along. He only stays around out of fear of the orc. His bitterness is apparent in his complete disregard for the safety or well being of the other goblins. The shaman prefers to keep his distance and let the goblins handle the dirty work, although he will fight in melee if necessary. Except to cast spells, he doesn't say a word.

**After Combat** If the heroes defeat the goblins, the shaman flees down the entrance (11). He so fears An'Gras' displeasure that, if taken alive, nothing will make him talk.

**STATISTICS**

**Str** 14, **Dex** 16, **Con** 10, **Int** 8, **Wis** 12, **Cha** 9

**Base Atk** +2; **CMB** +1; **CMD** 14

**Feats** Blind-Fight, Improved Initiative, Toughness

**Skills** Climb +6, Stealth +8 Racial Modifiers +4 Climb, +4 Stealth

**Languages** Endrori

**SQ** nature bond (Darkness domain), nature sense, wild empathy +2 (+4 with bats; full-round action), woodland stride

**SPECIAL ABILITIES**

**Safety in Numbers (Ex)** An Aeltaltan goblin benefits greatly from the proximity of its allies. It gains a morale bonus on saves against fear effects equal to the number of allies within 20 feet of it. This bonus cannot exceed a number equal to 1 + its HD.

**Touch of Darkness (Sp)** As a melee touch attack, the goblin shaman can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for 1 round.

**Totem Transformation (Su)** The goblin druid may adopt an aspect of the bat while retaining his normal form. He may gain blindsense 20 ft. and can speak with animals (mammals only) at will.

**TREASURE**

**Other gear** masterwork leather armor, masterwork quarterstaff, pouch with 1d4 bird feet

## Treasure

There are a few useful items lying around the fire, including:

- **Rope:** 50' hemp.
- **Marble staff with a statue's hand still attached to it:** 1d6/1d6, x2, bludgeoning, 20 lbs., -1 to hit due to bad balance.
- **Sack of ancient dwarven silverware:** 10 gp.
- **5 small leather bags:** 1d6 bird feet per bag.
- **Tattered canvas bag:** 1 lb. of perfectly round red glass beads, the wriggling body of a half-dead squirrel, and 5 days of blood-soaked rations.
- **Masterwork Heavy Flail:** Of dwarven make, this heavy flail's stats are: 1d10/19-20/x2/disarm and trip, with a +1 to attack.
- 108 gp.

In addition, the goblin shaman has a number of valuable items in a sack near where he was sitting:

- **Divine scroll:** *Cure Moderate Wounds.*
- **Arcane scroll:** *Identify.*
- **Unlabeled potion:** *Cure Light Wounds.*

## 11. The Deepland Entrance

The players discover how the goblins got into the temple, and learn how to end the goblin attacks.

*This once grand hallway is cluttered by a series of toppled stone doors and partial cave-ins. You're forced to climb over the rubble to get down the hall. The stench of death hangs in the air, and you soon discover the source of the smell. Impaled on spikes at the bottom of a pit trap are two bloated goblin corpses. Their lifeless eyes stare up at you from faces frozen in expressions of shock and pain.*

### Dead Goblins

These goblins activated the only pit trap in this hallway that survived the quake. Their corpses have nothing of value on them.

### Sprung Pit Trap

The pit trap is 20 feet deep, 10 feet across, and it spans the full width of the hallway. The floor of the pit is covered with spikes. The pit's cover is retracted into the walls to the left and right. The pit can only be reset from the Trap Control Room (14). In theory, none of the characters will fall in, but the pit's stats are included below—just in case.

**Spiked Pit Trap CR 2**

**XP** 600

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**EFFECTS**

**Trigger** weight; **Reset** control room (14)

**Effect** 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each). The rock walls of the pit are polished smooth. Climbing out without a rope requires a DC 20 Climb skill check.

**Read this when the characters reach the end of the passage:**

*After about eighty feet, you reach a massive, sliding stone door that is partially retracted into a hidden pocket in the wall. Nearly 3 feet thick, it's carved from a single block of granite. Beyond the door, the passage extends another 10 feet, and then ends at an enormous chasm. It looks like a bridge once extended across the ravine, but only a couple feet of the bridge remain.*

### Sliding Door

The door is a magical creation built by the clerics of the temple. They combined their powers to create it, and then bound it to one of their holy artifacts, an amulet called the Silver Hammer of Modren (located in the main temple described in entry 28). Any dwarf, or a character possessed by the spirit of a dwarf, can use the amulet to open and close the door at will. Otherwise, the door is completely immobile and indestructible.

On the wall both inside and outside the door are small recesses. The one on the inside is intact and in the exact shape of a small hammer. The one on the outside is blasted away, with a charred crater where the recess once was. Characters who examine the crater carefully can see the symbol of Endroren burned into the stone. They will realize that a goblin couldn't have done this. Clearly there is a greater power at work here.

### Bridge Ruins

The bridge collapsed during the earthquake and fell into the chasm, along with quite a few of An'Gras' goblin minions.

### Chasm

The chasm is 50 feet across. If the party finds a way to see across it, there's a passage on the far side. The ceiling above the chasm is just 10 feet higher than the passage ceiling (30 feet up from the passage floor). The chasm disappears into the distance to both the north and south. It is impossible to see the bottom of the chasm, and anything dropped into it disappears into the darkness.

This chasm is how the orcs and goblins found their way to the temple, but the primary reason this location exists is to serve as the jumping-off point for your next adventure. By the end of this adventure, the characters will possess the means of opening and closing the sliding door here at will. This will allow them ample time to explore the Deeplands Halls beyond the Temple without exposing the surrounding countryside to unnecessary danger.

## 12. Mural Hallway

The heroes face dwarven traps, and learn the temple's history.

*A fabulous mural covers the walls of this long hallway. The vibrant colors are so vivid that it looks like the painting could have been completed yesterday. At the far end of the hallway is a pair of closed stone doors.*

### Mural

The dwarves painted this mural for two reasons. First, they wanted to tell the story of their final days in the temple (the subject of the mural). Second, they wanted to distract anyone coming down the hall so they wouldn't notice the pit traps. A DC 20 Knowledge (religion) check reveals both pieces of information.

**Read this if the characters examine the mural:**

*You head down the hall, examining the mural as you go. According to it, when the Dark Hordes of Endroren surged up from the core of the world, the clerics took measures to protect the temple. They combined their power to create a magic door that would stop Endroren's armies from entering. They also constructed a variety of traps to ensure that, even if the enemy bypassed the door, the forces of Endroren might still be stopped.*

### Triggering the Trap

At this point in the mural the party reaches the first pit trap. If no one checks for traps, spring the first pit trap on the character at the front of the party.

### Spiked Pit Trap

This pit trap is 10 feet deep, 10 feet across, and spans the full width of the hallway. When activated, the cover slides into the walls to the left and right almost instantaneously—a tremendous feat exemplifying the ingenuity of the ancient dwarven trap makers. The bottom of the pit is studded with iron spikes, and the rock walls of the pit are polished smooth. Climbing out without a rope is impossible.

**Spiked Pit Trap CR 2**

**XP** 600

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**EFFECTS**

**Trigger** weight; **Reset** control room (14)

**Effect** 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each)

**Read this when the party is ready to continue:**

*The next panels of the mural reveal that the key to the magical door is a silver amulet in the shape of a hammer. It appears that only the power of this hammer-shaped key can move the great door, and when the door is locked, it mystically seals the entire temple complex against evil forces.*

### Triggering the Second Trap

The party has reached the second pit by now. Odds are, the heroes are more cautious now, and find this one without falling in, but you never know. It has the same stats as the first pit trap.

**Read this when they are ready to continue:**

*As you continue examining the mural, it shows that the hammer was sealed in a casket at the feet of a massive statue of Modren in a large cavern. Scratched into the paint of the last panel are a few words in Dwarven.*

### Scratched Words

If any of the characters read Dwarven, the words say:

Modren, guide my soul to Aelos, for I am the last.

No skill check is required for the characters to know that souls that aren't guided to Aelos via the rituals of last rites risk becoming lost. It appears this dwarf hoped Modren would guide him to his final rest.

### Stone Doors

The stone doors at the end of the hallway are unadorned and unlocked.

## 13. Entrance to the Living Quarters

The characters discover the living quarters for the clerics. A search of the room may reveal a secret door.

*Unlike the rooms you've seen so far, the architecture here is simple. There's a pair of banded oak doors to the west, both of which are closed.*

### Oak Doors

The oak doors are unlocked.

### Secret Door

There's a pivoting secret door on the west wall that leads to the trap control room (14). A DC 20 Perception check is required to find it. The mechanism to open the door is a cleverly hidden push panel near the floor.

## 14 Trap Control Room

The characters can reset or disable the pit traps.

*This tiny chamber is filled with gears, wheels, and chains. A dozen levers extend from openings in the floor.*

### Levers

The third and fourth levers control the two pits in the Mural Hallway (12) and the seventh lever controls the pit with the dead goblins in it (11). None of the other levers do anything since their traps were destroyed during the quake. There's a locking mechanism for each pit trap to allow safe passage over it.

## 15. Plain Hallway

This hall gives the characters an opportunity to ambush the goblins in the Dining Hall (16), but if the party makes enough noise to alert them, it's also an opportunity for the goblins to ambush the characters.

*A ten-foot-wide hallway extends to the west. At the end of the hallway is a pair of double doors made from dark wood. One of the doors is partially open, and flickering orange firelight shines out into the hall.*

### Listen

Characters who stop to listen hear rough voices speaking in a foul tongue. Characters who speak Endrori recognize the language and hear a discussion about how An'Gras is going to lead them to a better life, and how the meal they're eating is just one example of this.

### Sneaking

The characters can try to sneak up on the goblins using Stealth. The goblins make Perception checks at -2 due to their loud discussion.

### Noisy Party

If the party doesn't try to move quietly, make a DC 10 Perception check with a -2 penalty to see if the goblins hear the party coming. If the goblins hear the party, they prepare an ambush (16).

## 16. The Dining Hall

The characters battle several goblins and learn the fate of at least some of the missing townsfolk.

*This chamber was the temple's dining room. Two long tables extend down the middle of the room, and swaybacked benches line both sides of the tables. A handful of crude torches occupy sconces on the walls. They provide dim light, but also give off a thick, oily smoke that leaves greasy black patches on the ceiling. On the south wall are two open passages, and on the north wall is another ten-foot-wide passage.*

**Read this if the goblins heard the party coming:**

*Scattered across the table is the dismembered, partially-cooked corpse of a male human. It looks like someone was eating him before you arrived.*

**Read this if the goblins did not hear the party coming:**

*Several goblins are hunched around the far table. They're feasting on something, tossing meat on the bone between one another. As one piece flies through the air, you recognize it as a human foot. One of the goblins snatches it and immediately tears in with sharp, glittering teeth. It appears you've found one of the missing townsfolk—or what's left of him.*

### Goblin Battle (1 goblin/2 PCs)

If the goblins heard the party coming, they retreated to the kitchen and will launch an ambush when the party enters. If the characters ambush the goblins, it's possible the goblins are surprised. Either way, the goblins fight to the death.

**Goblin (Aetaltan) (1 per 2 PCs) CR 1/2**

**XP** 200 each

**hp** 6 each (see page 118)

**TACTICS**

**Before Combat** The goblins are emboldened by their recent success under An'Gras' leadership. They aren't paying attention to their duties, and make Perception checks with a -2 penalty (in addition to their normal -1 Perception modifier).

**During Combat** The goblins try to flank their opponents, bear them to the ground, and take each target out before moving on to their next victim. Two of the goblins are identical twins (they may be only the goblins the characters fight if the party has just four members. They always fight together and cooperate far more effectively than other goblins. Whenever they speak, they always speak in unison. If one of the twins is killed, the other goes mad, and attacks the twin's killer with reckless abandon.

**After Combat** These goblins are so terrified of An'Gras that they fight to the death, and if taken alive, nothing will make them talk.

### Treasure

The goblins have acquired the following treasure:

- **Masterwork Longsword:** Of dwarven make, the goblins were using this sword as a carving knife. Its stats are: 1d8/19-20/x2 with a +1 to attack.
- **5 empty potion vials:** An'Gras tests his potions on the goblins.
- **6 small canvas bags**: 1d10 bird feet per bag.
- **A big bullfrog hopping around the table:** This is an unfortunate goblin who, during one of An'Gras' experiments, drank a potion that polymorphed him permanently into a frog. His intellect remains intact, making this a particularly crafty and troublesome frog if the party takes it with them.

## 17. Kitchen

If the party carefully searches the area, they learn the fate of the shepherd Antoni Berro.

*This small chamber is lined with stone counters and recessed shelves. On the west wall is a short, wooden door. In the center of the room is a large fire pit where a roaring fire crackles and pops. The smoke from the fire curls up and out of the room through a small hole in the ceiling. A massive cast iron pot hangs by chains over the flame on an iron tripod. A pile of tattered clothing lies off to the side.*

### Clothing

These are simple clothes of the type worn by shepherds.

### Pot

If a character looks in the pot, they see a brown, watery stew boiling and churning. As they watch, a human head rolls to the surface, its empty eye sockets staring out at the character before it sinks back out of sight. To perform an effective search of the pot, it must be poured out onto the floor. If the characters do this, each character must make a DC 15 Fortitude save. If they fail the save, they are nauseated for 1 minute. Drothmal are immune to this effect.

### Treasure

There is a bronze torc at the bottom of the pot.

## 18. The Cellar

The party learns the fate of the last cleric of the temple. They also gain some valuable treasure.

*A staircase spirals down about thirty steps to a rough-hewn passage. The passage curves to the north, and after about 30 feet ends at a sturdy oak door.*

### Opening the Door

The characters must pry this door open to get in. Doing so requires a DC 15 Strength check, since the dwarf cleric who hid here wedged the door shut. There are scratches and nicks on the door that suggest that the goblins tried to get inside, but gave up.

**Read this once the characters open the door:**

*This small chamber was the temple's cold cellar. A dust-covered pile of broken crates and what were once their contents fills much of the room. Hidden in the corner behind a mostly intact barrel you find the partially mummified corpse of a dwarf. Curled in a fetal position, he holds his fists in front of his face like a child warding off a nightmare. He wears the tattered remnants of what look like clerical vestments.*

### Mummy

If the characters make a close examination, they see that the corpse has something clutched in each hand. To extract these items, the characters must spend one standard or move action per hand to crack the fingers off.

### Left Hand

The mummy's left hand grips a knife made from black steel. The tip has flakes of something colorful on it. This is a *+1 dagger*. The flakes are paint from when the dwarf carved his final message in the Mural Hallway (12).

### Right Hand

There's a brittle scroll in the mummy's right hand. This document is written in Old Dwarven, and any character who speaks Dwarven can tell it is the deed to a large tract of farmland in the wine country of Gelendor. The characters have heard that the magistrates of Gelendor often recognize the rights of ownership from ancient dwarven land deeds. Assuming the land is unclaimed, or perhaps even if it is, this deed may be worth a lot of gold.

## 19. Hall of Doors

The party must open a locked door in this hallway if they wish to explore the room described in the Lab (21).

*Like the other halls and rooms in this area, this hallway is quite plain. It extends 15 feet south and then turns to the west. From there it stretches more than 100 feet before turning to the north. 25 feet down the south wall is a plain, wood door. A bit farther down the hall there is a second door on the south wall. This door is banded with iron, and has an iron lock plate.*

### Iron Banded Door

This door leads to An'Gras' Lab (21), but is locked. It's a strong wooden door (hardness 5, 20 hp, break DC 25 Strength). The lock is a simple lock, requiring a DC 20 Disable Device skill check to open, or the key An'Gras carries.

## 20. The Clerics' Cells

The characters discover the clerics' cells. Most of the rooms are empty, but two are occupied.

*There are six evenly-spaced wooden doors along the south wall of this t-shaped hallway. All of the doors are fitted with small, sliding windows 4 feet up from the floor. The doors and the windows are all closed. Small statues of Modren stand on pedestals at the east and west ends of the hallway.*

### Doors & Windows

The window slides are not locked, and neither are the doors. Rooms A, B, D, and E are empty.

## 20c. Goblin Nannies

*The pungent odor of urine, feces, and sweat hits you as soon as you open the door/window. On the floor in the corner of the room are a couple of untanned, relatively fresh sheep skins arranged like sleeping mats. There's a dented tin pan of water on the floor between them, and bones are scattered around the floor.*

### Goblin Nanny Ambush

The two female goblins that live in this room are crouched on a ledge above the door, ready to spring down on anyone who discovers them. They're only visible if a character enters the room and looks up.

### Goblin Nannies Battle (2 goblins)

A pair of goblin nannies wait in ambush to attack anyone that invades their home.

The two female goblins in Room C are charged with caring for the goblin whelps in Room F. The phrase "caring for" is used loosely since the "care" consists of throwing food and water through the sliding window on Room F on a semi-regular basis. These goblins have no maternal instincts, and won't come to the rescue of the goblin whelps, which are more resilient than most species' young. The nannies remain hidden unless discovered, at which point they fight to the death with deadly ferocity.

**Goblin (Aetaltan) CR 1/2**

**XP** 200 each

**hp** 6 each (see page 118)

**Tactics**

**Before Combat** The goblins are emboldened by their recent success under An'Gras' leadership. They aren't paying attention to their duties, and make surprise checks at a -2 modifier (in addition to their normal -1 Perception modifier).

**During Combat** The goblins try to gang up on opponents, bear them to the ground, and take the target out before moving on to their next victim.

**After Combat** These goblins are so terrified of An'Gras that they fight to the death, and if taken alive, nothing will make them talk.

### Treasure

If the characters check out the ledge over the door they find that the goblin nannies have secreted away a pair of potions they found in the Temple ruins:

- ***Potion of Satiation:*** It is marked with the appropriate alchemical rune and identifiable by any character with the Craft (Alchemy) skill.
- ***Ancient Potion of Glowing Countenance:*** This potion is marked with the appropriate alchemical rune, but the formula is uncommon and requires a DC 20 Craft (Alchemy) skill check to identify. The potion is dried up. Adding a little water reconstitutes it, but it loses half its power during this process unless the character makes a DC 15 Craft (alchemy) skill check. Alternately, a character may keep the dried potion for later analysis, so he can learn the it's formula for later use.

## 20c. GOBLIN WHELPS

*The reek of rotting meat and stale urine assails your senses when you open the door/window to this room. The floor is buried knee-deep in rubbish. The pile appears to consist of leaves, dirt, pieces of old tapestries, torn clothing, chunks of wood, and other random refuse.*

### Goblin Whelp Ambush

Litters of goblin whelps are huddling silent and still beneath the garbage. They only reveal themselves if someone enters the room or otherwise disturbs their nest. A DC 20 Perception check is required to notice them and avoid a surprise round.

### Goblin Whelp Battle (1 swarm/2 PCs)

This room is a nursery for goblin whelps. Goblin child-rearing involves locking the babies in a room together for an extended period of time and then seeing which ones come out alive. The vicious little buggers stay hidden unless there's food to be had.

**Goblin (Aetaltan) Whelp Swarm** **CR 1/2**

**XP** 200 each
**CE** Tiny humanoid (goblinoid)
**Init** +9; **Senses** darkvision 60 ft.; **Perception** -1

**DESCRIPTION**

Goblin whelps look like tiny, foot-tall goblins. At this age they're eating machines, and have no motivation except to find their next meal. If food supplies run low, they won't hesitate to eat one another.

**DEFENSE**

**AC** 15, **touch** 15, **flat-footed** 12 (+3 Dex, +2 size)
**hp** 4 (1d10-1)
**Fort** +1, **Ref** +3, **Will** -1



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**Weaknesses** Light Sensitivity
**Defensive Abilities** swarm traits (not subject to critical hits or flanking, half damage from slashing and piercing weapons, immune to any spell or effect that targets a specific number of creatures and mind-affecting effects, half again as much damage (+50%) from spells or effects that affect an area)

**OFFENSE**

**Speed** 30 ft., **climb** 30 ft.
**Melee** 1d6 plus distraction

**TACTICS**

**Before Combat** The goblin whelps stay hidden, but attack the moment a meal target comes into the room.
**During Combat** The whelps attack the nearest target.

**STATISTICS**

**Str** 6, **Dex** 20, **Con** 8, **Int** 10, **Wis** 8, **Cha** 7
**Base Atk** +1; **CMB** +1; **CMD** 16
**Feats** Improved Initiative
**Skills** Climb +3, Stealth +10 Racial Modifiers +4 Climb, +4 Stealth
**Languages** none

## Treasure

Digging through the goblin whelps' nest reveals:

- **Fifteen dead goblin whelps in various states of decay:** They are all partially eaten by the other goblin whelps.
- 10 gp, 30 sp, and 150 cp

# 21. The Lab

The characters discover that an orc mage leads the goblins. They may also encounter a trap and a pack of reavers.

*An acidic odor stings your nose when you open the door to this room. The room looks as if it were once the temple library, but someone recently turned it into an alchemical laboratory. Spread across the tables is a mix of beakers, casks, tubes, and tubs. Broken bottles are scattered around the floor, and the prior contents of the bottles have flowed together to create a caustic, bubbling pool that emits a sickly green mist. The mist ripples and undulates above the floor, twisting around the battered legs of the tables. On one table is a stack of parchment, with a quill pen and inkwell beside the stack.*

## Flammable Fumes & Chemicals

The spilled chemicals and the fumes are highly flammable. If the fumes or chemicals come into contact with fire, the entire room bursts into flame.

**Flammable Fumes CR 2**

**XP** 600
**Type** mechanical; **Perception** DC 20 (to recognize the threat); **Disable Device** NA

**EFFECTS**

**Trigger** open flame; **Reset** none
**Effect** Non-magical but functions as a *fire trap* spell (1d4+4 fire damage, DC 20 Reflex save for half damage); all targets in the room

## Shelves

The shelves are covered with the disintegrating remnants of old books. A complete search (30 minutes) of the shelves reveals that 4 books are still usable. They are all written in Dwarven. Each one relates to Knowledge skill checks related to specific subjects (Dark Creatures, Deepland Lore, Dwarven History, and Undead) and gives +2 to checks with that skill if the character is trained and takes 5 minutes to use the book to research the subject. If the character isn't trained in the skill, the character may make untrained rolls for these skills, but they do not get the bonus and must spend 15 minutes studying the book. The search also turns up a scroll of *burning hands*.

***Table 5-1: Potion Effect Table (d20)***

| Roll | Effect |
|---|---|
| 1 | Greater Invisibility (10 Minutes—Player won't know duration) |
| 2 | Cure Light Wounds |
| 3 | Instant Hair Growth—head and facial (d100 inches) |
| 4 | Gender Swap (DC 20 Fortitude resists) |
| 5 | Increase Attribute (+1) (1d6: 1 STR, 2 DEX, 3 CON, 4 INT, 5 WIS, 6 CHA) |
| 6 | Decrease Attribute (-1) (1d6: 1 STR, 2 DEX, 3 CON, 4 INT, 5 WIS, 6 CHA) |
| 7 | Speak with Animals (10 Minutes) |
| 8 | Character becomes mute |
| 9 | Cure Serious Wounds |
| 10 | Darkvision (5 hours) |
| 11 | Hair Loss (all) |
| 12 | Selective amnesia (character loses the past 1d4 hours of memories but not class abilities, feats, skills, prepared or known spells, etc.) |
| 13 | Change Skin Color (1d6: 1 Pure Black, 2 Pure White, 3 Red, 4 Green, 5 Yellow, 6 Brown) |
| 14 | Decrease Weight (d20 lbs) |
| 15 | Increase Weight (d20 lbs) |
| 16 | Gain claw primary attack (1d3 for Small characters; 1d4 for Medium) |
| 17 | Increase Height (d6 Inches) |
| 18 | Reduce Height (d6 inches) |
| 19 | Wretched Stench (The character smells really awful for 1d6 days. The stench is overwhelming and people generally don't want to be around him or her) |
| 20 | +1 Max HP |



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## Potions

The characters find a pile of empty vials. These look just like the ones found in the Dining Hall (21). Many of the beakers on the tables contain murky liquids (half-finished potions).

## Drinking the Half-Finished Potions

If a character drinks from one of the beakers, roll d20, and check Table 5-1 opposite to determine the result. There are enough beakers with potions in them to try this five times. All effects are permanent unless noted otherwise.

## Loitering in the Room

If the characters remain in the room for more than ten turns (1 minute) they attract the attention of a pod of reavers.

## Reaver Attack (1 reaver/2 PCs)

A pod of reavers detects the party's presence, and leaps out of the stone to attack them.

### Reaver CR 2

**XP** 600

**N** Tiny vermin

**Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

**DESCRIPTION**

Reavers are carnivorous Deepland worms that slither through stone like an eel through water. They're three feet long, have dark gray flesh, and a large, circular mouth on one end of their bodies.

**DEFENSE**

**AC** 16, **touch** 15, **flat-footed** 13 (+3 Dex, +1 natural, +2 size)

**hp** 10 (2d8+1)

**Fort** +5, **Ref** +3, **Will** +1

**OFFENSE**

**Speed** 10 ft., climb 10 ft., earth glide

**Melee** bite +2 (1d3+1 plus attach)

**TACTICS**

**Before Combat** The reavers arrive at the lab 10 rounds (1 minute) after the characters arrive. If the characters leave before then, they avoid the encounter.

**During Combat** The reavers leap out of the stone using their glide-by attack. If it hits, it attaches, but if it misses, it continues its move and dives back into the stone. If it drops below 3 hp, the reaver flees back into the walls.

**STATISTICS**

**Str** 12, **Dex** 17, **Con** 12, **Int** —, **Wis** 12, **Cha** 5

**Base Atk** +1; **CMB** +4 (+8 when attached); **CMD** 17 (can't be tripped)

**SPECIAL ABILITIES**

**Attach (Ex)** When a reaver hits with a bite attack, it automatically grapples, inflicting automatic bite damage each round. A reaver has a +4 bonus to maintain its grapple once attached.

**Earth Glide (Ex)** A burrowing reaver can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing

leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

**Glide-By Attack (Ex)** When earth gliding, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a glide-by attack. The attack provokes an attack of opportunity.

**TREASURE**

None

## 22. STAIRS INTO DARKNESS

The characters descend deeper into the ruins. If necessary, remind them that in Aetaltis, deeper means more danger.

*The main hallway turns to the south and stretches another 15 feet before it's blocked by fallen rocks. The only other exit is a doorway on the east wall. Beyond it, you see a narrow flight of stairs leading down into darkness.*

### Going Deeper

The characters know that in the world of Aetaltis, the deeper one travels into the Deeplands, the more danger one faces. The generally accepted explanation for this is that since Endroren is chained to the core of the world, the more corrupt a monster is, the more it desires to be near him. Unfortunately for the heroes, there's no other way to go, so they have no choice but to continue.



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## 23. HALL OF HEROES

The characters encounter another dwarven trap. Some or all of the party may be possessed by the spirits of dead clerics, providing an excellent opportunity for roleplaying.

*The stairs end at a long, wide hall with a high arched ceiling. The ceiling is painted deep black to resemble the night sky, with crystals set into the ceiling representing stars. The crystals catch the torchlight, causing them to glitter and shine. Every ten feet, there's an alcove containing an eight-foot-tall statue of an armed and armored dwarf warrior-cleric.*

*Lying in a pool of blood in the middle of the hall are the corpses of two goblins.*

### Goblin Corpses

These goblins haven't been dead very long, but long enough for the blood to dry. The martial characters in the party, or non-martial characters that make a DC 15 Heal or Knowledge (dungeoneering) check can tell that a melee blade killed them.

Characters who make a DC 20 Perception check find a faint, bloody boot print near the goblins, and another near the pedestal of the statue nearby.

### Statues

Each statue is unique, very lifelike, and carved with incredible skill. Around each one's neck is a gold chain necklace with a small gold hammer hanging from it.

If the players ask specifically about the statue the goblin corpses are in front of, that statue holds a greataxe.

### Taking a Necklace

Each of the statues is a burial urn for the ashes of a legendary hero-cleric of the temple. The necklace around each statue's neck is bound to the spirit of that dead cleric. If anyone other than a dwarven cleric of Modren, or someone possessed by the spirit of a dwarven cleric of Modren, touches one of the necklaces, the statue wearing that necklace animates and immediately attacks the person. (See "Battling the Statues," below.) A DC 15 Knowledge (religion) check reveals all this information. If the necklace is removed from an animated statue (using the Steal combat maneuver) the statue immediately steps back into its alcove and de-animates.

### Wearing a Necklace

The necklaces have a second power. Putting on or taking off a necklace is a standard action. Anyone who puts one on must resist being possessed by the spirit of the cleric that the necklace is bound to. The character must make a DC 15 Will save. Success indicates that the spirit has been permanently banished. The character feels a sudden sense of relief, and the necklace and statue lose all magical qualities.

If the check fails, the cleric's spirit replaces the character's spirit.

If this happens, take the possessed player aside and tell them what has happened. Explain that the dwarven cleric's only purpose is to eliminate the dark creatures that took over the temple and close the door. He doesn't want to cause significant harm to his host, but he's willing to let the host die to complete his task. The mission is everything. Possessed characters know how to close the door to the Temple. They also know not to attack the forge wyrms in the Temple (27), and can warn their allies against doing so.

## Getting Possessed

When a character is possessed the following things happen:

- Change the character's WIS to 14+d4.
- Change the character's INT to 12+d4.
- Change the character's CHA to 12+d4.
- The character gets +2 on attacks and damage when fighting evil creatures.
- The necklace is no longer magical.
- The statue it came from is no longer magical and, effective immediately, cannot attack.
- The character's own spirit has no awareness of what is happening.

Until An'Gras is defeated, the character remains possessed by the spirit of the Dwarven cleric. Let the player know that the effect isn't permanent, and what must happen to end the possession.

## Taking a Necklace Off

Once a character is possessed, the necklace loses all power. Taking it off has no effect.

## Attacking a Statue

If a statue has not animated and the characters try to destroy it, it animates and defends itself. As soon as the character that originally touched it stops attacking it, it returns to its alcove.

## Battling the Statues (1 to 10 animated statues)

The spirit of a dead cleric animates the statue and attempts to kill the character that touched the necklace or harmed it.

**Animated Stone Statue CR 5**

**XP** 1,600 each
**N** Medium construct
**Init** +0; **Senses** darkvision 60 ft.; low-light vision; Perception +0

**DEFENSE**

**AC** 18, **touch** 10, **flat-footed** 18 (+8 natural)
**hp** 53 (6d10+20)
**Fort** +3, **Ref** +2, **Will** +0
**DR** 5/adamantine; **Immune** construct traits

**OFFENSE**

**Speed** 30 ft.
**Melee** greataxe +9/+4 (1d12+3/x3)
**Special Attacks** nonlethal damage

**TACTICS**

**During Combat** A statue pursues its target until one of the following happens:

- A stolen necklace is returned (if it kills the thief, it takes the necklace and return to its alcove).
- The statue is destroyed.
- A character puts on the stolen necklace.
- The character stops attacking (if the statue was defending itself against attack).

**STATISTICS**

**Str** 16, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 7
**Base Atk** +6; **CMB** +9; **CMD** 19

**SPECIAL ABILITIES**

**Nonlethal Damage (Ex)** The statues deal nonlethal damage to all non-evil creatures. They take a -4 penalty to all attack rolls when dealing nonlethal damage (reflected in the statistics above). The statues also do not attack dwarves.

**TREASURE**

Each necklace is worth 300 gp, and can be appraised as such with a DC 20 Appraise skill check.

# 24. The Crypt

The heroes discover more temple history, and encounter bound undead at a point the gamemaster considers dramatically appropriate.

*This room is significantly colder than the room you just left. You feel an icy chill run down your spine, and get the uncomfortable sense that you are not alone. The room you're in is a long, low chamber no wider than a corridor, with alcoves on the north and south walls every ten feet.*

*Each of the alcoves contains a dwarven-sized sarcophagus shaped like an anvil.*

*Statues of Modren stand at the far ends of the hall. The statues differ from the others you've seen in the temple—their hands are made of steel and their hair is carved to resemble fire.*

## Anvil Sarcophagi

The anvils are stone sarcophagi. They each contain a mummy with the same appearance as the mummies in the alcoves, depending on where they are in the chamber.

## Burial Alcoves

The alcoves at the front of the chamber are carefully carved with sharp lines and good angles, but the alcoves further away from the main entrance are carved with much less skill, or perhaps in haste.

## Mummies

If the characters open the sarcophagi (which are neither locked nor difficult to open), any who have ranks in the Heal skill or are familiar with burial practices can tell that the mummies inside formed naturally.

- The mummies near the main entrance of the tomb are relatively plain.
- Those found toward the middle, where the hastily carved alcoves begin, appear to have died in horrific ways. Many show strangely deformed or damaged body parts, and others are missing parts altogether. It does not appear that they were born this way.
- The mummies at the back show no violent injuries or any discernable cause of death.

## Robbing the Dead

Modern Aetaltan dwarves are a practical people. They believe that any treasure a person can rescue from the Deeplands, even treasure buried with the dead, should be salvaged and returned to the surface where it can be used to fight Endroren and his minions. Robbing a grave on the surface is considered bad form, but robbing Deepland graves is acceptable.

## Undead Ambush

A few of the mummies are bound undead. Since any player worth his dice will expect the mummies to attack, it's left to the gamemaster to spring the attack on the heroes when and where it seems the most dramatically appropriate. Once one of the undead rises, they all rise. The undead are dwarven clerics who agreed to have their souls bound to their corpses in yet another desperate attempt to safeguard the temple against the invaders.

## Bound Undead Battle (1 undead/3 PCs)

Undead guardians come to life and attempt to drive the trespassers from the temple.

**Bound Undead (Lesser) (1 per 3 PCs) CR 3**

**XP** 800
**LE** Medium undead
**Init** +5; **Senses** darkvision 60 ft.; Perception +5
**Aura** unnatural aura

**DESCRIPTION**

To create a bound undead, the soul of a recently deceased victim is bound to a corpse or skeleton. It's a heinous act that nearly always drives the victim insane.

**DEFENSE**

**AC** 17, **touch** 11, **flat-footed** 16 (+2 armor, +1 Dex, +4 natural)
**hp** 34 (4d8+16)
**Fort** +3, **Ref** +1, **Will** +6
**DR** 5/bludgeoning; **Immune** cold, undead traits
**Weaknesses** resurrection vulnerability

**OFFENSE**

**Speed** 30 ft.
**Melee** greataxe +5 (1d12+1) or 2 claws +4 (1d4+1)

**TACTICS**

**During Combat** The bound undead ignore any characters possessed by the spirit of a dwarven cleric. Driven to madness by their condition, the bound undead fight to the death.

**STATISTICS**

**Str** 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 18
**Base Atk** +3; **CMB** +4; **CMD** 15
**Feats** Improved Initiative, Weapon Focus (Greataxe)
**Skills** Perception +5
**Other Gear** greataxe, leather armor

**SPECIAL ABILITIES**

**Despair (Su)** All creatures within a 30-foot-radius that see a bound undead must make a DC 14 Will save or be paralyzed by fear for 1d4 rounds. Whether the save succeeds, that creature cannot be affected again by the same bound undead's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a bound undead destroys it (Will negates). Using the spell in this way does not require a material component.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a bound undead at a distance of 30 feet. They do not willingly approach nearer than that, and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the bound undead.

## Treasure

The dwarven clerics didn't bury their dead with much of value, although some of the last clerics to die (those that died of asphyxiation) took personal effects with them when they climbed into their burial alcoves. If the characters put time into searching this area they find the following items:

- **Gold dwarven armband:** Worth 300 gp (DC 20 Appraise)
- ***Potion of Cure Serious Wounds:*** The potion is completely dried up, but add water to the dried flakes, shake, and it's as good as new!
- ***Ring of Protection +1***

# 25. Hallway

Voices of the dead urge the party on to the final confrontation.

*The walls, floor, and ceiling of this long hallway are all painted black. The paint still glistens, as if it was just applied, but it's dry to the touch. Any light that strikes the ebony surface seems to disappear into the darkness. At the far end of the hall is a black stone door.*

## Voices of the Dead

This hall is under the influence of powerful supernatural forces. The voices of the dead speak to anyone who travels this hall. In ancient times they whispered secrets about the future of any cleric passing through the hall. Now, with An'Gras about to complete his spell of summoning, the voices beg the party to hurry and cleanse the temple of the evil that has befouled it.

**Read this when a character gets half-way down the hall:**

*As you start down the hall, you hear a whispering voice… "Hurry"….and then another… "There is little time"….and another, and another until a storm of whispers fills the air like a wind. The longer you listen the more urgent the voices become, begging you to hurry forward, urgently whispering that time is short.*

## Desperate Compulsion Haunt

The voices stop asking the characters to destroy An'Gras, and now attempt to command them. Halfway down the hallway, the party triggers the following haunt.

**Desperate Compulsion Haunt CR 3**

**XP** 800
**LG** haunt (5 ft. by 20 ft. hallway)
**Caster Level** 10th
**Notice** Perception DC 0 (to feel the desperate compulsion to move forward)
**hp** 6; **Trigger** proximity; **Reset** 1 minute
**Effect** When this haunt is triggered, the voices intensify creating the effect of a *command* spell (save DC 15) that commands the character to charge forward to the Final Confrontation (26).
**Destruction** The haunt ends when An'Gras is defeated.

## 26. The Final Confrontation

The party faces An'Gras and his skeletal defenders in a climactic final battle. They may also learn the danger of dark magic and corruption.

*The door opens and you're struck by a blast of sweltering, dry air. Inside is a 60-foot-diameter chamber with a 50-foot-high domed ceiling. In the center of the room is a 30-foot-diameter pool of lava that gives off a fiery orange glow. The floor around the pool is covered with bones.*

*At the center of the lava pool is a raised, railed platform that stands 10 feet above the lava. Two bridges, one on the east side of the room and one on the west, provide access to the platform. In the center of the platform is a large, anvil-shaped black sarcophagus with the image of a dwarf cleric carved on its lid.*

*Standing behind the sarcophagus, his arms raised and voice lifted in an angry chant, looms a massive male orc in black robes. He wears a broadsword at his side, and in his left hand he holds a black staff.*

*An'Gras stops chanting, looks your way, and bellows, "WHO DARES INTERRUPT AN'GRAS, KEEPER OF DARKNESS?"*

Combat begins immediately, but descriptions of some of the room's features are included below in case questions about them come up during the fight or after the battle.

### Bones

Bones cover every bit of the floor surrounding the lava pool. All are bleached white, with no sign of flesh, clothing, or other remains. Bones have no place in the worship of Theer, so An'Gras probably placed them here.

### Platform

The platform is made from dark gray stone marbled with lines of glittering obsidian. The lava does not damage the platform, as it is enchanted to resist the lava's heat.

### Sarcophagus

This isn't a true sarcophagus, but rather a sculpture created to look like one. Any character with ranks in Knowledge (religion) recognizes this as a representation of the death of Theer. Theer was an avatar of Modren who fell fighting Endroren when the dark lord rose from the depths. This is a shrine to Theer.

### Battle with An'Gras

An'Gras was attempting to summon an Abomonae, one of Endroren's most powerful dark servants. He hoped the creature would aid him in his attack on the surface world. Now he plans to make the party pay for their interruption, which has ruined his spell.

#### *Difficult Terrain*

The bones that cover the floor make this area Difficult Terrain.

#### *An'Gras' Tactics*

An'Gras dreams of commanding his own Dark Horde. He is emboldened by his recent successes, even though they're relatively minor and more the result of luck than anything else. When he first encounters the party, it is clear he fears them no more than the goblin minions that serve him.

An'Gras enjoys putting his perceived superiority on display. The primary manifestation of this is that he is exceptionally talkative. He spends a fair amount of time taunting the party about the superiority of orcs ("You shall grovel before our power, and we shall feast upon your children!" "I can see that you envy the perfection that is the orc form!") and how the power of Endroren is unstoppable ("Light will always fail, and Darkness shall emerge victorious!" "Bow before the power of Endroren, and perhaps I shall grant you the boon of a swift death!").

His tactics and defenses break down as follows:

1. ***Mage Armor and Shield:*** An'Gras was summoning an Abomonae. Just to be on the safe side, he already had mage armor and shield cast. This is already reflected in his AC.
2. ***Animate Skeletons:*** An'Gras' black staff is the Staff of Lost Souls. His first action is to animate 1 skeleton per every 2 characters from the bones surrounding the lava. See the text description of this action below.
3. **Cast Offensive Spells:** An'Gras proceeds to cast his prepared offensive spells at the party in an order the gamemaster sees fit.
4. **Staff:** If all else fails, he wades into melee combat with his staff.
5. **Avoiding Death:** If An'Gras' health is reduced to zero, his Aegis of Recovery will save him once.
6. **Escape:** If all the skeletons are defeated, or if An'Gras is reduced to 5 HP or less, he casts *vanish* and attempts to escape out the door.

**Read this when An'Gras uses his Staff of Skeletal Animation.**

*An'Gras slams the iron-shod heel of his staff on the floor. The impact rings like the tolling of a bell, and a wave of black energy sweeps out from his position. As the ringing fades and the black energies dissipate, you hear a rattling noise. A host of skeletons assemble from the bones on the floor and surge toward you.*

#### *Touching the Lava*

If any part of a character (or An'Gras) touches the lava, the character takes 2d6 damage per round of exposure. Damage



from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only 1d6 per round.

### *Falling in the Lava*

Falling into the lava inflicts 20d6 damage. If a character is faced with this fate, allow the character to make a DC 15 Reflex save for the character. If the save is successful, the character skids to a halt right at the edge of the pit, but falls prone during the effort.

### Animated Skeleton CR 1/3

**XP** 135
**NE** Medium undead
**Init** +6; **Senses** darkvision 60 ft.; Perception +0

**DESCRIPTION**

Animated skeletons are just that—skeletons animated and placed under the command of their creator.

**DEFENSE**

**AC** 16, **touch** 12, **flat-footed** 14 (+2 armor, +2 Dex, +2 natural)
**hp** 4 (1d8)
**Fort** +0, **Ref** +2, **Will** +2
**DR** 5/bludgeoning; **Immune** cold, undead traits

**OFFENSE**

**Speed** 30 ft.
**Melee** broken scimitar +0 (1d6), claw -3 (1d4+1) or 2 claws +2 (1d4+2)

**TACTICS**

**During Combat** The skeletons obey An'Gras' commands.
**After Combat** When An'Gras is defeated, the remaining skeletons collapse.

**STATISTICS**

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10
**Base Atk** +0; **CMB** +2; **CMD** 14
**Feats** Improved Initiative
**Gear** broken chain shirt, broken scimitar

### An'Gras CR3

**XP** 800
Orc necromancer 3
**LE** Medium Humanoid
**Init** +1; **Senses** darkvision 60 ft.; Perception +2

**DEFENSE**

**AC** 19, **touch** 15, **flat-footed** 15 (+1 Dex, +4 armor, +4 shield)
**hp** 19 (3d6+9)
**Fort** +1, **Ref** +1, **Will** +3
**Weaknesses** Light Sensitivity

**OFFENSE**

**Speed** 30 ft.
**Melee** Staff of Lost Souls +5 (1d6+3)
**Special Attacks** channel negative energy (DC 12, 5/day)
**Arcane School Spell-Like Abilities** (CL 3rd; concentration +5)
5/day—*grave touch* (1 round)
**Wizard Spells Prepared** (CL 3rd; concentration +5)
2nd —*blindness/deafness* (DC 14; 2), *fog cloud*
1st—*cause fear* (DC 13; 2), *magic missile, vanish*
*0—bleed* (DC 12), *daze* (DC 12), *ray of frost, spark*
**Opposition Schools** divination, transmutation

**TACTICS**

**Before Combat** Since he was attempting to summon an abomonae, one of Endroren's most powerful servants, An'Gras already used scrolls to cast *mage armor* and *shield*.
**During Combat** See the section above labeled An'Gras' Tactics for details information.
**After Combat** See the section below labeled *Read this when An'Gras is killed.*
**Base Statistics** Without mage armor and shield, An'Gras's AC is 11.

**STATISTICS**

**Str** 16, **Dex** 12, **Con** 12, **Int** 14, **Wis** 8, **Cha** 12
**Base Atk** +1; **CMB** +4; **CMD** 15
**Feats** Command Undead, Intimidating Prowess, Scribe Scroll, Toughness
**Skills** Intimidate +9, Knowledge (arcana) +3, Perception +2
**Gear** *Aegis of Recovery* (+2 resistance against continuing effects; heals 2d8+3 if HPs drop below zero; after using this ability, it crumbles), *Dead Man's Headband* (+2 competence to intimidate, +1 DC vs fear effects), holy symbol (Endroren), potions (*cure light wounds*, *cure medium wounds*), scrolls (*invisibility*, *expeditious retreat*), *Staff of Lost Souls +1*

**SPECIAL ABILITIES**

**Arcane Bond (Sp)** An'Gras has bonded with his staff. Once per day, An'Gras uses the bond to cast *invisibility*.

**Read this when An'Gras is killed:**

*"As the last echo of An'Gras' death cry fades, you feel the ground begin to shake. A deep rumble emanates from the stone all around you, and in the distance you hear a tremendous cracking noise.*

When the characters return to the Great Hall (10), they discover the Black Doors are open.

### *Treasure*

An'Gras has the following items in his pack on the floor nearby:

- **A black spell book:** It contains all the prepared spells listed for An'Gras, plus *invisibility, mage armor* , and *shield*
- **5 potions:** *Jump, Keen Senses, Pass Without Trace, Darkvision,* and *Acute Senses.*
- **A black iron key:** This opens An'Gras' laboratory.
- **5 gems:** valued at 500 gp, 250 gp, 175 gp, 100 gp, and 25 gp
- **Staff of Lost Souls:** The *Staff of Lost Souls* looks like a six-foot-long staff carved from obsidian, although it weighs no more than a standard wood quarterstaff. Once per day, the wielder of the staff can activate it as a standard action to animate 1d6 skeletons. These skeletons are automatically under the wielder's complete command, and persist for 1d4 days or until destroyed or dismissed. Activating the staff in this way requires the wielder to entreat Endroren. In combat, the staff functions as a *+1 quarterstaff*.

*Illus. by Mitchell Malloy*

# 27. The Temple

The heroes access the main Temple and discover the Silver Hammer of Modren. If they act honorably, they retrieve it without trouble, but if they're greedy or violent, they are forced to fight the Forge Wyrms.

*The huge black doors have withdrawn into pockets in the walls, revealing a wide flight of stairs leading down into an enormous natural cavern. It is at least 150 feet from side to side and 75 feet across. The searing red glow lighting the room nearly blinds you, and as you breathe, the air is so hot it almost burns your mouth, nose, and lungs.*

*In the center of the cavern is a 40-foot-long pit in the shape of a giant blacksmith's hammer. The pit is filled with lava, and at times it roils so violently that blobs of it splash out onto the stone floor.*

*At the head of the pit is a 30-foot-tall statue of Modren. He holds a ten-foot-long hammer made from solid steel. His hair and beard are carved to look like fire and his eyes are massive rubies. The gems catch the glow of the pit and seem to shine with a molten glare. At the statue's feet is a silver casket.*

**Read this when the characters move toward the statue:**

*You've only taken three steps toward the statue when you spot a ripple flowing through the lava. Out of the pit climb two 10-foot-long, crimson-scaled lizards. The creatures, blobs of lava dripping from their hides and hot vapor drifting from their mouths, take up positions on either side of the pit. Where their feet touch the floor, the stone sizzles and melts.*

## Forge Wyrms

Characters can make a DC 10 Knowledge (dungeoneering) check to recognize these creatures as forge wyrms, and you can share their description with the party. The forge wyrms are here to ensure that the characters behave themselves.

The forge wyrms only attack under the following circumstances:

- The characters try to take the rubies from the statue.
- The characters vandalize or desecrate the Temple.
- The characters attack the forge wyrms.
- The characters try to take the casket itself from the where it rests.

Note that the forge wyrms do not attack if the characters only take the Silver Hammer.

If they do attack, they only attack the character that performed the transgression. Otherwise, they simply stand there and watch the characters. They will not pursue characters beyond the confines of this room.

If one or more of the characters are possessed with the spirit of a dwarven cleric from the Hall of Heroes (23), they can warn the party that the forge wyrms are far too powerful to be attacked.

If the characters know what the creatures are, the gamemaster should reinforce that these guardians are rumored to be nearly indestructible and worthy of respect. The PCs may still choose to attack the wyrms, but it should be clear that they are not intended to be fought.

## Sacrificing to Modren

The heroes need to come up with this idea on their own, but the first PC who sacrifices an appropriate item (a hammer, tongs, or other very valuable item related to Modren in some way) by throwing it in the lava pit is immediately awarded 500 XP. A DC 15 Knowledge (religion) check reveals the clue that a worthy sacrifice might be necessary.

## Silver Casket

The Silver Hammer of Modren is in the casket at the base of the statue. The lid is heavy, but it can be opened. Inside the casket, on a bed of red satin, lies the Hammer. The heroes can take this artifact back to the sliding door (11). By placing the hammer in the recess, they can reseal the Deepland door. See the Conclusion (28) for more details.

## Forge Wyrm Battle (2 forge wyrms)

Forge wyrms are guardian spirits sent by Modren to protect his temple. If the heroes keep their cool, they won't have a problem. But if they're greedy or violent, they may suffer a gruesome end.

**FORGE WYRM CR 5**

**XP** 1,600
**LG** Large dragon (fire)
**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

**DESCRIPTION**

Forge wyrms are dragon-like creatures that live in and around lava pools. Legend says they were created by Modren to guard his holy sites.

**DEFENSE**

**AC** 18, **touch** 10, **flat-footed** 17 (+1 Dex, +8 natural, -1 size)
**hp** 57 (6d12+18)
**Fort** +8, **Ref** +6, **Will** +6
**Immune** fire, paralysis, sleep
**Weaknesses** vulnerability to cold

**OFFENSE**

**Speed** 30 ft., swim (lava and magma only) 30 ft.
**Melee** bite +11 (1d8+5), tail slap +6 (1d8+2)
**Special Attacks** breath weapon (30-ft. cone, DC 16, 6d4 fire)

**STATISTICS**

**Str** 21, **Dex** 13, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10
**Base Atk** +6; **CMB** +12; **CMD** 23
**Feats** Cleave, Improved Initiative, Power Attack
**Skills** Intimidate +6, Perception +7, Stealth +7, Survival +7, Swim +11
**Languages** Draconic

**SPECIAL ABILITIES**

**Speed Surge (Ex)** Three times per day as a swift action, a forge wyrm may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

## 28. CONCLUSION

**Read this when the characters seal the door to the Deeplands:**

*You place the silver hammer into the recess beside the door. As you press it into place, it begins to shine with a white light. The light grows brighter by the moment, until you're blinded by its brilliance. You feel a low rumble through the ground, and hear massive stones scraping against one another. The tremor ends with a deep, tremendous boom that shakes dust from the ceiling.*

*At last the light fades, and when you open your eyes, you see the sliding stone door is shut. Hints of silver runes etched across the surface of the granite door shine faintly, but quickly fade, leaving no sign of their presence.*

*Your quest is complete. You've sealed the Deepland entrance, and saved the town of Thornwall from the forces of Endroren. What's more, with the temple cleansed, the followers of Modren may return to this holy place. In time, the prayers of pilgrims may be heard in its halls once again.*

*And perhaps, when the pillars are raised back into place in the Great Hall, the dwarves will add a new story to their chronicle: the tale of the heroes who risked everything to save the people of Thornwall and cleanse the Temple of Modren!*

# Appendix A
# GOODS & SERVICES

### Table A-1: Adventuring Gear

| Item | Cost | Weight | Location |
|---|---|---|---|
| Backpack | 2 gp | 2 lbs. | 15, 17 |
| Bedroll | 1 sp | 5 lbs.1 | 17 |
| Caltrops | 1 gp | 2 lbs. | 17 |
| Case, map or scroll | 1 gp | 1/2 lb. | 15, 17 |
| Chalk, 1 piece | 1 cp | — | 17 |
| Firewood (per day) | 1 cp | 20 lbs. | 17 |
| Flint and steel | 1 gp | — | 17 |
| Grappling hook | 1 gp | 4 lbs. | 17 |
| Holy Symbol, gold | 100 gp | — | 44 |
| Holy Symbol, iron | 5 gp | — | 44 |
| Holy Symbol, silver | 25 gp | — | 44 |
| Holy Symbol, wooden | 1 gp | — | 44 |
| Holy Water (flask) | 25 gp | — | 44 |
| Leather Armor | 10 gp | 15 lbs. | 15 |
| Manacles | 15 gp | 2 lbs. | 17 |
| Manacles, masterwork | 50 gp | 2 lbs. | 17 |
| Mess Kit | 1 sp | 1 lb. | 20 |
| Piton | 1 sp | 1/2 lb. | 17, 37 |
| Pole, 10-foot | 5 cp | 8 lbs. | 17 |
| Pouch, belt | 1 gp | ½ lb. | 15, 17 |
| Quiver | 1 gp | 2 lbs. | 15 |
| Ram, portable | 10 gp | 20 lbs. | 17 |
| Rope, silk (50 ft.) | 10 gp | 5 lbs. | 17 |
| Signal whistle | 8 sp | — | 17 |
| Tent | 10 gp | 20 lbs. | 17 |
| Waterskin | 1 gp | 4 lbs. | 15, 17 |
| Weapon Cord | 1 sp | - | 15 |

### Table A-2: Animals, Mounts & Related Gear

| Item | Cost | Weight | Location |
|---|---|---|---|
| Animal Harness | 2 gp | 2 lbs. | 15 |
| Cart | 15 gp | — | 4 |
| Horseshoe | 1 sp | 1 lb. | 37 |
| Saddle, military | 20 gp | 30 lbs. | 15 |
| Saddle, pack | 5 gp | 15 lbs. | 15 |
| Saddle, riding | 10 gp | 25 lbs. | 15 |
| Saddlebags | 5 gp | 8 lbs. | 15 |
| Sledge | 1 gp | 10 lbs. | 17 |
| Sleigh | 50 gp | — | 4 |
| Wagon, heavy | 100 gp | — | 4 |
| Wagon, light | 50 gp | — | 4 |
| Wagon, medium | 75 gp | — | 4 |
| Wheel, cart | 5 gp | — | 4 |
| Wheel, wagon | 10 gp | — | 4 |

### Table A-3: Clothing

| Item | Cost | Weight | Location |
|---|---|---|---|
| Apron | 1 gp | 1 lb. | 15 |
| Armored Coat | 50 gp | 20 lbs. | 15 |
| Bear pelt | 5 gp | 7 lbs. | 22 |
| Beaver pelt | 15 sp | 1 1/2 lbs. | 22 |
| Belt | 5 sp | ½ lb. | 15 |
| Boots | 2 gp | 5 lbs. | 15 |
| Breeches | 2 gp | 1 lb. | 15 |
| Ermine pelt | 25 sp | — | 22 |
| Fox pelt | 2 gp | 1/2 lb. | 22 |
| Hat, fur | 7 gp | 1 lb. | 15 |
| Mink pelt | 25 sp | — | 22 |
| Overtunic | 2 gp | 1 lb. | 15 |
| Shoes | 1 gp | 1 lb. | 15 |
| Skirt | 2 gp | 1 lb. | 15 |
| Wolf pelt | 3 gp | 3 lbs. | 22 |

### *Table A-4: Containers*

| Item | Cost | Weight | Location |
|---|---|---|---|
| Barrel (3 gal.) | 2 gp | 30 lbs. | 39 |
| Barrel (5 gal.) | 25 sp | 50 lbs. | 39 |
| Barrel (10 gal.) | 3 gp | 60 lbs. | 39 |
| Barrel (15 gal.) | 35 sp | 70 lbs. | 39 |
| Barrel (30 gal.) | 5 gp | 75 lbs. | 39 |
| Barrel Hoops | 5 sp | 2 lbs. | 37 |
| Bottle, beer (1 pint) | 15 sp | 1 lb. | 11 |
| Bottle, mead (1 pint) | 2 gp | 1 lb. | 11 |
| Bottle, wine (2 pints) | 3 gp | 1 ½ lbs. | 11 |
| Chest, Small | 2 gp | 25 lbs. | 14 |
| Chest, Medium | 5 gp | 50 lbs. | 14 |
| Chest, Large | 10 gp | 100 lbs. | 14 |
| Chest, Huge | 25 gp | 250 lbs. | 14 |
| Perfume bottle | 1 gp | — | 11 |
| Sack (empty) | 1 sp | 1/2 lb. | 17 |
| Vial | 1 gp | — | 11 |
| Vial, Iron | 1 sp | 1 lb. | 37 |

### *Table A-5: Food & Drink*

| Item | Cost | Weight | Location |
|---|---|---|---|
| *Beverages* | | | |
| Blackberry Wine | 2 sp/pitcher; 4 cp/mug | — | 21 |
| Blackleaf Tea (cooled) | 2 sp/pitcher; 4 cp/mug | — | 21 |
| Blackleaf Tea (hot) | 2 sp/pot | — | 21 |
| Cider | 5 sp/pitcher; 1 sp/mug | — | 21 |
| Common Ale | 2 sp/pitcher; 4 cp/mug | — | 21 |
| Halfling Porter | 3 sp/pitcher; 7 cp/mug | — | 21 |
| Mead | 2 gp/pitcher; 5 sp/mug | — | 21 |
| Merchant's Red Wine | 8 sp/pitcher; 2 sp/mug | — | 21 |
| Northland Ale | 2 sp/pitcher; 4 cp/mug | — | 21 |
| Plowman's Wine | 3 sp/pitcher; 7 cp/mug | — | 21 |
| *Bread* | | | |
| Honey Cake | 2 sp | — | 10 |
| King's Loaf (Free Kingdoms) | 1 sp | 1/2 lb. | 10 |
| Maslin Loaf | 2 cp | 1/2 lb. | 10 |
| Pandemain (Fine White) | 5 cp | 1/2 lb. | 10 |
| Walking Bread (Gelendoran) | 1 sp | 1/4 lb. | 10 |
| Woodberry Muffin | 5 cp | — | 10 |
| *Cheese* | | | |
| Autumn (semi-soft) | 6 sp/lb. | 1/2 lb. | 18 |
| Deepland marble (blue veined) | 7 sp/lb. | 1/2 lb. | 18 |
| Farmer (soft unripened) | 2 sp/lb. | 1/2 lb. | 18 |
| Gelen (soft aged) | 1 gp/lb. | 1/2 lb. | 18 |
| Grean (grated) | 4 sp/lb. | 1/2 lb. | 18 |
| Northland (hard yellow) | 4 sp/lb. | 1/2 lb. | 18 |
| *Meat* | | | |
| Chicken | 6 sp/lb. | varies | 12 |
| Duck | 8 sp/lb. | varies | 12 |
| Goose | 8 sp/lb. | varies | 12 |
| Mutton | 4 sp/lb. | varies | 12 |
| Pork | 6 sp/lb. | varies | 12 |
| Rabbit | 5 sp/lb. | varies | 12 |
| Sausage | 3 sp/lb. | varies | 12 |
| Venison | 6 sp/lb. | varies | 12 |
| *Meals* | | | |
| Breakfast | 3 sp | — | 21 |
| Lunch | 5 sp | — | 21 |
| Dinner | 3 sp | — | 21 |
| *Other Food* | | | |
| Eel Pie | 3 cp | 1 lb. | 20 |
| Honey, large crock | 3 gp | 1 lb. | 20 |
| Honey, medium crock | 15 sp | ½ lb. | 20 |
| Honey, small crock | 8 sp | ¼ lb. | 20 |
| Rations, trail (per day) | 5 sp | 1 lb.1 | 17 |

### Table A-6: Everyday Items

| Item | Cost | Weight | Location |
|---|---|---|---|
| Bell | 1 gp | — | 17 |
| Blanket, winter | 5 sp | 3 lbs.1 | 17 |
| Cauldron | 1 gp | 5 lbs. | 37 |
| Darts | 1 gp | 1 lb. | 110 |
| Ear Trumpet | 5 gp | 2 lbs. | 37 |
| Eye, glass | 15 gp | — | 11 |
| Flask | 3 sp | 1 ½ lbs. | 15, 17, 20, 37 |
| Funnel | 7 cp | 1 ½ lbs. | 20 |
| Hinge | 1 gp | ½ lb. | 37 |
| Hourglass, 1 hour | 25 gp | 1 lb. | 11 |
| Hourglass, 1 minute | 20 gp | ½ lb. | 11 |
| Hourglass, 6 seconds | 10 gp | — | 11 |
| Ink pot | 1 gp | — | 11 |
| Jug | 5 cp | 9 lbs. | 53 |
| Mirror, small steel | 10 gp | 1/2 lb. | 17 |
| Mug | 3 cp | 1 lb. | 53 |
| Pan | 1 sp | 1 lb. | 20 |
| Pitcher, clay | 3 cp | 5 lbs. | 53 |
| Pitcher, glass | 4 sp | 2 lbs. | 20 |
| Pot | 8 sp | 4 lbs. | 37 |
| Quilt, child | 7 sp | 1 lb. | 20 |
| Quilt, double | 3 gp | 4 lbs. | 20 |
| Quilt, single | 1 gp | 2 lbs. | 20 |
| Skillet | 8 sp | 4 lbs. | 37 |
| Tankard | 3 cp | 1 lb. | 37, 53 |
| Waffle iron | 1 gp | 5 lbs. | 37 |
| Window pane, bull's-eye | 5 gp | 2 lb | 11 |
| Window pane, cut | 10 gp | 1 ½ lbs. | 11 |
| Wool | 4 sp/lb | varies | 24 |

### Table A-7: Furniture

| Item | Cost | Weight | Location |
|---|---|---|---|
| Armoire | 50 gp | 150 lbs. | 14 |
| Bed Frame | 10 gp | 100 lbs. | 14 |
| Bookshelf | 15 gp | 75 lbs. | 14 |
| Cabinet | 25 gp | 150 lbs. | 14 |
| Chair | 5 gp | 15 lbs. | 14 |
| Table | 20 gp | 50 lbs. | 14 |

### Table A-8: Lamps, Lanterns & Lights

| Item | Cost | Weight | Location |
|---|---|---|---|
| Candle | 1 cp | — | 17 |
| Candlestick | 2 cp | ½ lb. | 53 |
| Lamp, common | 1 sp | 1 lb. | 17 |
| Lantern body | 4 gp | 2 lbs. | 37 |
| Lantern pane, large | 2 gp | — | 11 |
| Lantern pane, small | 1 gp | — | 11 |
| Lantern, bull's-eye | 12 gp | 3 lbs. | 17 |
| Lantern, hooded | 7 gp | 2 lbs. | 17 |
| Oil (1-pint flask) | 1 sp | 1 lb. | 17 |
| Torch | 1 cp | 1 lb. | 17 |



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### Table A-9: Lodging

| Service | Cost | Location |
|---|---|---|
| *Grezen's Estates* | | |
| Bunk in the Big House | 8 sp/month | 30 |
| Bunk in the Middle House | 1 gp/month | 30 |
| Private House | 5 gp/month | 30 |
| *Green Briar Tavern* | | |
| Common Room Spot | 1 sp/night | 21 |
| Bunk Room Bed | 5 gp/night | 21 |
| Private Room | 2 gp/night | 21 |

### Table A-10: Potions & Alchemical Items

| Item | Cost | Weight | Location |
|---|---|---|---|
| Alchemist's Fire (flask) | 20 gp | 1 lb. | 51 |
| Ant Haul | 50 gp | — | 51 |
| Arcane Sight | 750 gp | — | 51 |
| Barkskin | 300 gp | — | 51 |
| Bull's Strength | 300 gp | — | 51 |
| Comprehend Languages | 50 gp | — | 51 |
| Crafter's Fortune | 50 gp | — | 51 |
| Cure Light Wounds | 50 gp | — | 44 |
| Cure Moderate Wounds | 300 gp | — | 44 |
| Cure Serious Wounds | 750 gp | — | 44 |
| Darkvision | 300 gp | — | 51 |
| Delay Poison | 300 gp | — | 44 |
| Endure Elements | 50 gp | — | 51 |
| Fly | 750 gp | — | 51 |
| Haste | 750 gp | — | 51 |
| Invisibility | 300 gp | — | 51 |
| Remove Blindness/Deafness | 750 gp | — | 44 |
| Remove Disease | 750 gp | — | 44 |
| Restoration, Lesser | 300 gp | — | 44 |
| Smokestick | 20 gp | ½ lb. | 51 |
| Stabilize | 25 gp | — | 44 |
| Sunrod | 2 gp | 1 lb. | 51 |
| Tanglefoot Bag | 50 gp | 4 lbs. | 51 |
| Thunderstone | 30 gp | 1 lb. | 51 |
| Tindertwig | 1 gp | — | 51 |

### Table A-12: Services

| Service | Cost | Location |
|---|---|---|
| *Appraisals* | — | |
| Art Items | 1 gp | 6 |
| Common Goods | 2 sp | 6 |
| Gems and Jewelry | 3 gp | 6 |
| Magic Items | 25 gp | 6 |
| Potions | 15 gp | 6 |
| Trade Goods | 5 cp | 6 |
| *Repairs* | | |
| Repair broken cart | 10 gp per 10 hp | 4 |
| Repair broken wagon | 20 gp per 10 hp | 4 |
| *Stabling—Gold's Stables* | | |
| Dog | 3 sp/day | 6 |
| Goat | 2 sp/day | 6 |
| Horse | 7 sp/day | 6 |
| Mule | 6 sp/day | 6 |
| *Stabling—Green Briar Tavern* | | |
| Donkey | 4 sp/day | 21 |
| Horse | 5 sp/day | 21 |
| Mule | 7 sp/day | 21 |
| Pony | 4 sp/day | 21 |
| *Storage* | | |
| Carts (indoors) | 2 sp/day | 6 |
| Carts (outdoors) | 1 sp/day | 6 |
| Goods, common | 1 sp/day/barrel | 6 |
| Goods, fragile | 5 sp/day/barrel | 6 |
| Goods, perishable | 3 sp/day/barrel | 6 |
| Goods, valuable | 1 gp/day/barrel | 6 |
| Wagon (indoors) | 9 sp/day | 6 |
| Wagon (outdoors) | 2 sp/day | 6 |
| Secure Storage | 1% value/month | 16 |
| *Other Services* | | |
| Academic Consultation | 2 gp/hour | 52 |
| Bath (cold) | 2 cp | 21 |
| Bath (first bath) | +2 cp | 21 |
| Bath (hot) | 6 cp | 21 |
| Curse Curing | 3 sp | 20 |
| Cutting (lumber) | 1 cp/5 cuts | 7 |
| Foretelling | 5 sp | 20 |
| Identify Magic Item | 5% of appraised value post identification | 52 |
| Identify Potion | 1 gp | 51 |
| Laundry (personal) | 1 sp/4 items | 21 |
| Laundry (sheets) | 1 sp | 21 |
| Loan | Varies | 16 |
| Milling (grain) | 1 cp/20 lbs. | 7 |
| Palm Reading | 1 sp | 20 |
| Research | 10 gp/day | 52 |
| Speak with the Dead | 1 gp | 20 |
| Spirit Cleansing | 4 sp | 20 |

### *Table A-13: Spellcasting*

| Spell | Cost | Location |
|---|---|---|
| Atonement | 450 gp | 44 |
| Augury | 45 gp | 44 |
| Bless | 10 gp | 44 |
| Bless Water | 10 gp | 44 |
| Break Enchantment | 450 gp | 44, 52 |
| Comprehend Languages | 10 gp | 52 |
| Continual Flame | 110 gp | 52 |
| Cure Critical Wounds | 320 gp | 44 |
| Cure Light Wounds | 10 gp | 44 |
| Cure Light Wounds, Mass | 450 gp | 44 |
| Cure Moderate Wounds | 20 gp | 44 |
| Cure Serious Wounds | 60 gp | 44 |
| Delay Poison | 20 gp | 44 |
| Detect Magic | 10 gp | 52 |
| Detect Poison | 10 gp | 52 |

| Spell | Cost | Location |
|---|---|---|
| Dispel Magic | 150 gp | 44, 52 |
| Divination | 105 gp | 44 |
| Gentle Repose | 20 gp | 44 |
| Locate Object | 60 gp | 44 |
| Make Whole | 20 gp | 44 |
| Neutralize Poison | 320 gp | 44 |
| Raise Dead | 5,450 gp | 44 |
| Read Magic | 10 gp | 52 |
| Remove Blindness/Deafness | 60 gp | 44 |
| Remove Curse | 60 gp – 280 gp | 44, 52 |
| Remove Disease | 60 gp | 44 |
| Remove Paralysis | 20 gp | 44 |
| Restoration | 320 gp2 | 44 |
| Restoration, lesser | 20 gp | 44 |
| Sending | 320 gp | 44 |
| Transmute Rock to Mud | 450 gp | 52 |

### *Table A-14: Tools & Equipment*

| Item | Cost | Weight | Location |
|---|---|---|---|
| Canvas (sq. yd.) | 1 sp | 1 lb. | 17 |
| Chain (10 ft.) | 30 gp | 2 lbs. | 17, 37 |
| Clay | 2 sp | 1 lb. | 53 |
| Crowbar | 2 gp | 5 lbs. | 17, 37 |
| Drill | 5 sp | 1 lb. | 37 |
| Fishhook | 1 sp | — | 17, 37 |
| Fishing net, 25 sq. ft. | 4 gp | 5 lbs. | 17 |
| Hammer | 5 sp | 2 lbs. | 17, 37 |

| Item | Cost | Weight | Location |
|---|---|---|---|
| Iron Spike | 5 cp | 1 lb. | 37 |
| Ladder, 10-foot | 2 sp | 20 lbs. | 17 |
| Nails (10) | 1 cp | ½ lb. | 37 |
| Pick, miner's | 3 gp | 10 lbs. | 17, 37 |
| Rope, hemp (50 ft.) | 1 gp | 10 lbs. | 17 |
| Saw | 4 cp | 2 lbs. | 37 |
| Shovel | 2 gp | 8 lbs. | 17, 37 |
| Whetstone | 2 cp | 1 lb. | 17 |
| Wire | 5 gp | ½ lb. | 37 |

# Appendix B
# GOODWILL

IF THE PLAYERS care about the people their characters are fighting to protect, the risks are higher and the rewards are sweeter. This will create a richer, more interesting game for everyone involved. The challenge for the gamemaster is to create opportunities for the players, and thus their characters, to bond with NPCs. Even more challenging is creating an experience that has importance within the context of the game. After all, helping a friend move is a bonding experience, but how many players want to roleplay this?

## What is Goodwill?

The goodwill system encourages players to have their characters engage with NPCs, and rewards them for the effort with actual in-game benefits. Whether the player makes the choice for the game rewards or for the roleplaying opportunity, either way they will begin to create bonds with the NPCs they interact with.

Goodwill, as a game construct, represents that growing relationship. It is a quantifiable expression of that bond that is forming between the PC and the NPCs. Characters receive goodwill by doing things for the NPCs, and then they expend that goodwill to get favors from the NPCs in return. It creates a social cycle that links the characters to the NPCs.

## Earning Goodwill

Each time the character does something to help someone in the community, they have the opportunity to earn a point of goodwill. It is up to the gamemaster to determine when goodwill is awarded, but Table B-1 gives some examples of ways to earn goodwill.

## Losing Goodwill

The gamemaster may also subtract goodwill if the characters do something detrimental to the community or its people. This will establish consequences for the characters' less heroic choices. The amount of goodwill the gamemaster subtracts should be the same as the character would have earned for a positive action of the same magnitude.

### Negative Goodwill

If a character has a negative goodwill score, that amount is applied as a negative modifier to all social interaction skill checks within the community. The only way to eliminate the negative score is to earn positive goodwill to offset the loss.

## Spending Goodwill

Players can spend their goodwill points to gain benefits from NPCs. Each time the character wishes to spend goodwill, they reduce their pool of goodwill in exchange for the benefit they desire. The points of goodwill a character earns can only be spent in the community where they earned it. There is no limit to how much goodwill a character can spend, but the gamemaster has the final say over when and how much goodwill may be spent.

Table B-2 on the follwing page shows some common benefits a character can obtain by spending goodwill. Each benefit costs a single point of goodwill. All benefits are subject to gamemaster approval.

***Table B-1: Gaining Goodwill***

| Action | Example | Goodwill Award |
|---|---|---|
| Find something lost. | Help Hambley find the key to his barn; Help Owen Fegel find his dog. | +1 |
| Replace something destroyed. | Replace the leatherworking tools Zinwhistle lost in the fire. | +1 |
| Assist NPC in achieving minor success. | Teach Almos Morgan how to use a sword. | +1 |
| Assist NPC in achieving a major success. | Use your connections to get Yurgin's nephew into the academy. | +2 |
| Participate in a social event. | Help with the annual eel cull; Attend the dance at the tavern. | +1 |
| Perform a minor community service. | Help to repair the town wall. | +1 |
| Perform a major community service. | Replace the ruined gatehouse. | +2 |
| Save an NPC. | Defeat the goblins that were about to attack the shepherds. | +2 |
| Save a group of NPCs. | Defeat the worgs that attacked the town. | +3 |

### *Table B-2: Goodwill Benefits*

| Benefit | Description |
|---|---|
| Bonus | +2 bonus on a single bluff or diplomacy skill check against the NPC. |
| Boon | Compel the NPC to grant the PC one of their listed boons. |
| Discount | Reduce the NPCs asking price for an item by 10% (up to 100 gp). |
| Favor | Treat the NPC as if he is under the effect of a *charm person* spell for a single, short duration request. |
| Forgive | Forgive a minor transgression against the NPC. |
| Influence | Acquire 1 point of Influence [1]. |
| Loan | Loan the PC gold or an item (100 gp value or less) for a short period of time (1-2 weeks) |
| Story Effect | Add a unique minor story element to the game. (Ex: A travelling minstrel happens to visit the town just in time for the party I'm throwing.) |

1 As used in the downtime rules presented in *Pathfinder Roleplaying Game Ultimate Campaign* rulebook.

# Appendix C
# Pregenerated Heroes

## Alia Davros

*"Eliminating a threat before it becomes a danger is a form of protection as well."*

Alia Darvos is a 20-year-old atlan (human) Cleric of Alantra. She specializes in healing magic, but she is not unwilling to confront the forces of darkness directly. After all, healing requires cleansing as well as restoration.

*Alantra first spoke to Alia around the time of her eighth birthday. Her dog, a flea-bitten old hound named Ornik, had tumbled down an embankment near the river. It hit the ground hard, landing on a large stone and then sliding down into the mud. When he came to rest, the graying hound lay there, whining and searching for Alia with clouded, rheumy eyes.*

*At first, Alia did nothing. Each yelp caused her muscles to seize as if the pain were her own, and her young eyes widened with mounting terror. She opened her mouth to call to Ornik, but found that she could hardly breathe, much less speak.*

*The truth of that moment gripped her in a clawed fist. For the first time in her small life, she knew the truth of mortality. Her world would not go on forever. Her parents would not always be there. Her house would not always stand. And Ornik would die.*

*"Go to him," a woman's said, her voice was like a sip of warm milk on a cold winter night.*

*Alia looked around to see who had spoken, but she was alone except for the wounded dog.*

*"Go to him," the woman said again. "He needs you."*

*Without meaning to, Alia took a step toward the embankment. As her foot struck the ground, it sent a wave of calm through her. Fear-paralyzed muscles released, and a moment later she clambered down the side of the embankment. When she reached the bottom, she knelt beside her old friend.*

*Alia stroked the dog's side, and Ornik whimpered softly.*

*"It's okay, Ornik," she said, tears starting to flow. "I'm here, boy."*

*As her hand brushed one of the dog's ribs, Ornik let out another yelp. Alia yanked her hand away, and the tears flowed harder.*

*"What do I do?" she sobbed.*

*"Touch him," the voice commanded.*

*Alia extended her shaking hand and let it rest on the old dog's side.*

*"In the years to come," the voice said, "you will have many opportunities to reverse the harm you find."*

*A soft glow flowed from Alia's little fingers, spreading across Ornik's side like a spider web flecked with dew, glistening gold in the morning sun. The dog relaxed, lifted his head, and laid it in Alia's lap.*

*"But not every harm can be undone," the woman's voice continued, "and at those times, know that the comfort you bring is every bit a treasure as healing."*

*With that, Ornik took a long, shaky breath, held it a moment as if savoring it, and then let it out in a whispering sigh. As his last bit of breath floated away on the summer breeze, Ornik's time in the world came to an end.*

*Alia's world changed forever on that day, and when she left home at the age of sixteen to study at the temple in New Erinor, no one was surprised. Now, at the age of twenty, she travels the Sea of Tears basin, bringing Alantra's blessing to those in need. Still, she has never forgotten that first lesson Alantra taught her, and to this day, she is not sure if her work is to heal the ills of a broken land, or to simply provide a final comfort for those whose journey has reached its end.*



*Illus. by Mitchell Malloy*

## About Humans

The first humans appeared on Aetaltis just over four-hundred years ago. They came from another world via shimmering gates along with their companion races; the newardin, the cheebat, and the orogs. The native races of Aetaltis were still struggling to recover after the devastation of the Age of Darkness, and the Atlan Alliance's arrival proved a great boon in those dark times.

Sadly, only a century after they arrived, disaster struck. For reasons still unknown, the mystic gates that stood at the center of every great Alliance city and settlement exploded with cataclysmic force. Waves of arcane energy swept outward, wreaking havoc on the settlements and surrounding countryside. The effects varied from gate to gate, as is the nature of raw arcane power, but the end result was the same—the Atlan Alliance on Aetaltis had fallen. What is more, the survivors soon discovered that they could not reopen the gates. They were trapped on Aetaltis.

Three hundred years later, the Alliance's ancestral homes are just a legend, a distant memory of ancient times. Today, the humans of Aetaltis call this world home.

### Alia Davros

Female human cleric 1
LG Medium humanoid (human)
**Init** +0; **Senses** Perception +2

**DEFENSE**

**AC** 15, **touch** 10, **flat-footed** 15 (+5 armor)
**hp** 10 (1d8+2)
**Fort** +4, **Ref** +1, **Will** +5

**OFFENSE**

**Speed** 30 ft. (20 ft. in armor)
**Melee** heavy mace +2 (1d8+2)
**Special Attacks** channel positive energy 5/day (DC 12, 1d6)
**Domain Spell-Like Abilities** (CL 1st; concentration +3)
5/day—*rebuke death* (1d4), *resistant touch* (+1)
**Cleric Spells Prepared** (CL 1st; concentration +3)
1st—*cure light wounds*[D], *protection from evil*, *shield of faith*
0 (at will)—*detect magic*, *guidance*, *light*
**D** Domain spell; **Domains** Healing, Protection

**STATISTICS**

**Str** 14, **Dex** 10, **Con** 12, **Int** 10, **Wis** 14, **Cha** 14
**Base Atk** +0; **CMB** +2; **CMD** 12
**Feats** Channel Smite, Turn Undead
**Skills** Diplomacy +6, Heal +6, Knowledge (religion) +4
**Languages** Common
**Normal Gear** backpack, belt pouch, scroll case, bedroll, blanket, chalk (2), fishhook & 20 ft. line, flint & steel, holy symbol (silver), hooded lantern, mess kit, oil (2), robe (50 ft.), torch (2), waterskin, trail rations (5), healer's kit, traveler's outfit, scale mail
**Wands** *Wand of Cure Light Wounds* (1d8+1) (4 charges)
**Scrolls** *magic weapon*, *sanctuary*

**SPECIAL ABILITIES**

**Channel Smite** Channel energy can be delivered through a Smite attack.
**Cleric Channel Positive Energy 1d6 (5/day, DC 12) (Su)** Positive energy heals the living and harms the undead; negative has the reverse effect.
**Rebuke Death (5/day) (Sp)** As a standard action, touch heals 1d4 damage to a target with negative hp.
**Resistant Touch +1 (5/day) (Sp)** As a standard action, touch ally to grant Protection domain's resistance bonus for 1 min, but lose own bonus.
**Turn Undead (DC 12)** Channel Energy can make undead in 30-foot-radius flee for 1 min.

# Dalios Cochana Dorenkett

*"We should probably try talking to them first. We can always hit them later if that doesn't work."*

Dalios is a 20-year-old dwarven fighter from the city-states of Callios. She travelled north, following her romantic dream of the adventurer's life. She is unshakably positive about all things, and never hesitates to help those in need.

*"My story?" asked Dalios, a look of surprised wonder on her face. She laughed, her smile beaming at the young human scholar sitting across the tavern table from her. "Well, no one has ever asked me to tell my story before, but I've nowhere else to go, at least not until this storm passes, so why not?*

*"My parents were tailors in Callios, very talented ones, and wealthy too. Their specialty was mock adventurer's gear, marked with the motifs of adventuring companies and expeditions the wearer had financed. The Calliosan elite loved to flaunt their patronage, displaying for all the world the heroic escapades their gold made possible.*

*"All through my childhood, an endless parade of adventurers and their wealthy patrons marched through the shop. It all seemed quite fantastic, like children's tales brought to life. Brave men and women in shining armor, traveling into the unknown to face down the forces of evil, and I got to meet them all.*

*"And you might not know it," she said, winking at the scholar, "but I've always been somewhat outgoing. I was a precocious little thing, and as soon as I discovered these men and women all had stories to tell, not one escaped the shop without sharing at least one tale of their adventures.*

*"My parents, however, did not share my romantic view of the adventurer's life. I still don't agree completely with their dark view of it, but they weren't entirely wrong either. What they knew and I never noticed was how many of those bold young heroes that came into the shop never returned.*

*"They tried to distract me with anything they could afford. They bought me horseback riding lessons, theater classes, mandolin instruction—but how could any of these compare with saving a*

*village from a ravening horde of savage endrori? My father grew so desperate he even got me bit of sword-training, thinking the reality of combat training might dissuade me. It didn't. I'd come home grinning, nursing a black eye or a gash in my arm, and going on about what they were going to teach me on the morrow."*

*Dalios shook her head and lay one hand on her cheek. "I do feel bad for them. I know they only wanted to keep me safe. They finally banned me from the shop, even hired a bodyguard to keep me away from adventurers in town. But it was too late. The spark of the adventurer's spirit had caught, and nothing could extinguish the fire of my desire.*

*"I actually made some pretty terrible choices during that time," she said, laughing a bit. "I'd sneak away from the bodyguard and creep off to the places adventurers frequented in Callios. Oh, the places I went. It truly is a wonder I survived."*

*Dalios stopped, pursed her lips, and shook her head. "Actually, it's not a wonder. That's my parents talking. Good people are good people, even if they live hard lives and have to do bad things now and then to survive. In fact I was probably in greater danger from the monsters wearing silk and brocade at the merchant's balls then I ever was in the taverns and sword-dens I snuck off to back then.*

*"No matter. When my parents discovered what I was doing, they were incensed. They said they feared for my safety, but I'm certain they were equally worried about a scandal that could ruin their reputation and their livelihood. They also knew that I'd be of age soon, and when that happened, there was nothing they could do to stop me.*

*"At last, they surrendered. If I wanted to be an adventurer, at least they could make sure I had the best chance of success. They bought me the finest equipment." She gestured at her glittering breastplate and the jewel-pommeled blade at her side. "And found a mentor who'd take me under their wing, and wished me well.*

*"And the rest is history," she announced with a flourish. "Now I'm here, in this distant realm, responding to a desperate call for aid by the good people of…" She frowned and looked around the room as if she'd lost something before turning back to the scholar. She whispered, "What town is this again?"*

*"Thornwall," the scholar replied politely.*

*"Right, to aid the good people of Thornwall!"*

*Dalios smiled and sat back in her chair. "And that's my story, although I imagine I'll have a bit more to tell before this is all over."*

*She winked and smiled at the handsome young scholar, who blushed furiously. Yes, she thought, this truly would be an adventure to remember.*



### Dalios Cochana Dorenkett

Female dwarf fighter 1
CG Medium humanoid (dwarf)
**Init** +0; **Senses** darkvision 60 ft.; Perception +2

**DEFENSE**

**AC** 18, **touch** 10, **flat-footed** 18 (+6 armor, +2 shield)
**hp** 12 (1d10+2)
**Fort** +3, **Ref** +0, **Will** +1; +2 vs. poison, spells, and spell-like abilities
**Defensive Abilities** defensive training

**OFFENSE**

**Speed** 20 ft.
**Melee** mwk shortsword +5 (1d6+2/19-20)
**Special Attacks** hatred

**STATISTICS**

**Str** 14, **Dex** 10, **Con** 12, **Int** 10, **Wis** 12, **Cha** 14
**Base Atk** +1; **CMB** +3; **CMD** 13 (17 vs. bull rush, 17 vs. trip)
**Feats** Shield Focus, Weapon Focus (shortsword)
**Skills** Appraise +0 (+2 to assess non-magical metals or gemstones), Knowledge (nobility) +1, Perception +2 (+4 to notice unusual stonework), Survival +1 (+3 to get along in the wild, endure severe weather, avoid getting lost, spot natural hazards, and predict weather)
**Languages** Atlan (common), Atlan (Calliosan), Dwarven
**Normal Gear** mwk bronze breastplate, buckler, mwk shortsword, backpack, basic maps (major landmarks only), belt pouch, compass, flint and steel, knife, utility (0.5 lb), mess kit, waterskin (2), 140 gp
**Potions** *potion of cure light wounds* (x2)

**SPECIAL ABILITIES**

**Compass** +2 circumstance for Survival or Knowledge (Dungeoneering) to avoid becoming lost.
**Darkvision (60 feet)** Can see in the dark (black and white vision only).
**Defensive Training** Gain a +4 dodge bonus to AC vs monsters of the Giant subtype.
**Greed** +2 to Appraise to determine price of non-magical goods with precious metals or gemstones.
**Hatred** Gain a +1 racial bonus to attacks vs endrori.
**Shield Focus** +1 Shield AC
**Stonecunning** +2 bonus to Perception vs. unusual stonework. Free check within 10 feet.

*Character Created by Scott Janke*
*Illus. by Mitchell Malloy*

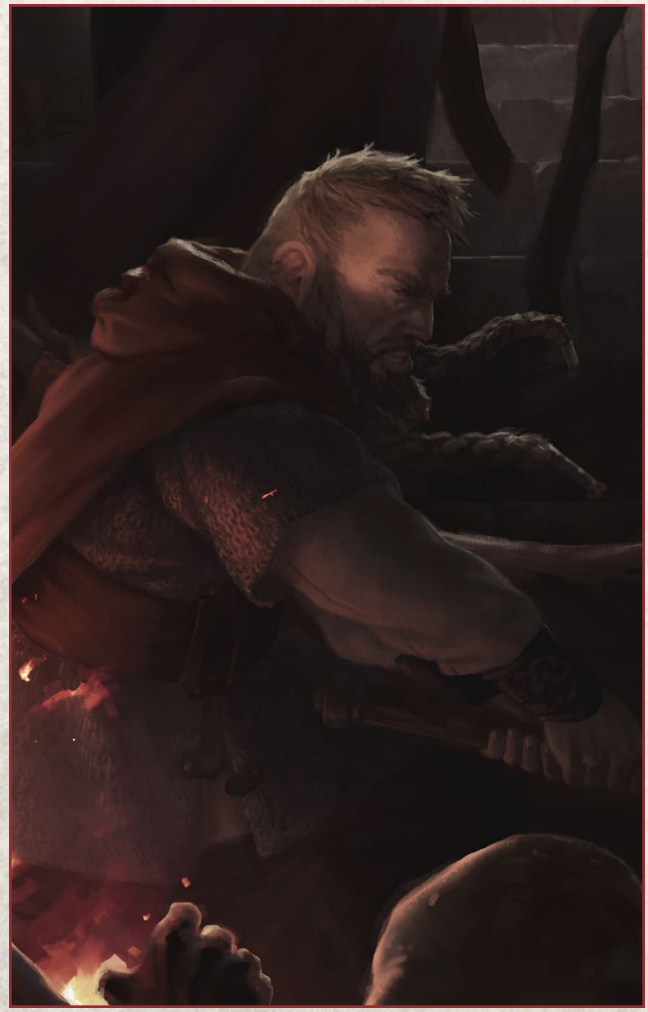
# Helgen Veng Tarenkett

*"Until the last endrori head rolls, I plan to keep swinging this axe. Now get out of my way."*

Helgen Veng Tarenket is a 30-year-old dwarf liberator. While all dwarves dream of a return to their homeland, the liberators have pledged their lives to defeating the forces of Endroren and reclaiming the Deeplands. Helgen is a skilled warrior who never shies away from a fight.

*Helgen stood on the newly-constructed wall and stared down the dark tunnel. His party's position, on the remains of an ancient Deepland highway roughly three hundred feet below the surface, was the most forward position secured by the Tarenkett Liberators. Needless to say, the skratta tribes they'd displaced were not amused, and the liberators had to maintain a constant and vigilant watch.*

*Helgen always called the little bastards skratta. The surface-dwelling tsverg could call them goblins like their atlan masters, but Helgen was proud of his people's native tongue. The lack of respect for tsvergic history displayed by most tsverg appalled him. He'd even heard a young tsverg calling himself a dwarf!*



Illus. by Mitchell Malloy

*He turned his head and spit on the ground to cleanse his mouth of the word. It didn't matter. Traitors to tsvergic ideals could remain on the surface for all he cared. They didn't deserve the Deeplands.*

*A clatter of stone echoed through the tunnel. Helgen gripped the haft of his axe and took a ready stance. A few paces to his left and right, the other tsverg on watch did the same. Their scouts had reported that the skratta were regrouping in a cavern just beyond the northern cleft. It was only a matter of time before they rushed the wall again.*

*As if reading his thoughts, Dogren, the gray-bearded tsverg on Helgen's left, sucked his teeth and declared, "Stay on your guard. That ain't enough noise for a real attack, but they might've sent a couple of the buggers up to spy on us."*

*The tsverg to Helgren's right, a young female known as Seeren, hefted her crossbow, held it to her shoulder, and replied, "Let 'em come. I got a foot and a half of oak, iron, and feathers waitin' for 'em."*

*Dogren gave a harrumph of approval. They stood ready for a long while, but when no attack came, they gradually returned to a more relaxed stance.*

*"Dogren," Seeren called. "Is it true what they were sayin' up at the Brewhead? That Captain Gorvish's sendin' one of us to the surface?"*

*The older tsverg, never taking his eyes off the tunnel ahead, replied, "Aye. It's true."*

*Helgren glanced at Dogren, but seeing the other tsverg still had his eyes fixed firmly toward the front, he guiltily turned his gaze back to the tunnel. "Molgren tells me the poor digger they pick is getting sent up to join a party of adventurers." He let the word "adventurers" slide off his tongue like something nasty.*

*Seeren chuckled. "Sounds like someone's gettin' punishment detail."*

*"Every job needs doing," Dogren stated and left it at that.*

*Helgren winced at the words. The saying was a guiding principle for the liberators. Value was in the quality of one's effort, not in the nature of it.*

*They sat there for a long time, staring off into the darkness, until the sound of footsteps came from behind them. Out of the corner of his eye, he saw Dogren glance back.*

## ABOUT DWARVES

When Endroren and his minions were defeated at the end of the Age of Darkness, the Enaros chained Endroren to the core of the world, and imprisoned his defeated armies in the Deeplands with him. This was an effective solution, except that before Endroren's rise to power, the Deeplands were the home to the dwarves of Aetaltis.

The dwarves were so anguished by the loss of their homeland that they forsook the Enaros. They swore that from that day forth they would count only on what they could do for themselves. This experience has made the dwarves stubborn, independent, and at times, self-sufficient to a fault. At the same time they are staunchly loyal to those they call friend, and they take great pride in any work they undertake.

*"Messenger," he called to the others.*

*They all nodded, but kept their eyes facing front. The footsteps grew louder, and then there was the sound of someone climbing the ladder.*

*"I'm looking for Helgren Veng Tarenkett," a voice announced.*

*Helgren turned to the messenger, a young tsverg with only the hint of his beard.*

*"I'm he," Helgren said.*

*The messenger approached and handed him a folded piece of paper sealed with wax. "Message from Captain Gorvish."*

*Helgren reached out and took the note. He slid a finger under the edge of the fold to crack the wax seal, and then unfolded the letter to read it.*

*To Helgren Veng Tarenkett.*

*You are to report to the Brewhead immediately for reassignment. You are to join with a group of adventurers on the surface. Details on your duties and responsibilities will be covered before deployment.*

*Captain Gorvish Tarenkett*

*"What's it say?" Dogren asked.*

*Helgren looked at Dogren and Seeren, and replied, "Every job needs doing."*

### Helgen Veng Tarenkett

Male dwarf ranger (trapper) 1
LN Medium humanoid (dwarf)
**Init** +1; **Senses** darkvision 60 ft.; Perception +7

**DEFENSE**

**AC** 13, **touch** 11, **flat-footed** 12 (+2 armor, +1 Dex)
**hp** 11 (1d10+1)
**Fort** +2, **Ref** +3, **Will** +3; +2 vs. poison, spells, and spell-like abilities
**Defensive Abilities** defensive training

**OFFENSE**

**Speed** 20 ft.
**Melee** battleaxe +5 (1d8+3/×3)
**Ranged** light crossbow +2 (1d8/19-20)
**Special Attacks** favored enemy (orcs +2), hatred

**STATISTICS**

**Str** 16, **Dex** 12, **Con** 10, **Int** 14, **Wis** 16, **Cha** 5
**Base Atk** +1; **CMB** +4; **CMD** 15 (19 vs. bull rush, 19 vs. trip)
**Feats** Weapon Focus (battleaxe)
**Skills** Acrobatics +1 (-3 to jump), Appraise +2 (+4 to assess non-magical metals or gemstones), Climb +7, Disable Device +4, Heal +7, Knowledge (dungeoneering) +6, Knowledge (history) +3, Knowledge (nature) +6, Perception +7 (+9 to notice unusual stonework), Survival +7
**Languages** Atlan (common), Endrori, Dwarven, Halfling
**SQ** track +1, trapfinding +1, wild empathy -2
**Normal Gear** thieves tools (mw), blanket, flint & steel, mess kit, silk rope (25 ft.), waterskin, trail rations, tindertwig (5), backpack, belt pouch, leather armor, 32 GP, 1 SP, 6 CP
**Potions** *Cure Light Wounds, Endure Elements, Reduce Person*

**SPECIAL ABILITIES**

**Darkvision** Dwarves can see in the dark up to 60 feet.
**Defensive Training** Dwarves gain a +4 dodge bonus to AC against monsters of the giant subtype.
**Favored Enemy (Orcs +2) (Ex)** +2 to rolls vs. Favored Enemy (Orcs) foes.
**Greed** Dwarves gain a +2 racial bonus on Appraise checks made to determine the price of non-magical goods that contain precious metals or gemstones.
**Hatred** Dwarves gain a +1 racial bonus on attack rolls against endrori because of their special training against these hated foes.
**Hardy** Dwarves gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
**Stability** Dwarves gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.
**Stonecunning** Dwarves gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.
**Track** Add +1 survival checks made to track.
**Trapfinding** Gain a +1 bonus to find or disable traps, including magical ones.

# Synish Esstaga

*"Endroren has taken everything from me. I'll see that he pays for it in blood."*

Synish is a 22-year-old scythaan archer who has devoted her life to hunting down and killing endrori. She has a special hatred for goblins ever since the foul creatures killed her brother and sister on their first foray into the Deeplands. She seeks no bounty for her kills; cleansing the world of the scourge of the Dark Hordes is reward enough for her.

*Synish slowly turned as the three men circled her. Her blade was at the ready, and her tail snapped back and forth.*

*"I simply wish to be paid," she said. "I ask only that you honor our agreement. Nothing more."*

*"The boss has changed the agreement," the largest of the three said. "That's what happens when you stick your nose where it don't belong."*

*He was a brute of a man with an ugly scar running down his left cheek. He gripped his club, a vicious-looking thing with metal spikes studding the end of it, in both hands, ready to strike at any moment.*

*The smallest man, a mousy fellow with a pointed nose and wielding a vicious, barbed whip laughed gleefully. "She can't help it, Mako. You see the size of that nose?"*

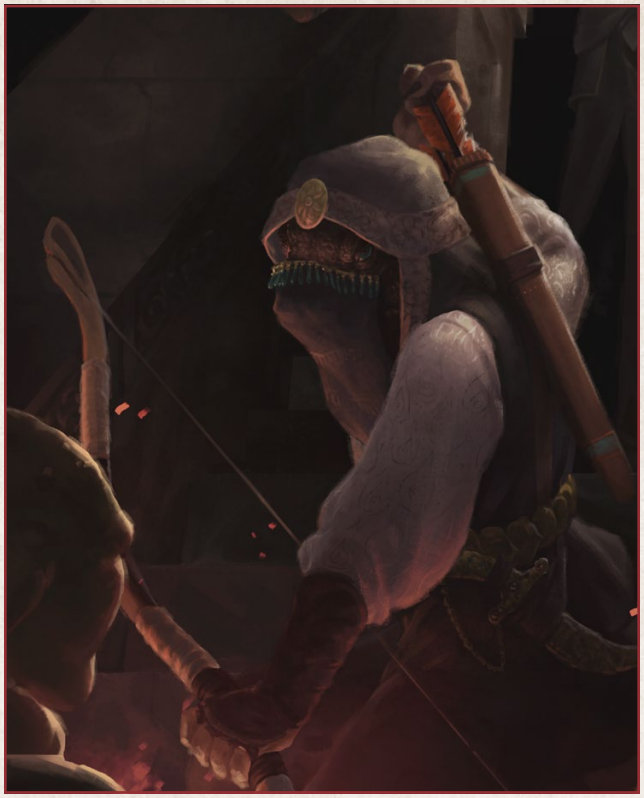
*He emphasized his insult with another laugh and a sharp snap of the whip. Reflexively, Synish hopped back. At the last moment, she realized her mistake. The third man had circled behind her and now dashed toward her with his short spear leveled and ready to stab.*

*Synish skipped to one side, the spear whistling past her and slicing a gash in her cloak. As she moved, she spun on her toe and brought her tail around. It smacked against the side of the spearman's head and sent him sprawling.*

## About Scythaas

Quick and cunning, the reptilian race known as the scythaa are yet another product of the destruction wrought by the Great War. Inheritors of a devastated homeland, most scythaas live as nomads, scraping a meager existence from the unforgiving desert.

The scythaas are a passionate race that follows the pull of their hearts. They can be gentle and kind, but when roused to anger, they may exhibit a violent fury. They trust their instincts over logic, and have a strong respect for nature. Scythaas value peace, solitude, and natural beauty over any physical treasures, and often take long walks alone in the wilderness.



Illus. by Mitchell Malloy

*The big man, Mako, charged in, swinging his weapon at her. Synish ducked the blow and it whooshed over her head. Before she could recover, the mouse man attacked. His whip hit her sword and looped around the blade. He yanked and it flew from her hand.*

*The third man recovered his senses and dove for his spear. As he reached for it, Synish struck at him with her tail again. This time she caught him in the ribs, and she felt something crack. He flew across the alley, crashed into the wall, and slumped to the ground.*

*The big man was still regaining his balance after his round-house swing, so Synish rushed the mousy man, who was frantically trying to untangle his whip from her blade. As she charged into him, she drove her elbow into his side. He gasped, the wind knocked out of him, and collapsed to the ground clutching his stomach.*

*But even as she whirled around, she cursed herself for a novice. The big man had recovered faster than she'd expected. He was already barreling toward her, club raised, ready to bring it down on her head. He was right on top of her, and she threw up her amr, bracing for the strike. If she lived through it, perhaps—*

*The big man's roar turned to a scream, and he fell to the cobble-stones, his momentum skidding him right up to her feet. She looked to see what had brought the thug down.*

*Three figures stood in the mouth of the alley; a dwarf armed with a deadly-looking battle-axe, a human woman wearing the insignia of Alantra's clerics, and a tall, gray-skinned newardin with his hands held out before him, the tips of his fingers still glowing slightly.*

*"Hope you don't mind us stepping in," the dwarf said with a glance at the unconscious bodies of the other two men. "Although it looks like you had things pretty well under control."*

*The cleric of Alantra stepped forward, looking impressed, and said, "You're not looking for work by any chance, are you?"*

### Synish Esstaga

Female scythaa fighter (archer) 1
NG Medium humanoid (scythaa)
**Init** +4; **Senses** Low light vision; Perception +2

**Defense**

**AC** 14, **touch** 14, **flat-footed** 10 (+4 Dex)
**hp** 11 (1d10+1)
**Fort** +2, **Ref** +4, **Will** +2

**Offense**

**Speed** 30 ft.
**Melee** shortsword +5 (1d6/19-20) or tail strike +5 (1d8/19-20)
**Ranged** composite shortbow +5 (1d6/×3)

**Statistics**

**Str** 10, **Dex** 18, **Con** 10, **Int** 11, **Wis** 14, **Cha** 12
**Base Atk** +1; **CMB** +1; **CMD** 15
**Feats** Point-blank Shot, Precise Shot, Weapon Finesse
**Skills** Acrobatics +5, Climb +4, Stealth +5
**Languages** Atlan (common), Scythaan
**Normal Gear** backpack, belt pouch, waterproof bag, bedroll, flint & steel, sunrod (2), silk rope (25 ft.), vial (empty) (2), waterskin, trail rations (5), smokestick, holy water, explorer's outfit, lamellar cuirass, 4 GP, 2 SP
**Potions** *Cure light wounds*

**Special Abilities**

**Jumper** Thanks to their powerful legs, scythaas are always considered to have a running start when making Acrobatics checks to jump.
**Point-Blank Shot** +1 to attack and damage rolls with ranged weapons at up to 30 feet.
**Precise Shot** Shooting or throwing into melee doesn't draw the usual -4 penalty.
**Prehensile Tail** Scythaas have a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails unless they take the Scythaan Blademaster feat, but they can retrieve small, stowed objects carried on their persons as a swift action.
**Striking Tail** Scythaas may make attacks of opportunity within a reach of 5 feet using their tail. This is a natural attack that deals 1d8 points of damage, plus the user's Strength modifier.

# Wisikendiven-drileenes (aka Wisik)

*"$|\psi c\rangle = \alpha|0\rangle c + \beta|1\rangle c\bullet$"*

*"Dee ah morro naswick," Wisik intoned. He remained perfectly still, allowing only his mouth to move as he spoke.*

*Cel Master Quessen Fase's large, black eyes twinkled with flecks of gold, and Wisik felt pleased that the show of respect had been noted and acknowledged. Quessen gestured with two fingers toward one of the thin, high-backed chairs. Wisik stepped over and lowered himself gracefully onto the black lacquered surface.*

*"We will speak the atlan tongue for the sake of our guest," Quessen said.*

*Wisik had been so intent on demonstrating his skill at the Proper Forms that he had not even noticed the atlan woman sitting to Quessen's left. Despite the surprise, Wisik maintained his poise.*

*"Good day, my lady," Wisik said using the Atlan Forms to show their guest the proper respect.*

*The woman nodded politely. It was a well-measured and seemly response, and Wisik approved. He examined the guest. A human female, elderly, perhaps seventy years old. She wore the formal robes of a cleric adorned with symbolism representative of the Enaros the Aetaltans called Alantra. Despite her age, she carried herself with strength, and her bearing suggested that she was a person of importance, or at least she believed she was.*

*"This is High Protector Magress Uthrit," Quessen declared. "High Protector Uthrit, this is Apprentice Wisikendivendrisleenees. If you wish, Wisik is the preferred and commonly used abbreviation of his name."*

*"It is a pleasure to meet you, Wisik," the woman replied.*

*"And you, High Protector," Wisik answered.*

*Quessen reached up and turned the silver disk hanging in the gold wire frame to his left. Having signaled in this way that no further niceties were required, he turned his attention to Wisik.*

*"Is it still your desire to engage in field work as the next stage of your training?"*

*"It is," Wisik replied.*

*"Very well. High Protector Uthrit approached me in search of an appropriately skilled individual to assist one of her clerics." Quessen turned to Magress. "High Protector?"*

*"Thank you, Cel Master," she answered before turning to Wisik. "A cleric known as Alia Darvos wishes to engage in missionary work. She is of the belief that her gifts are best utilized by, shall we say, direct engagement with those most in need."*

*Wisik noted the High Protector smoothing the pleats of her robe as she spoke, a sign, he deduced, that she was not pleased with this cleric's choice. Per his training in observation and assessment, the action represented a subconscious representation of her desire for lost control.*

*"As you are well aware," she continued, "there is significant danger in such an undertaking. It is my desire that she be supported in her efforts, to improve her chances of success."*

*"I see," Wisik said. "I agree that a balanced set of skills and abilities increases the odds of success when facing unknown challenges. This is a well-reasoned approach."*

*"It is settled then," Quessen stated and looked to the High Protector. "Wisik shall accompany your cleric for a period of no less than one year, with the goal of mutual achievement and protection."*

*Wisik sat a bit straighter and concentrated on calming the twitch in one of his fingers. Even with his effort, the finger did move, and he hoped his master did not notice his disrespectful demonstration of excitement. Such an action might be fine among his fellow students, but not in front of a Cel Master.*

*"Gather your things, Wisik. You leave with the High Protector in the morning."*

*Wisik rose, nodding first to the High Protector and then to Cel Master Quessen, then turned and left the room. As he walked down the long, curved hall of the Cell Master's office, his excitement continued to build. At long last, the chance to see more of this strange world was upon him—and he intended to utilize the opportunity to its utmost.*

### Wisikendivendrileenes (aka Wisik)

Male newardin evoker 1
N Medium humanoid (newardin)
**Init** +2; **Senses** Perception +1

**Defense**

**AC** 12, **touch** 12, **flat-footed** 10 (+2 Dex)
**hp** 7 (1d6+1)
**Fort** +0, **Ref** +2, **Will** +2



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### Offense

**Speed** 30 ft. (20 ft. in armor)
**Melee** quarterstaff -1 (1d6-1)
**Ranged** light crossbow +2 (1d8/19-20)
**Special Attacks** intense spells (+1 damage)
**Arcane School Spell-Like Abilities** (CL 1st; concentration +5)
7/day—force missile (1d4+1)
**Evoker Spells Prepared** (CL 1st; concentration +5)
1st—*mage armor, magic missile, sleep (DC 15)*
0 (at will)—*detect magic, light, mage hand*
**Opposition Schools** *Illusion, Necromancy*

### Statistics

**Str** 8, **Dex** 14, **Con** 10, **Int** 18, **Wis** 10, **Cha** 8
**Base Atk** +0; **CMB** -1; **CMD** 11
**Feats** Combat Casting, Scribe Scroll
**Skills** Acrobatics -1 (-5 to jump), Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (nature) +8, Perception +1, Sense Motive +1, Spellcraft +8, Stealth +0
**Languages** Atlan (common), Dwarven, Endrori, Fey, Halfling
**SQ** arcane bond (quarterstaff)
**Normal Gear** backpack, belt pouch, spell component pouch, quiver, scroll case, bedroll, blanket, travelling spellbook, chalk (3), ink, quill pen, parchment, sealing wax, skeleton key (3), mess kit, waterskin, trail rations (5), robes, 1 pp, 50 gp, 2 sp
**Potions** *Cure Light Wounds*
**Scrolls** *Shield (2)*, *Detect Secret Doors*, *Invisibility*, *Flaming Sphere*

### Special Abilities

**Analysis** Newardins with an Intelligence score of 11 or higher gain the following spell-like abilities: 1/day—*comprehend languages*, *detect magic*, *detect poison*, *read magic*. The caster level for these effects is equal to the user's character level.
**Arcane Bond (Quarterstaff) (1/day) (Sp)** Use object to cast any spell in your spellbook. Without it, Concentration required to cast spells (DC20 + spell level).
**Combat Casting** +4 to Concentration checks to cast while on the defensive.

## About Newardin

The enigmatic intellectuals known as the newardin operated the arcane gates that brought the Atlan Enclave to Aetaltis. They value reason and knowledge above all other things, and dislike anything that invokes chaos. The newardin have never accepted Aetaltis as their home, and this underlying discomfort shapes their behavior and personalities.

Balance is at the core of newardin life, and this extends to their personalities. While they are not without emotion, they are cautious with their reactions and feelings, and seldom act without first contemplating the proposed action. As a result, newardin remain calm in a crisis, since they carefully consider situations and events rather than acting on their instincts. This also makes them seem cold to many Aetaltans, since they are moved only slowly to joy, sorrow, anger, or pity.

**Complex Mind** Newardin minds are highly complex and difficult to decipher. Newardins gain a +2 racial bonus on saving throws against disease and mind-affecting effects.
**Evocation** Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

- **Force Missile (1d4+1, 7/day) (Sp)** As a standard action, magic missile strikes a foe.
- **Illusion** You must spend 2 slots to cast spells from the Illusion school.
- **Intense Spells (+1 damage) (Su)** Evocation spells deal listed extra damage.
- **Necromancy** You must spend 2 slots to cast spells from the Necromancy school.

**Visualization** Newardins with an Intelligence score of 14 or higher that take 20 on a skill roll receive an additional +2 racial bonus on the check.



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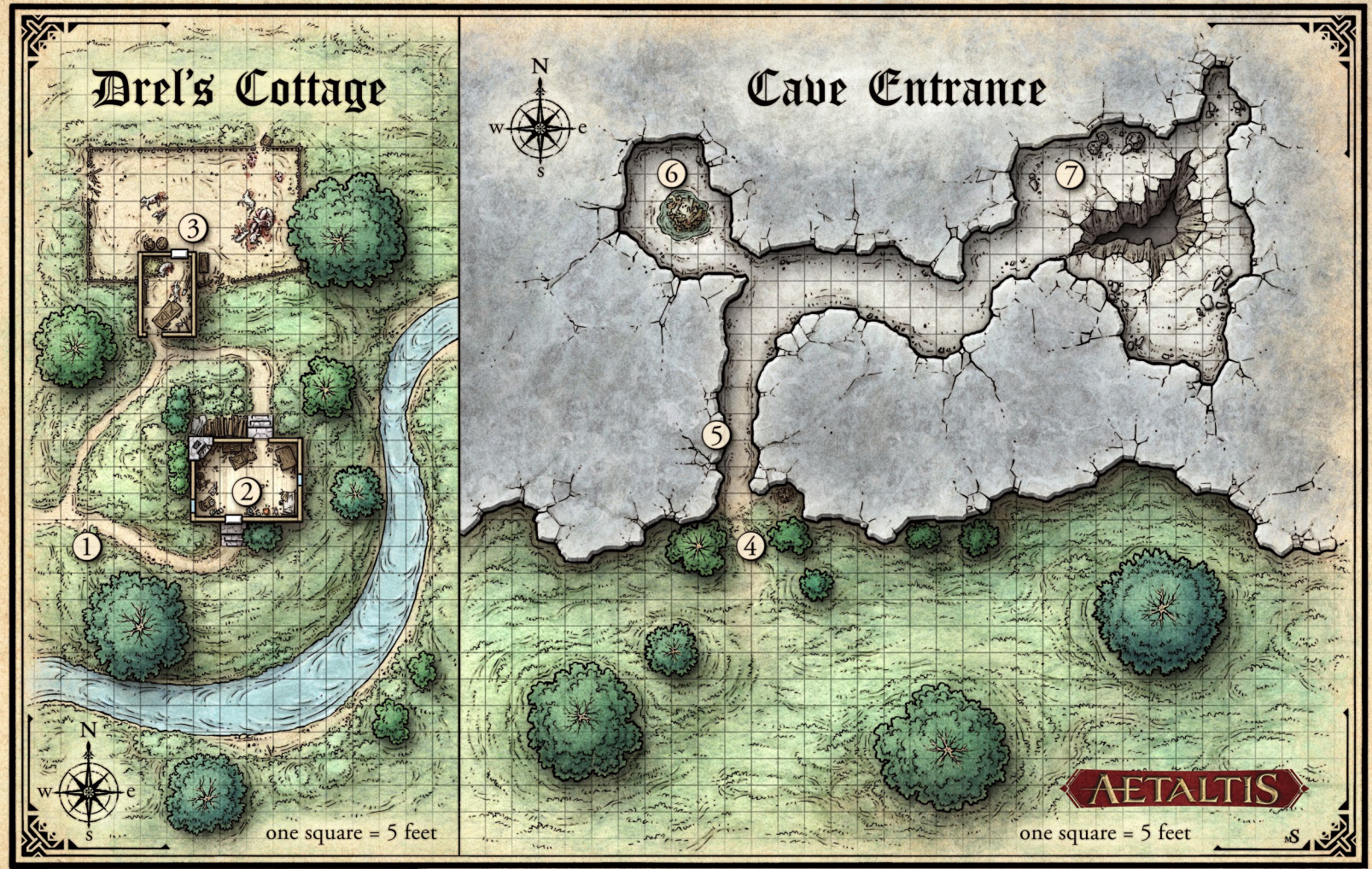
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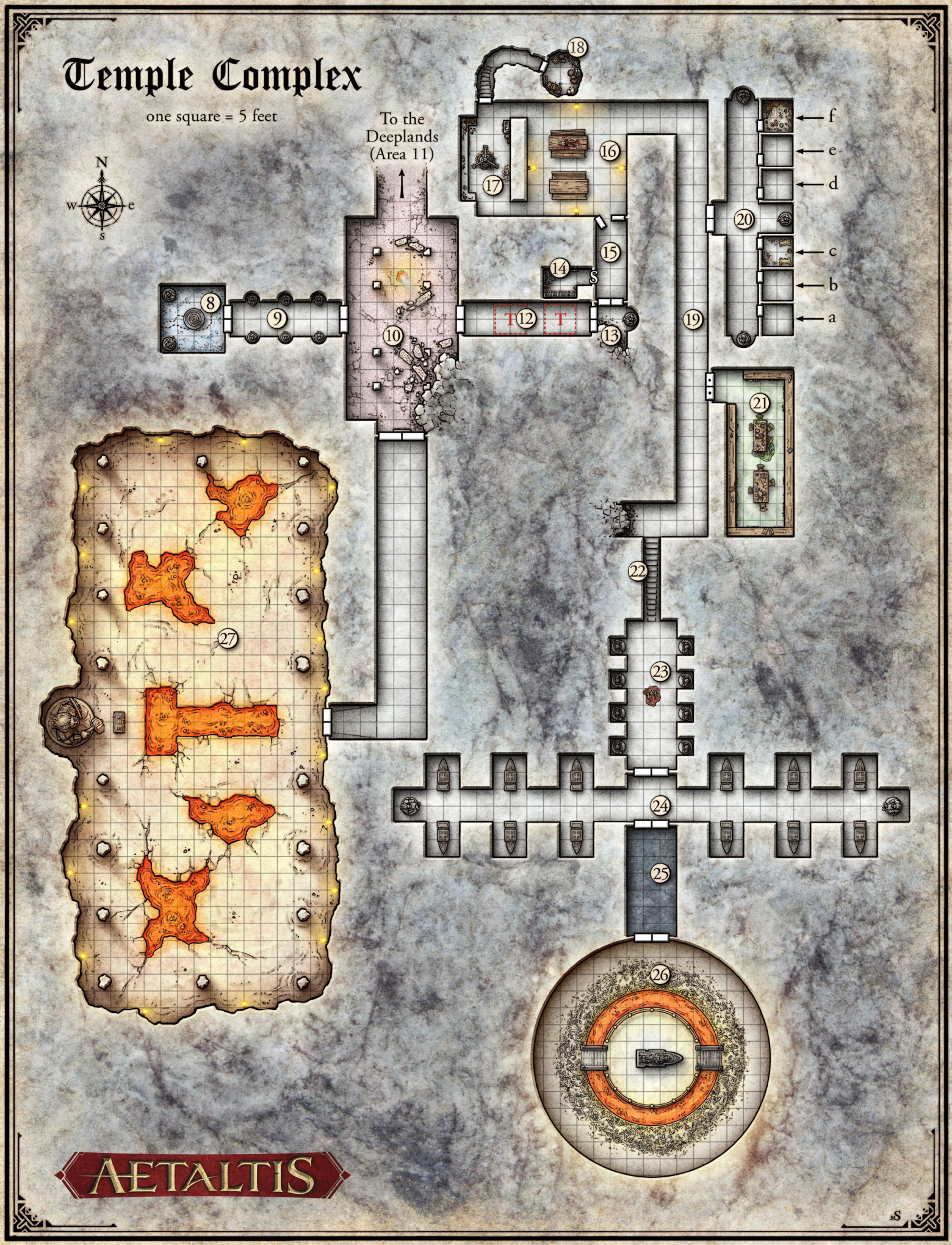

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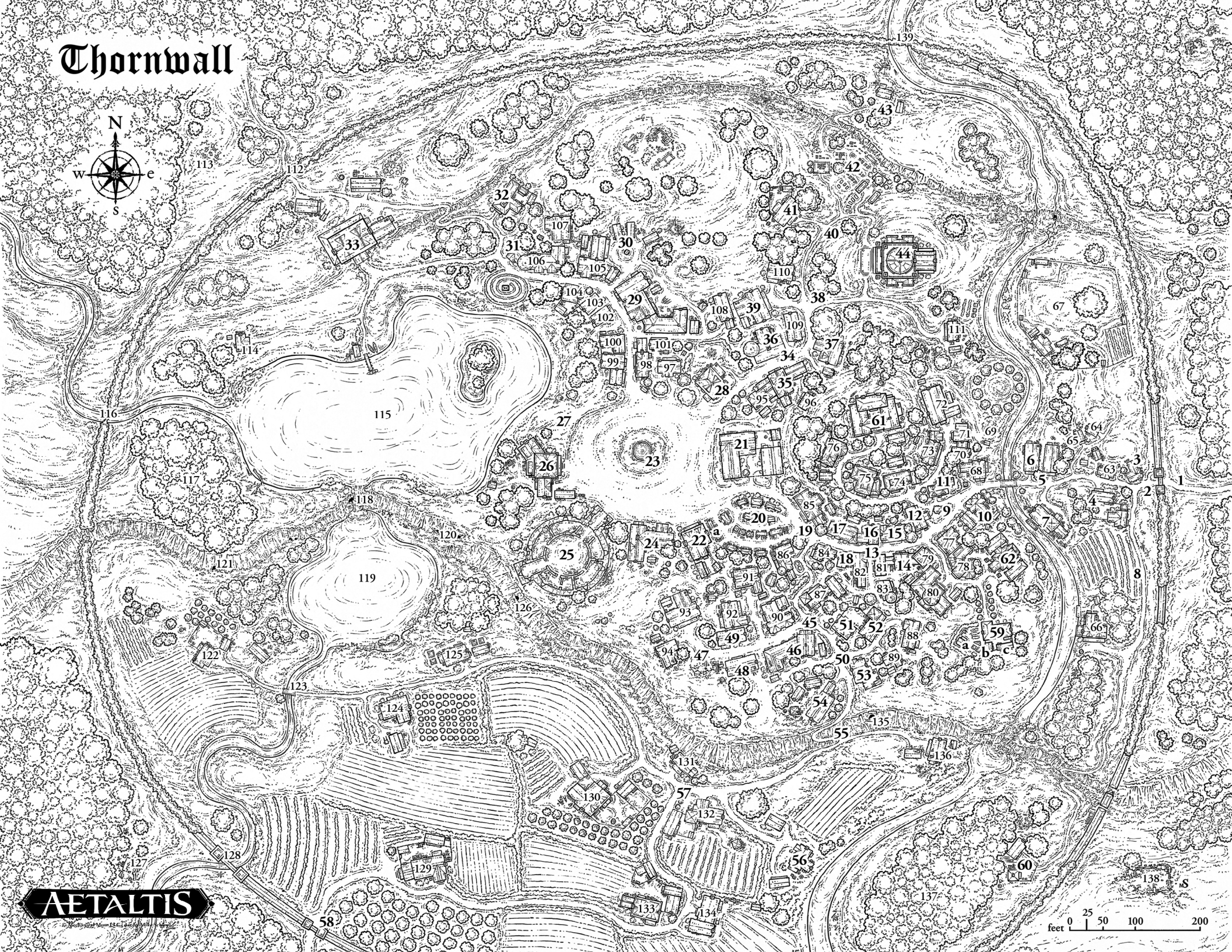

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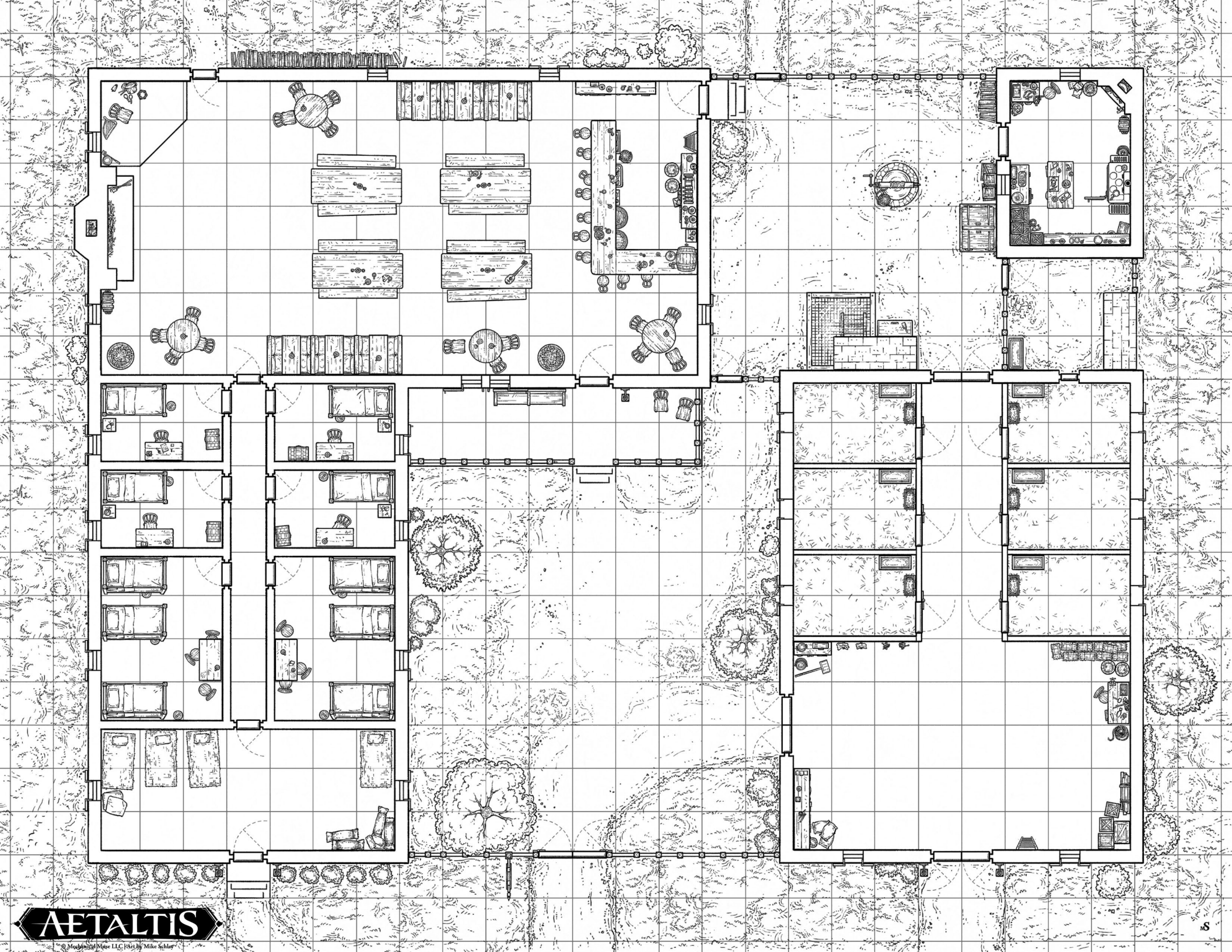



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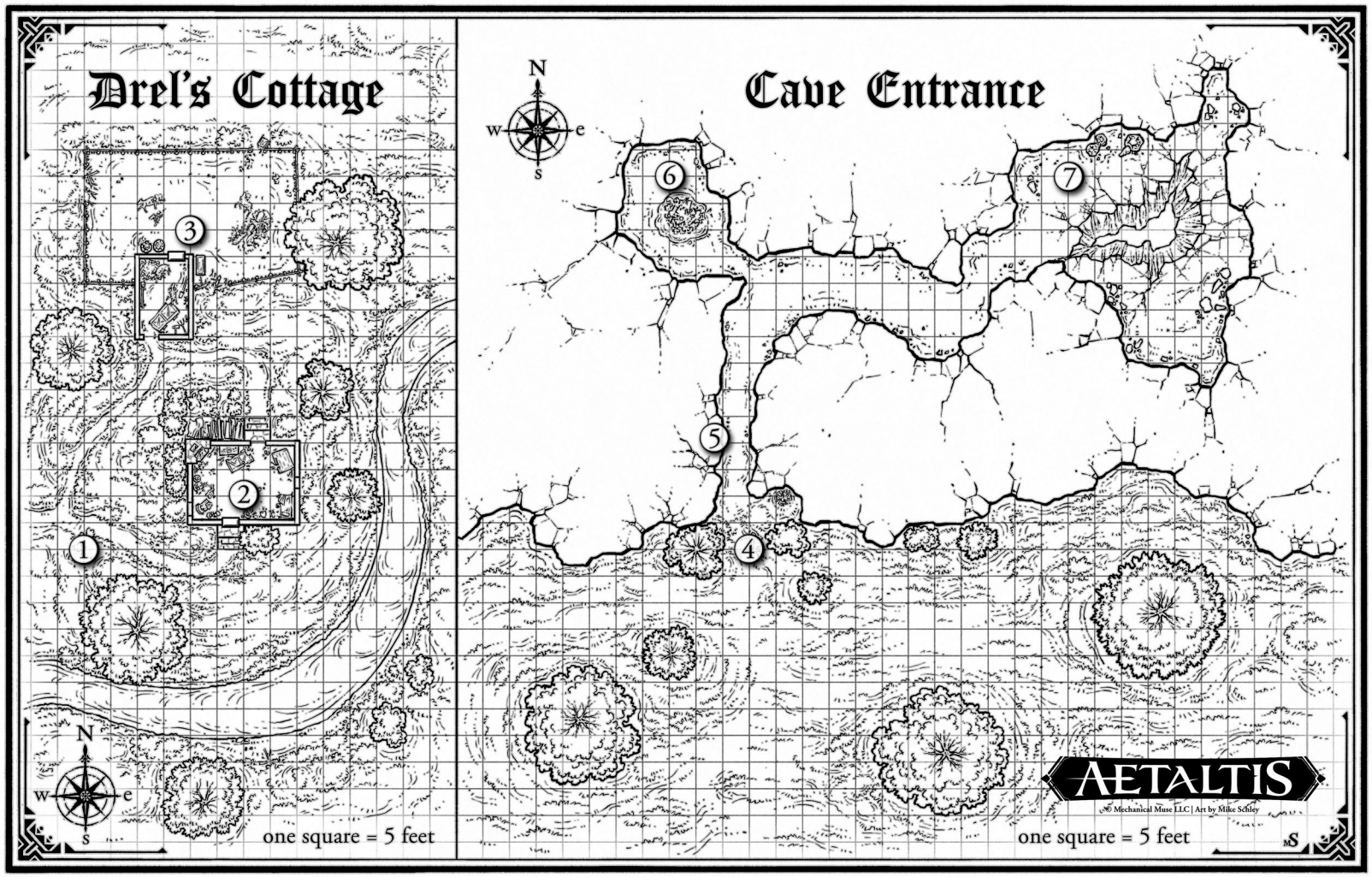



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# Temple Complex

one square = 5 feet







AETALTIS

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