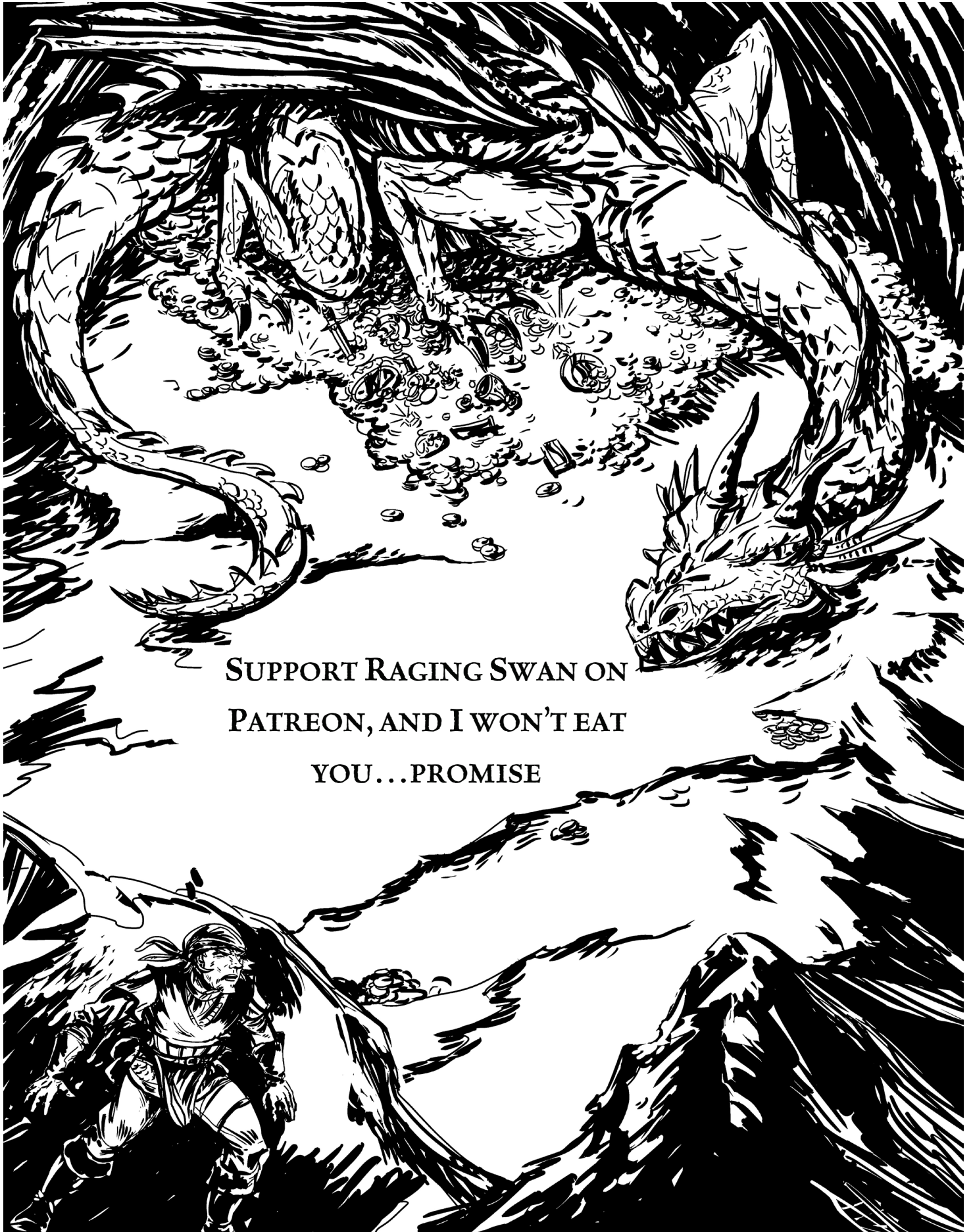


RAGING SWAN PRESS

TOWN BACKDROP:
WOLFSBANE HOLLOW





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TOWN BACKDROP: WOLFSBANE HOLLOW

Shielded to the north by the lofty peaks of the Vurdfell Spine and protected from the hordelands of the east by the Greatshadow Gorge, the town of Wolfsbane Hollow has persisted in relative isolation for hundreds of years. Seemingly a simple border town, a dark shadow hangs over this hard, rough settlement. For here, the rule of law is tenuous at best, and the mayor is but a figurehead. The true power of Wolfsbane Hollow is the shadowy thieves' guild and their monstrous, bestial guild master who lurks in his lair carved from the fallen bones of an ancient empire.

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CONTENTS

CONTENTS	2	RELIGION IN WOLFSBANE HOLLOW	16
ABOUT THE DESIGNERS	2	AETHER, THE BALANCE	16
STAT BLOCKS BY CR	3	IGNIS, THE FIRST SPARK	16
DID YOU KNOW?	26	TERRA, THE MAKER	16
WOLFSBANE HOLLOW		VENTUS, THE DESTROYER	17
WOLFSBANE HOLLOW	2	MARI, THE DEEP	17
GAZETTEER	4	NOTABLE LOCATIONS	18
WOLFSBANE HINTERLANDS	4	1: ALETHIA'S HOME	18
ASHENBLADE FOREST	4	2: ARGENT GARDENS	18
DRUNAU FOREST	4	3: BITS & PIECES	18
DANKWOOD	4	4: BROSLEF ESTATES	18
GREAT ARVOLLAN FOREST	4	5: CHURCH OF AETHER	18
GREATSHADOW GORGE	5	6: COLDWATER MILL	19
VURDFELL SPINE	5	7: HORDE GATE	19
MOUNT KALISFORD	5	8: HOUSE OF DUST	19
HJALWARD	5	9: LONEHAMMER MINING COMPANY	19
WOLFSBANE HOLLOW AT A GLANCE	6	10: LONELY ROAD LIVERY	19
DEMOGRAPHICS	6	11: NETTER'S SHACK	20
TOWN LORE	6	12: ROSTAR'S FORGE	20
NOTABLE LOCATIONS	6	13: RUINED CATHEDRAL	20
LOCATIONS BY CATEGORY	6	14: RUSTFORD FARMS	20
INHABITANTS	7	15: SUNSPEAR ARMOURY	20
MARKETPLACE	7	16: TAMM MANOR	21
IN YOUR CAMPAIGN	7	17: THE FOXHOUND	21
NOTABLE FOLK	8	18: THE PICK AND PYRITE	21
WHISPERS & RUMOURS	9	19: THE SERPENT'S PATH	21
DAILY LIFE	10	20: THE UNDERHOLLOW	22
FESTIVALS & TRADITIONS	10	21: VURDFELL GATE	23
LAW & ORDER	10	22: WAYWARD ENTERPRISES	23
TRADE & INDUSTRY	10	23: WAYWARD GATE	23
SIGHTS & SOUNDS	11	24: WINTERBROOK ORPHANAGE	24
EVENTS	12	25: WOLFSBANE CEMETERY	24
HISTORY	14	26: WOLFSBANE GARRISON	25



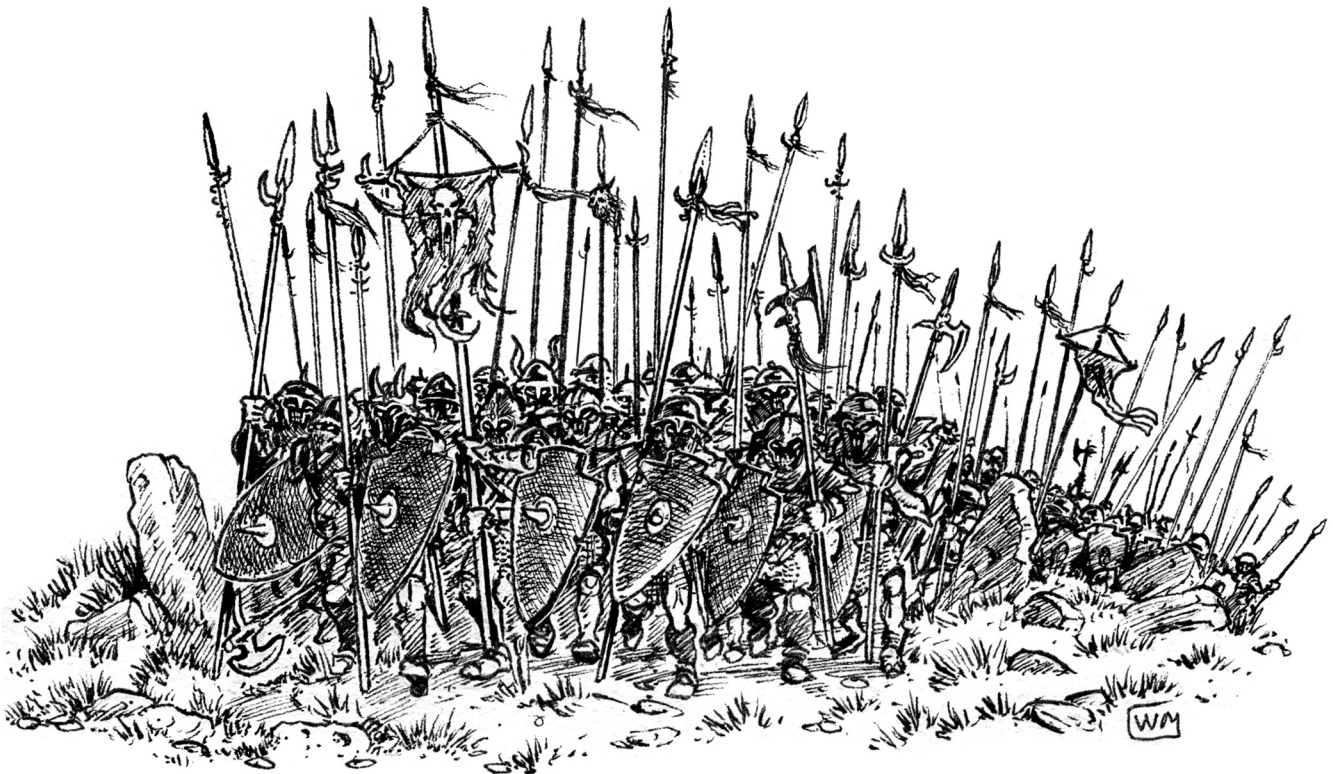
STAT BLOCKS BY CR

CR	NAME	DETAILS	PAGE
1/4	Orphan	CN young human expert 1	24
1/2	Watchman	LN male human warrior 2	25
1	Guild Thief	NE human rogue 2	22
3	Barras Lonehammer	LG male dwarf expert 3/fighter 2	19
6	Nerissa Shielendh	LE female elf rogue 7	23
6	Tolun Moralli	NE male human afflicted werewolf fighter 6	25
7	Avud Kreslik	LE male middle-aged human natural werewolf rogue 7	22

ABOUT THE DESIGNERS

Robert Brookes was one of the top 4 finalists in Paizo Inc's RPG Superstar 2014 competition. He is a freelancer with a background in video game design both as a content designer and concept artist and leverages that experience in his tabletop design. You can find more of his design insights and OGL creations at his personal Pathfinder blog, the Encounter Table encountertable.blogspot.com.

Julian Neale began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London. Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to Dragon magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press. Julian currently lives in the north of England, but plans to relocate further south in the future.



The region around Wolfsbane Hollow is wild and untamed; opportunities for adventure abound.

WOLFSBANE HINTERLANDS

The Wolfsbane Hinterlands are a swath of rugged, wild terrain spread out over roughly 1,300 square miles south of Mount Middenvurd in the Vurdfell Spine. The region was once a frontier holding of the remote, western empire of Arvallis, but when the empire of Arvallis collapsed, the region became self-governed. Now thousands of free-minded hunters, woodsmen, farmers and panhandlers flock to the region to live their lives without intercession by government bodies. Much of the Wolfsbane Hinterlands are not fully explored or contain long-abandoned Arvollar settlements. Only Wolfsbane Hollow stands as a bastion of civilization in this rugged frontier. Other points of interest in the Wolfsbane Hinterlands are detailed below.

ASHENBLADE FOREST

Located along the southwestern edge of the Vurdfell Spine, the Ashenblade Forest was once home to a clan of elves called the *Tuinadin* (roughly: ghost-faced people, in Common.) While the southern edge of the forest is considered safe and is the primary logging site for the Wolfsbane Hollow lumber guild, rumours persist of mortal danger dwelling deeper in the ancient wood. These stories date back to the time of Arvallis' collapse, when the elves of the Ashenblade Forest disappeared without a trace, and explorers who ventured into the woods seeking the missing elves rarely returned. Those who did spun terrifying tales of the forest coming alive to attack their companions, nightmarish undead riddled with vegetation and strange wailing noises in the dark. An occasional treasure hunter still ventures into these woods every decade or so, lured by promises of riches remaining in the abandoned the elven town of Tuinadarael at the forest's heart, though none have ever penetrated far enough into the forest to find whatever remains of the settlement.

DRUNAU FOREST

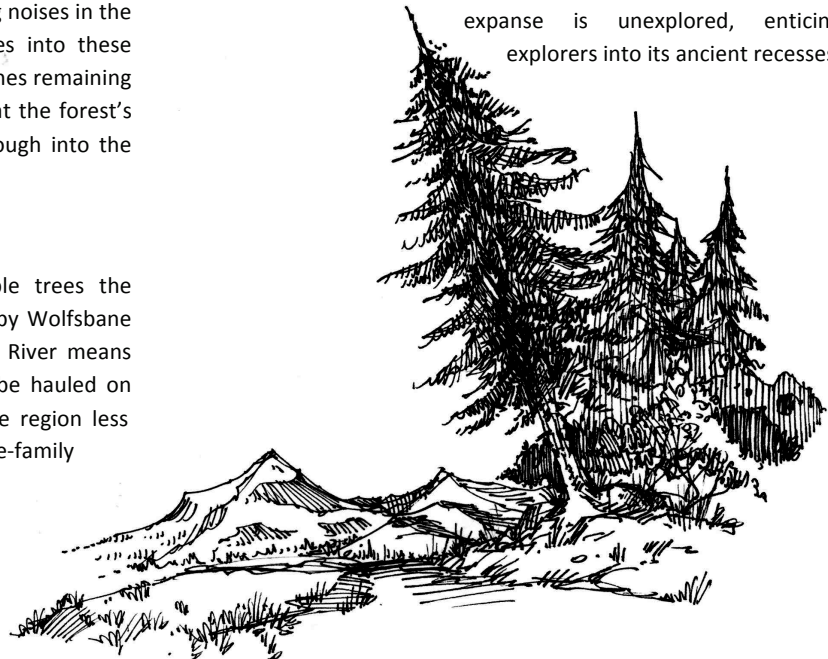
Comprised primarily of cedar, poplar and maple trees the Drunau Forest attracts lumber workers from nearby Wolfsbane Hollow. However the southern flow of the Valyn River means any lumber taken from the Drunau Forest must be hauled on barges against the current, making forestry in the region less appealing. Small human settlements, typically single-family homesteads or cabins, dot the fringes of the forest.

DANKWOOD

This forest of red maple, spruce and hemlock bristles up from the eastern banks of the Valyn River. Primarily a peat swamp, rocky areas of higher and drier land spot the rolling hills and deep, watery recesses of the forest. Dankwood's difficult terrain has left it largely untouched by the local forestry industry and the forest's inhabitants—a circle of druids tracing their roots back more than 1,200 years—are content to be left alone. These druids do not actively participate in the goings-on in the region, though occasionally send scouts to the Ashenblade Forest. The druids of Dankwood know full well what happened to the elven town of Tuinadarael and have chosen to keep that secret for centuries. Other than the druids, Dankwood is home to stirges, swamp giants, a small clan of trolls and will-o-wisps.

GREAT ARVOLLAN FOREST

Spanning 1,100 miles between the border of the Wolfsbane Hinterlands and the eastern edge of the Arvollar city-state, the Great Arvollar Forest is a huge forest. The eastern-most edge of the forest cutting into the Wolfsbane Hinterlands is primarily pine and oak with some cedar and birch. The forest terrain is rocky and hilly with large granite deposits dotting the woodland, including enormous free-standing boulders brought down from the Vurdfell Spine by the encroachment of a glacier over 10,000 years ago. The Great Arvollar Forest is dotted with farmlands and cabins, the density of which grows thinner the further west one travels beyond the Hinterlands. Unknown thousands of wild beasts call this forest home, from simple stags and bears to majestic drakes and giant eagles. Much of the forest's western expanse is unexplored, enticing explorers into its ancient recesses.



GREATSHADOW GORGE

At 6,000 feet deep, the Greatshadow Gorge is an impressively large natural barrier dividing the eastern edge of human civilization with the western frontier of the orc Hordelands. The gorge's northern tip travels into the wintry expanse of tundra beyond the Vurdfell Spine, while its southern-most point lies 170 miles south of the Wolfsbane Hinterlands at the furthest edge of the Vurdfell Spine. The gorge's sheet rock walls are primarily granite and limestone with striations of marble, shale and slate.

The bottom of the gorge is a sparsely forested, rocky place called the Greatshadow Underwood. This dark forest is comprised of fir, basswood, hemlock and white cedar trees between which snakes a rapidly flowing river fed from meltwater originating at the northern end of the gorge. Called Blackwater by humans, this river is known as the *Orlo-gutang* (bitter springs) by the orcs living on the eastern side of the gorge's divide. The river's water is heavily tainted with sulphur, giving it an eggy aroma and bitter taste. Neither human nor orc reside close to the Greatshadow Gorge's edge, both societies fear open conflict with one another and have wisely settled no closer than ten miles from the border.

VURDFELL SPINE

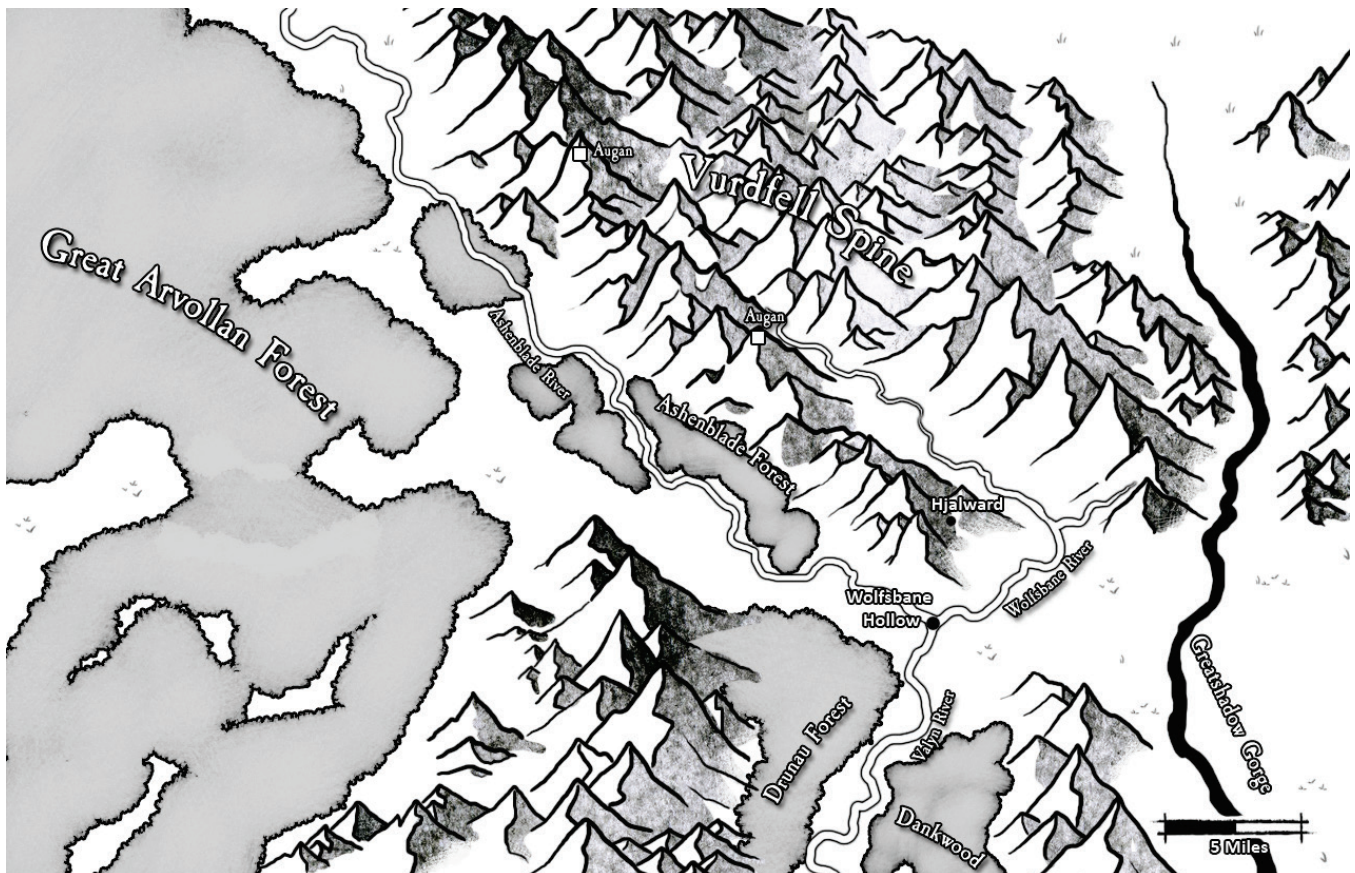
The Vurdfell Spine mountain range is a natural barrier to the Hordelands of the orcs to the east. The Spine runs for 2,500 miles and its highest peak juts nearly 28,000 feet into the sky. The range is mostly unsettled and populated by predatory dragons, giants and worse.

MOUNT KALISFORD

The highest peak of the Vurdfell Spine, Mount Kalisford is 27,850 feet tall. The Hjalward wall—an ancient construction from the long fallen giant empire of Isgiltur—cutting across a portion of the Vurdfell Spine crosses this peak, and with the added height of these ruins the mountain surpasses 28,000 feet. No explorer is ever known to have reached the ruin atop Kalisford's peak and survived to tell the tale. Its presence remains an enticing beacon for many would-be adventurers.

HJALWARD

The village of Hjalward, located on the southern slope of Mount Kalisford, is built atop snow-covered hills in the shadow of ancient, giant-crafted architecture. Nearby deposits of iron, silver and lead draw desperate or avaricious miners to this cold village, while legends of lost giant treasure ensure a steady trickle of adventurers make the long, perilous journey.



WOLFSBANE HOLLOW AT A GLANCE

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

DEMOGRAPHICS

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

TOWN LORE

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

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

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

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

NOTABLE LOCATIONS

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

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

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

LOCATIONS BY CATEGORY

Inns: The Foxhound.

Taverns: The Foxhound, the Pick and Pyrite.

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

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

Fortifications: Wolfsbane Garrison.

INHABITANTS

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

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

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

MARKETPLACE

Resources & Industry Hunting, iron, lumber, metalworking

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

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

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

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

IN YOUR CAMPAIGN

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

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

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



NOTABLE FOLK

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

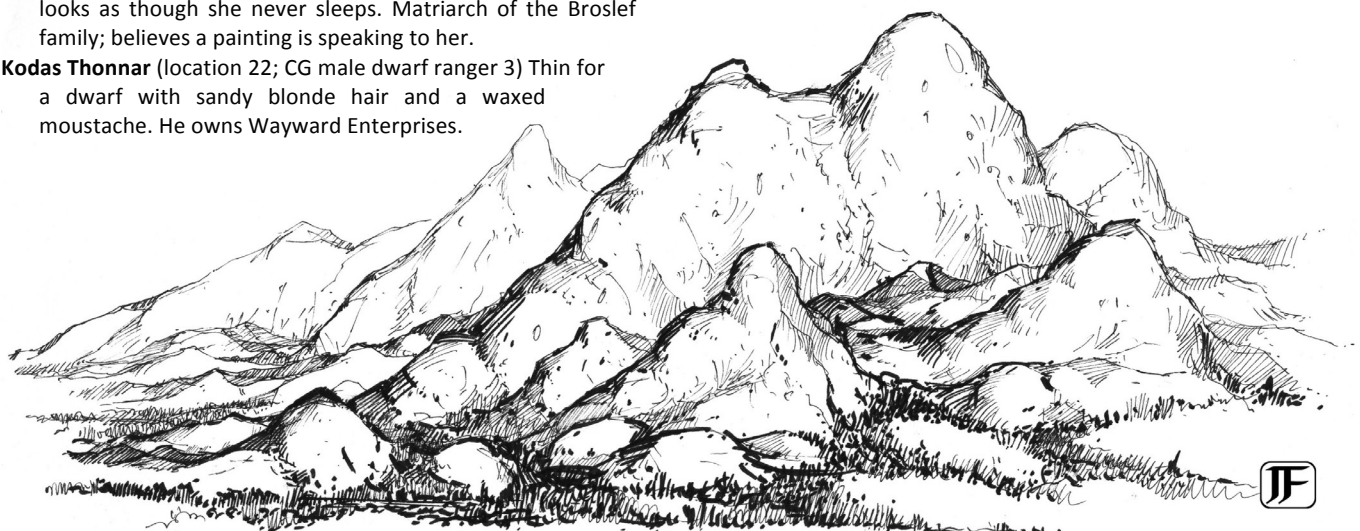
Paeter Logrim (location 17; N male human expert 2) Smarmy and self-satisfied, this man has a narrow jaw and swept back coppery hair. He owns the Foxhound inn.

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

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

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

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



WHISPERS & RUMOURS

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

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

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

*False rumour

For the people of Wolfsbane Hollow, life is the river. In the springtime the rivers swell with meltwater from the winter snows, filling the harbour and the lowland swamps so much that Turnrudder Isle disappears under the surface entirely. Logs flow from upriver down to the sawmills as the snow recedes and more of the Ashenblade Forest becomes accessible to loggers, while barges depart in the morning hours laden heavy with lumber for trade in distant cities. In the summer, tradesmen from the city-state of Arvallis and even as far away as the Lestherese Holds come to trade for the woods and metals of Wolfsbane Hollow, while fishermen clogging the narrows beyond the town's walls haul in heavy nets of the day's catch. In the autumn months the second annual lumber barges depart for distant horizons while ships that left in the springtime finally return home. These harvest months prepare for the long, hard winters to come when the rivers freeze over and—even with axemen chipping away at the ice—no ships may come or go from Wolfsbane Hollow. The snowdrifts come four feet high, blow from east to west and back again across the frozen rivers, and the people dream of warmer days when the snow melts and the rivers swell once more.

FESTIVALS & TRADITIONS

The coming of spring is celebrated when the first grass is seen on Turnrudder Isle after the snow recedes and the rivers begin their thaw. Children wear wreaths of flowers in their hair and shed their heavy winter clothes for fairer garb. In earlier years these spring festivals meant an abundance of fresh pastries shared among neighbours as surplus stocks from the winter were turned into sweet confections, but leaner times have made those traditions nothing but memory.

On the first day of summer the fisherman's festival draws the town's best fishermen to the river for a day of angling in the hopes of catching the largest fish and earning the title of Wolfsbane Angler. The prize of a dozen gold certainly makes the title more enviable.

But it is the 11th day of autumn that brings the most well-known and sombre of ceremonies, for this memorial marks the fiery end of the Redclaw Reaper's murders. This day is not a celebration, but rather a time of reflection and mourning that sees business closed and few residents in the streets.



LAW & ORDER

Officers of the Wolfsbane Hollow army handle Law enforcement. While it is an army in name, this group is not a standing force but more akin to a well-regulated militia. The army comprises mainly able-bodied conscripts in a compulsory service period of three years that begins at the age of nineteen. This governance by military stems from the town's dependence on Arvollar infantry to defend its holdings for much of its early life from the nearby orcs. While a constabulary was tested during the Arvollar rule, it was ultimately phased out and never returned.

The hierarchy of the Wolfsbane Hollow Army is made from a mixture of antiquated Arvollar military titles (taxiarchia, konostaulos and so on) and also more contemporary military titles (captain, lieutenant etc.) while an officer holding the title of ethnarches commands the army. The Wolfsbane Hollow army's style of armour and dress uniforms is greatly inspired by that of the ancient Arvollar soldiers that once stood watch over the fledgling settlement.

All of this structure, however, is merely a façade for the true power of Wolfsbane Hollow. The roots of the thieves' guild twist deep into the army's ranks, and while even high-ranking akolouthos are unaware of its influence the ethnarches has always been a willing participant to the guild's machinations. The current ethnarches, Tollun Moralli (location 25), is little more than a cudgel wielded by guildmaster Kreslik (location 20).

TRADE & INDUSTRY

Mining and forestry are Wolfsbane Hollow's primary trades. With abundant mines in the northern foothills and plentiful forests to the west the town is surrounded by an embarrassment of natural resources. Fishing during the warmer months also occupies a large portion of the town's industry, and imported fabrics and glassware are staple commodities. While geographically isolated, the townsfolk understand the necessity of trade and send two flotillas of barges annually (one in the spring and another in the fall) to trade with foreign lands; they return six months later.

SIGHTS & SOUNDS

Wolfsbane Hollow has the appearance of a settlement far more cosmopolitan than it truly is; Arvolla architecture juxtaposes with the colourful tents and covered wagons of Valyn wanderers, cobblestone streets abruptly give way to a winding network of wharves and rafts. Archaic military banners styled after an empire hundreds of years' fallen fly over its garrison.

D%	
01-02	Orphan children run down the street ahead of a female priest of Ignis. They dart about generally making a nuisance of themselves.
03-04	Smoke billows from chimneys, only to be quickly whipped away by the wind.
05-06	A murder of crows watches the street, from the rooftops.
07-08	Thick fog blows in from the river, reducing visibility and muffling the familiar sounds of the town.
09-10	A distant howl of wolves can just barely be heard upon the air.
11-12	Fishing boats clog up the river, and fishermen shout and curse at each other.
13-14	The stench of boiled leather hangs in the air.
15-16	A flock of starlings swarm overhead, briefly taking on an ominous shape, before swooping away.
17-18	A group of city watch hurry past, weapons drawn and grim looks upon their faces.
19-20	A thin man sits on the stoop of a fire-gutted building, sobbing.
21-22	Valyn wagons line one side of the street with colourful market stalls erected around them.
23-24	A young girl runs past with a basket full of bread. As she passes the PCs a loaf falls from the basket, but she doesn't notice.
25-26	Three monks in grey robes, their mouths bound in black cloth, solemnly walk by.
27-28	Cheerful fiddle music—and raucous laughter—emanate from the open windows of a tavern.
29-30	A pair of men argues angrily at a pier, one brandishing a fish at the other.
31-32	A butterfly zips passed the PCs and disappears into a shadowy alley. This may be nothing more than a natural occurrence or a clever illusionist could be trying to lure victims into a trap.
33-34	Several town guard gallop passed on horseback, heedless of the townsfolk scattered in their wake.
35-36	A funeral procession fills the streets with grieving mourners and grey-clad priests with cloth wrapping over their mouths.
37-38	A gilded carriage drawn by two horses rolls past. Curtains obscure sight of who rides within.
39-40	Pungent steam rises up from an iron sewer grate. Perceptive PCs hear an ominous sloshing sound.
41-42	A lichen-covered gargoyle leers down at the street from the corner of a nearby roof.

43-44	A high, ivy-covered stone wall surrounds a nearby estate. Sounds of workers shouting to one another emanates from beyond the wall.
45-46	A white cat with vibrant green eyes watches intently from a nearby alley, before stalking away.
47-48	The panicked neigh of a frightened horse echoes down the street.
49-50	Onlookers crowd around the bloody body of a man run down by a carriage. The carriage does not stop, and the man is near death.
51-52	Labourers load cargo onto a heavy wagon.
53-54	A young boy hands a member of the city watch a heavy coin purse before darting away into the crowd.
55-56	A pair of children draws on a wall with chalk. The building's owner sends them fleeing with several well-aimed kicks.
57-58	An old man stares forlornly out a window.
59-60	An enormous raven circles overhead.
61-62	A dog left tied up to a fence barks and howls angrily.
63-64	A pair of hooded men briskly make their way down the street, slipping through the crowd like a knife between ribs.
65-66	Wagons laden heavy with ore roll down the street pulled by heavy draft horses.
67-68	A Valyn man busks on the street corner for money.
69-70	Weary-looking miners caked in grime walk into a tavern.
71-72	Two young men lazily scrub graffiti off a wall.
73-74	Three members of the city watch mercilessly beat a prone man with wooden clubs, in an alley.
75-76	A dense fog rolls in off the water, reducing visibility to mere feet.
77-78	A lone child sits on a bench, staring at the ground.
79-80	Merchants shout over one another hawking their wares.
81-82	A group of well-armed mercenaries march past.
83-84	A young crier calls out important news.
85-86	A filthy man sits on the side of the street, begging for alms.
87-88	A bouquet of roses lie in a puddle on the side of the road.
89-90	Valyn merchants sing a traveling chant as they pack up their caravan.
91-92	A bird falls out of the sky, dead.
93-94	A horn blasts from one of the city gates, signalling the arrival of an important personage.
95-96	A group of merchants argue among themselves and may come to blows.
97-98	The city is hauntingly silent.
99-100	A furious mob gathers at the gallows outside the garrison in anticipation of a public execution.

EVENTS

While Wolfsbane Hollow is a largely quiet community, things happen in the shadows that carry great significance. Just beneath the placid surface of this community, great dangers lurk, and even greater secrets await discovery.

D%	
01-02	The watch post a bounty for the capture of a miner wanted for theft.
03-04	The thieves' guild targets a wealthy PC.
05-06	Priests of Aether are holding a memorial service at the cemetery.
07-08	A bad harvest doubles the grain price.
09-10	A worker's strike at the Coldwater Mill threatens to cripple the local economy.
11-12	The Lonehammer Mining Company is hiring adventurers to clear out a cave spider infestation in one of their mines.
13-14	A thief stole a horse from the livery and rode out of town towards Hjalward. The livery is offering a reward for its safe return.
15-16	Old man Netter is acting crazier than usual; someone should really do something.
17-18	The twins at Rostar's Forge claim to have seen a shooting star land a few miles from town and are hiring surveyors to see if the meteorite survived.
19-20	The anniversary of the Red Reaper's demise plunges the entire town in mourning.
21-22	The Rustfords thought moles were digging up their crops, but when one of their cows winds up dead they fear there's something worse at work.
23-24	Merchants from distant Arvallis sell exotic fabrics in the market.
25-26	An entire household has gone missing and the watch are stumped as to their whereabouts.
27-28	Someone exhumed the body of a Red Reaper victim from the cemetery.
29-30	A traveling band of Valyn musicians plans to perform all week at the Foxhound.
31-32	The owner of the Pick & Pyrite insists there's gold in an abandoned mine a few miles from town and needs adventurers to clear it out.
33-34	Resheda Anvaskin, from the Serpent's Path, seeks out one of the PCs with a dire omen.
35-36	An Arvollar explorer believes there are ruins from Isgiltur under the town, and the thieves' guild needs to drive him away at any cost.
37-38	Exarches Moralli offers to deputize adventurers to drive out brigands from a nearby abandoned fort.
39-40	Panicked miners from Hjalward claim they spotted a frost giant high on the Vurdfell Spine.
41-42	A member of the Watch was murdered in his home and the search is on for the killer.
43-44	A rainy spring floods the rivers and much of central Wolfsbane Hollow.

45-46	The city-state of Arvallis sent an envoy to the mayor's manor and he hasn't been seen since.
47-48	Some children find an old cave system near town.
49-50	Smugglers accidentally carry diseased rats into the town inside their illicit wares.
51-52	Miners bound for Hjalward are looking for protection on the road.
53-54	A sister from the Winterbrook Orphanage inquires about one of the PCs adopting a child.
55-56	A group of superstitious locals threaten to run a caravan of Valyn merchants out of town.
57-58	The carcass of an eyeless, immature kraken inexplicably washes up on the riverbanks.
59-60	An outbreak of cholera has claimed fifteen lives.
61-62	Meria Halls from the Sunspire Armoury is looking to train an apprentice.
63-64	The death of a beloved town elder brings accusations of foul play.
65-66	The militia is recruiting.
67-68	Merchant barges from the south fill the harbour and comprise a floating marketplace.
69-70	An early winter storm dumps a foot of snow on the town and locals struggle to adjust.
71-72	A wave of arson claims seven lives and Valyn wanderers are blamed.
73-74	A cave-in at one of Lonehammer's mines killed a dozen workers he is struggling to replace.
75-76	Wayward Enterprises is hiring cartographers and explorers to map the Greatshadow Gorge.
77-78	A group of locals want to run Resheda Anvaskin out of town, but she's already aware of their schemes and looks to the PCs for aid.
79-80	The thieves' guild sees promise in one of the PCs and tries to recruit him.
81-82	Panicked woodsmen claim to have seen orcs just a few miles from town.
83-84	A flock of starlings fall from the sky, dead.
85-86	Ignan pilgrims on their way to Hjalward stop in town and mourn at the ruined cathedral.
87-88	Farmers claim a wolf pack is picking off their sheep, but the Watch refuses to investigate.
89-90	A charlatan alchemist has set up shop in town selling bogus tonics and potions.
91-92	The dead have become unquiet in a local crypt.
93-94	The harvest festival is in full swing and all businesses in the market offer a 5% discount.
95-96	The city watch is organizing a hunting party to kill a pair of drakes living in the forest.
97-98	After a brush with death, a young woman claims to be able to speak to her dead twin sister.
99-100	Several children were abducted from the Winterbrook Orphanage in the middle of the night and the sisters are desperate to find them.



Four hundred and sixty-three years ago when the people of Arvallis—then a vast kingdom—began eastward expansion, the foothills of the Vurdfell Spine were little more than frontier land rife with ruins of a long-fallen empire of giants. The first explorers who came to the region discovered a pristine woodland with a remarkable abundance of the highly poisonous aconitum, also known as wolfsbane. The explorers, seeking a route to the east, found little else in this remote part of the world and their eastward journey ended at the Greatshadow Gorge. The settlers who would come in the wake of these Arvullan explorers built their new lives at the fork of three mighty rivers fed by the runoff from the Vurdfell Spine. This small frontier settlement grew into a prosperous lumber camp over the course of a decade and soon was joined by two other settlements. These small communities, dependent on the forestry trade, grew together until their borders could no longer be defined. What remained came to be known, simply, as Wolfsbane Hollow.

As decades passed, Wolfsbane Hollow steadily grew in prosperity. The discovery of iron, copper and tin in the foothills brought wealth and renown to the frontier town and attention from the western lords of Arvallis. Soon the wealthy settlement was visited by the royal Arvullan military and, as luck would have it, royal Arvullan tax-collectors. The years that followed were at once prosperous and strained, as gold lined the pockets of wealthy mine owners and the Arvullan military established the Wolfsbane Garrison so too did the military establish an informal command of the town's council. Serving the people in name only, the Wolfsbane Hollow council were puppets to the influential soldiers stationed at the garrison. But, when tensions between the free-spirited settlers and the military were at their worst, a pyrrhic victory was near at hand.

On a foggy autumn morning seventy-three years ago, a courier from the Arvullan capital arrived in Wolfsbane Hollow bound for the garrison. Within the day the entire compliment of city watch and military leadership that had been stationed in the town for over fifteen years pulled up stakes and departed; war had come to Arvallis. It would be weeks more until Wolfsbane Hollow discovered the true scope of the situation, that the eastern expansion of the Kingdom of Arvallis had breached an unknown border: the hordelands. While orcs were always common in the land, none knew for certain where a centralized seat of power lay—or even if such a thing existed. The hordeland had been discovered, and taking the Arvullan incursion as an affront to their sovereignty, the tribes of the hordelands united to wage war. Geographically isolated, Wolfsbane Hollow saw little of the terrible war that ravaged Arvallis for two and a half decades. Wounded survivors of great battles would find their way to the town, then deserters, then eventually nothing.

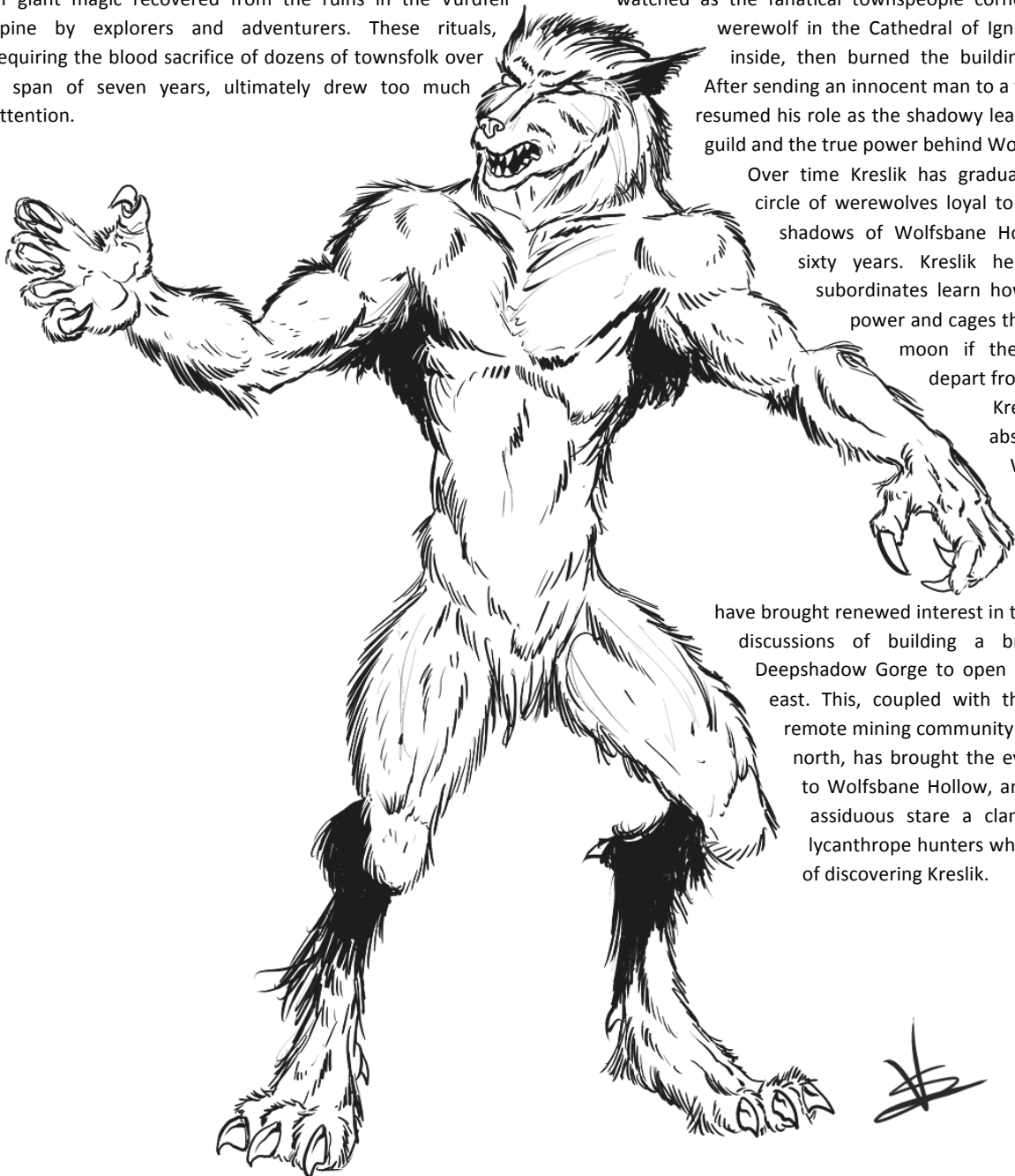
The years immediately following the war's conclusion left Wolfsbane Hollow isolated. Trade never fully recovered and many of the nearest cities to the west lay in ruin. Able to weather the storm with little conflict, the people of Wolfsbane Hollow were still impacted by their isolation and forced to struggle through several harsh winters with only themselves to rely on. The largely disliked town council positions were dissolved during this time in favour of a strong singular leader in the form of a mayor. In the first few years after the war, many folk held the position as honeyed words and empty promises failed to placate strained and pragmatic citizens. Ultimately this weak leadership allowed a shadow growing beneath Wolfsbane Hollow to rise in power; a thieves guild formed largely by army deserters, brigands and escaped criminals. While the thieves' guild struggled for years to get purchase on the town's leadership, all this was set to change with the coming of the town's darkest time.

The rapid deforestation of the Wolfsbane Hollow region eventually drew the attention of a pack of werewolves from the nearby mountains, werewolves who infiltrated Wolfsbane Hollow and turned the town into their personal hunting ground. These brazen attacks and fear of a lycanthropic outbreak stirred clerics from the church of Ignis—the Arvullan goddess of fire and healing—to action. It was thirty years ago when the clerics formed an inquisition from their own ranks and those of the townspeople, banding together to hunt down the werewolves. For months the werewolves fought with the inquisition of Ignis as their numbers gradually thinned. The inquisition's victory over the werewolves would have been absolute were it not for one of the inquisitors drawn from the townsfolk, Avud Kreslik. Avud suffered an injury during one of the inquisition's hunts from a werewolf that infected him with lycanthropy. Fearful of his fate should his injury be discovered, and foolishly arrogant of his own ability to control himself, Avud was the undoing of the entire inquisition.

When the crusaders had cornered the last of the werewolves in his lair in the hinterlands of Wolfsbane Hollow, Avud's curse took its full effect and he transformed under the light of the moon before his companions' very eyes. When the dust settled, Kreslik was the sole survivor of the encounter. Horrified by what he had done but intoxicated by the power of his newfound lycanthropy, Kreslik returned to Wolfsbane Hollow and spun a tale of noble self-sacrifice to the locals, martyring the inquisition. While the indigenous werewolves were indeed wiped out, Kreslik lived on in secret, spending days around the full moon far from civilization in order to hide his secret. Kreslik, a member of the thieves' guild, used his newfound cunning and strength to work his way up through their ranks, eventually killing and supplanting their leader. Kreslik worked to control his power and under his leadership the thieves' guild were finally able to sink

their talons into the mayor's office and wrest control of the town, unknowingly, from its people.

With the thieves' guild in control, Wolfsbane Hollow struggled against its weakened yoke of western control. Arvallis, having never fully recovered from their war with the orc hordes, was in little shape to fight a war of secession. Arvallis, now merely a city-state, did not fight the demand for independence and contact with the west has largely been indifferent and cold ever since. While Wolfsbane Hollow gained its independence, Avud Kreslik endeavoured to find a way to gain further control over his lycanthropy. To this end, Kreslik required ancient rituals of giant magic recovered from the ruins in the Vurdfell Spine by explorers and adventurers. These rituals, requiring the blood sacrifice of dozens of townsfolk over a span of seven years, ultimately drew too much attention.



Thirty-seven years ago, fearful of a resurgent werewolf plague, the locals of Wolfsbane Hollow banded together once more to hunt down this creature of the night. Nicknamed the Redclaw Reaper by local rumourmongers, this werewolf menace was blamed for every ill the people of Wolfsbane Hollow endured, but never did they discover the truth of this lycanthropic blight, for Kreslik had outmanoeuvred them. With his newfound ability to curse others with lycanthropy, Kreslik assaulted an enemy of the thieves' guild—the alchemist Alduir Weyrud—on the eve of a full moon. When Weyrud transformed the next night and went on a rampage through the town, Kreslik watched as the fanatical townspeople cornered the fledgling werewolf in the Cathedral of Ignis and barred him inside, then burned the building to the ground. After sending an innocent man to a fiery death, Kreslik resumed his role as the shadowy leader of the thieves' guild and the true power behind Wolfsbane Hollow.

Over time Kreslik has gradually built an inner circle of werewolves loyal to him, living in the shadows of Wolfsbane Hollow for the last sixty years. Kreslik helps his werewolf subordinates learn how to control their power and cages them during the full moon if they are unable to depart from town.

Kreslik's feels his absolute control over Wolfsbane Hollow threatened as of late. Foreign merchants from the north have brought renewed interest in the town as well as discussions of building a bridge across the Deepshadow Gorge to open up trade with the east. This, coupled with the success of the remote mining community of Hjalward to the north, has brought the eye of Arvallis back to Wolfsbane Hollow, and along with that assiduous stare a clandestine group of lycanthrope hunters who are on the verge of discovering Kreslik.

RELIGION IN WOLFSBANE HOLLOW

The people of Wolfsbane Hollow worship the core five deities of the Arvollar region, known collectively as the Circle. The deities of the Circle are animistic elemental entities tasked with the governance of broad societal concepts. Worship of the Circle, both individually and as a pantheon, dates back tens of thousands of years to the time of the giant empire of Isgiltur when the Circle stood as the giant's pantheon. The giants, in turn, imposed this worship on the "lesser races" they enslaved, and this worship survived beyond the fall of Isgiltur.

Today, worship of the Circle is prevalent across all peoples of the Arvollar region, human and otherwise. Below is a brief synopsis of the five deities of the Circle and their role in the pantheon.

AETHER, THE BALANCE

Titles The Arbiter, the Giver, the Taker, the Shrouded God

Adjective Aetherite

Alignment N

Portfolio Afterlife, birth, death, family, knowledge, planar travel

Domains Death, Knowledge, Repose, Travel, Void

Favoured Weapon Dagger

Symbol A wheel cross

The holy text of the Circle, called the *Liturgy of Origin*, speaks of the five deities of the Circle as the foundations of all creation. Their births signalled the beginning of the universe as we know it today and the end of the Age of Shapeless Forms; a time when unfathomable darkness and unspeakable horrors dominated the world. Aether is said to be the first god, neither alive nor dead, neither dead nor undead, existing in a state of "purgatorial bliss" somewhere within the Ethereal plane. Aether is depicted as a genderless ghost, always veiled, carrying a swaddled, skeletal child in its arms. In spite of Aether's genderless nature, priests still ascribe gender-specific pronouns to this deity; male when depicted as a taker of life, female when giving life.

The faithful of Aether see themselves as shepherds of life and death, acting as morticians, midwives, doctors and—sometimes—assassins. The most devout followers of Aether, known as the Dust Talkers, take a vow of silence with the living and only speak in the presence of the dead. Some Dust Talkers claim to have gained the supernatural gift to speak with the dead from this devotion. Other zealous of the faith believe they are entitled to the creation and subjugation of the undead as "gatekeepers" between the realm of living and dead. The Gatekeeper sect are seen as dangerous fanatics at best.

IGNIS, THE FIRST SPARK

Titles The Flame, the Even-Handed, the Purifier, the Pure

Adjective Ignan

Alignment NG

Portfolio Civilization, fire, healing, inspiration, hope, light

Domains Community, Fire, Glory, Good, Healing

Favoured Weapon Spear

Symbol A flaming spear

The Cantic of Forging from the *Liturgy of Origin* speaks of Ignis as the first flame; a spark of creation that brought with her birth the first light that cast away the darkness of the Age of Shapeless Forms. Believed to be the second deity birthed into the new universe after Aether, Ignis is seen as a bringer of light and hope. While fire can be destructive, Ignan faithful see only uncontrolled or reckless use of fire dangerous. Ignan priests are healers of the sick, purifiers of the impure and crusaders against injustice and suffering. Ignis herself is depicted as a selfless and noble woman of indeterminate race, though sometimes an idealized member of a priest's own race. Ignis is also seen as the forbearer of civilization, viewed as protector of cities and towns, and muse to creators and craftsmen alike.

Ignis' priests are renowned healers, even without the gift of magic. The Ignan faith trains physicians and surgeons, sending them on pilgrimages to cure disease and ease suffering wherever they can. More militant followers of Ignis interpret her will at the point of a spear, crusading against the horrors of the world: aberrations, demons, undead and their ilk. The Ignan faith has a zealous sect of inquisitors called the Pyre of Glory that root out subversive evils throughout the world, from shapeshifters, to vampires and all other manner of beast that can hide among men.

TERRA, THE MAKER

Titles The Creator, the Mountain, the Unbreakable, the Vanguard

Adjective Terran

Alignment LN

Portfolio Creation, metal, smithing, stone, strength, war

Domains Artifice, Earth, Law, Strength, War

Favoured Weapon Warhammer

Symbol A mountain peak

First mentioned in the Cantic of Foundations, Terra is described as a woman of impossible strength made entirely from stone, whose armour is a part of her body. It is from Terra that the secret of mining iron from the earth was gifted to mortals and with the spark of Ignis' inspiration and a touch of her fire, the first steel. Terra is seen as a peerless crafter, her hands seen

in the making of all things. When great creations crumble it is seen as a sign of Terra's disfavour. In contrast, Terra is also seen as the embodiment of war in the most practiced and controlled sense, while the god Ventus is the patron of massacre and the wanton destruction of "uncivilized" warfare.

Terran priests take great pride in craftsmanship of any and all kinds. They are appreciative of the arts just as much as they are more practical creations. Terran priests have a strong kinship with the Ignan faith and both are seen to aid and coexist in harmony with one another. Terran priests are turned to in times of conflict for their understanding of military strategies, often serving as tacticians and counsellors, if not field-marshal or generals. Priests of Terra also see edicts of law as their responsibility, upholding and recording codices of laws and sometimes leading law-enforcement organizations in large communities.

VENTUS, THE DESTROYER

Titles The Beautiful, the Ravager, the Tempest, the Wrathful

Adjective Ventan

Alignment CN

Portfolio Air, calamity, chaos, destruction, storms, savagery

Domains Air, Charm, Chaos, Destruction, Weather

Favoured Weapon Sling

Symbol A five-pointed spiral

The god Ventus is first named in the Canticle of Endings as a destructive force come into the newly forged world, born of jealousy and anger. While Ventus rages against Terra out of jealousy of her creations, Ventus is not presented as an evil or malicious deity, but rather one of uncontrolled emotions. Ventus is a mirror by which the faithful view those with little or no self-control or difficulties in managing their emotions. Ventus cannot see his own self-worth and feels it necessary to diminish the accomplishments of others in order to make himself feel superior. In later canticles, Ventus is not as much a cautionary tale or reflection as a fully-fledged individual with desires his own. Ventus is seen as a representation of the unpredictable and uncontrollable forces of nature in these stories, a leaf carried on the wind, always depicted as an idealized man with a lean but muscular physique and impossibly long hair always blown in the wind. While destruction follows Ventus in his wake, he is never depicted as being responsible for the destruction, but rather an unwitting participant in it.

Worship of Ventus as a deity began late in the Circle's faith. Typically Ventus was viewed as a part of the pantheon and

appeased rather than outright venerated. Latter interpretations of Ventus as a besieged and tragic figure incapable of controlling his own destructive ways made him an appealing figure of worship for like-minded individuals with tempestuous personalities. Armies opposed by the faithful of Terra began invoking Ventus as a slight to the Terran faith, but full worship of Ventus as a destroyer and warrior became traditional, especially among the lower class and oppressed. Priests of Ventus have no organized religion and tend to crop up as isolated followers or leaders of small, disorganized cults.

MARI, THE DEEP

Titles The Claimer, the Drowned God, the Hungry, the Woken

Adjective Maran

Alignment NE

Portfolio Drowning, darkness, evil, fear, seas, water

Domains Darkness, Evil, Madness, Trickery, Water

Favoured Weapon Unarmed strike

Symbol A black sphere trimmed with turquoise

The last of the pantheon named in the Canticle of Secrets, Mari, was born from the lightless depths of the deepest oceans. Mari is the only member of the Circle to have an inhuman appearance, always depicted as some sort of amalgamation of aquatic creatures: equal parts squid, crustacean, fish, shark and worse. Mari, like Ventus, was not originally a venerated deity but a creature of nightmare that was awoken from the depths of the oceans by the meddling of the other gods. Mari's release is a cautionary tale, that there are some things in this world not even the gods understand. Mari is as much a destructive force of nature as Ventus, but more sinister and patient, acting as the embodiment of fears of drowning, suffocation, loneliness and isolation. Early sailors invoked Mari's name in appeasement and offered sacrifices of fish from their hauls in order to stave off the deep god's destructive tendencies. Sailors lost at sea were said to have been "swallowed" by the Drowned God.

In contemporary times, Mari is worshipped by the insane and the broken. Those who have nothing to live for or an abundance of hatred invoke Mari's name in the hopes of calling on his consuming power to wield against their enemies. Cults of Mari appear in coastal regions every generation or so until they are pushed back to the fringes of society or destroyed. Mari is seen as Ignis' polar opposite, while she is the birth of civilization, Mari will be its inevitable end as he drowns the entire world in icy, suffocating waters.



NOTABLE LOCATIONS

1: ALETHIA'S HOME

This old and narrow brick building rests wedged between two newer brick lumber mills. Here, former mayor Alethia Alavanni (LN female old human aristocrat 2) lives out the remainder of her days like a prisoner. Alethia was a popular and outspoken mayor who used her public influence, wealth and fame to maintain an office largely free of influence from the thieves' guild. Cunning and brilliant, Alethia survived two attempts on her life during her tenure as mayor and the attacks only ended when the guild believed she came into possession of sensitive information that could undo their stranglehold on Wolfsbane Hollow. Whether or not Alethia truly has damning evidence against the guild is unknown to them, but the fear of that information getting out has stayed the guild's hand and allowed her to life freely—such as is it—over a decade past her retirement from her position as mayor.

2: ARGENT GARDENS

An acre of lush parkland rests adjacent to the west wall of Wolfsbane Hollow. Built 127 years ago, the Argent Gardens were dedicated to the fallen members of the argent riders, a ferocious group of Arvollar soldiers who led an invasion of the orc hordelands to rescue captured borderland villagers. While the rescue attempt failed and all members of the argent brigade perished, their bravery and noble sacrifice is forever memorialized in eleven marble statues scattered around the park. At the centre of the park, a large fountain featuring a 12-foot tall granite plinth describing the actions of the argent riders features an elaborate mechanical trapdoor in the fountain basin that opens into a spiral staircase. This concealed entrance leads to the Underhollow, headquarters of the Wolfsbane Hollow thieves' guild. The trapdoor mechanism is designed to only be opened from below, preventing accidental triggering. However, the mechanism inside the fountain can be discovered with a DC 30 Perception check, and a DC 30 Disable Device check can force the exposed mechanism to open. Doing so prevents the fountain from properly draining before opening and sends a deluge of water down the revealed staircase, partially flooding the chamber below.

3: BITS & PIECES

Owned and operated by Ajenko Laoris (NE male human rogue 2) and his three sons, Bits & Pieces is the largest general store and trading post in Wolfsbane Hollow. The basement of Bits & Pieces is run by the town's thieves' guild and is used as a front to produce and ship poisons and other contraband, smuggled inside crates of seemingly legitimate wares from the business above.

4: BROSLEF ESTATES

One of the oldest still-standing residences in Wolfsbane Hollow, this sprawling stone manor house and its surrounding land is owned by the Broslef family. The Broslefs, currently led by its matriarch Karissa Broslef (N female old human aristocrat 2), own the majority of the lumber operations in Wolfsbane Hollow. Yet in spite of this perceived wealth the family are beholden to the thieves' guild due to a generations-old loan debt incurred by Karissa's great-grandfather Weirus. Karissa has been selling off her family's possessions piece by piece in an attempt to pay back the debt, which has turned the once beautiful estate into a shell of its former glory. The grounds of the Broslef estate are unkempt and untended, while the interior of the manor is sparse of furnishings, with what is still present shrouded in dust covers. Karissa spends most of her days worrying away in her study, pouring over ledgers and accounting documents or painting in her attic studio.

Tragically, Karissa suffers from crippling depression and paranoid delusions. She believes one of her latest paintings, entitled "the smoking jaw," speaks to her. The painting, which is as of yet unfinished, depicts a human skull grasped and pulled at by dozens of sooty hands, exhaling a breath of ash. While Karissa has not openly expressed this belief this to anyone, she has spent more and more of her time trying to communicate with the fiendish entity depicted in the unfinished painting. Karissa believes this entity is a devil with power enough to restore her family's power and status. Whether there is an actual fiendish presence within "the smoking jaw" or not remains to be seen, nor does Karissa know what will happen if she finishes the macabre piece of art.

5: CHURCH OF AETHER

The sole remaining religious institution in Wolfsbane Hollow is a large, wooden lodge situated near the city's east gate. The Church of Aether was constructed 84 years ago when Wolfsbane Hollow was still under Arvollar rule. A sect of Aetherite monks were appointed stewardship of the dead in the town and have selectively trained members of the faith in order to maintain a clergy of roughly eight to ten monks at any given time. The church is currently presided over by Speaker Jura Weisslen (N male old human oracle [bones] 2). The Aetherite monks stay out of town business and diligently focus on their service to the death of Wolfsbane Hollow.

6: COLDWATER MILL

The Coldwater Mill is the largest sawmill in Wolfsbane Hollow and property of the Coldwater Lumber Consortium, owned by the Broslef family. The Wolfsbane Hollow thieves' guild uses the mill as a storage space for smuggled goods and many of the workers employed here are guild members. Dannor Claig (NE human afflicted werewolf fighter 2), is one of Avud Kreslik's chief operatives and is in charge of daily operations.

7: HORDE GATE

The east gate of Wolfsbane Hollow, named the Hordegate for its facing towards the eastern hordelands, is closed to traffic year round. The gate and its road were originally constructed prior to the Arvollar war with the orc hordes, when construction of a bridge to span the Greatshadow Gorge was still planned.

8: HOUSE OF DUST

An ossuary featuring the bones of roughly 1,100 humans located below the Church of Aether is largely unknown to the town populace. Built and filled before the establishment of a cemetery, the ossuary contains the skeletal remains of most of Wolfsbane Hollow's original settlers and founders, dutifully cared for by Aetherite monks called dust talkers. Among the bones

BARRAS LONEHAMMER	CR 3 (XP 800)
<i>Soot stains this muscular dwarf's arms and chest.</i>	
Male dwarf expert 3/fighter 2 LG Medium humanoid (dwarf)	
Init +4; Senses darkvision 60 ft.; Perception +8 (+10 vs. unusual stonework), Sense Motive +8	
Speed 20 ft.; ACP -1; Acrobatics -1 (-5 jumping)	
AC 15, touch 10, flat-footed 15; CMD 17 (21 vs. bull rush or trip); +4 dodge vs. giants (+5 armour [+1 chain shirt])	
Fort +5 (+7 vs. poison), Ref +5, Will +7 (+8 vs. fear); +2 vs. spells and spell-like abilities	
hp 31 (5 HD)	
Space 5 ft.; Base Atk +4; CMB +7	
Melee heavy pick (Power Attack [-2/+6]) +8 (1d6+4/x4), or Melee warhammer (Power Attack [-2/+6]) +8 (1d8+4/x3)	
Atk Options +1 attack vs. orcs and goblinoids	
Combat Gear potions of <i>cure light wounds</i> (2)	
Abilities Str 16, Dex 10, Con 10, Int 14, Wis 15, Cha 10	
SQ weapon familiarity (dwarf)	
Feats Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (heavy pick, warhammer) ^B	
Skills as above plus Appraise +10 (+12 vs. metal or stone), Disable Device +5, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Profession (miner) +10, Survival +8	
Languages Common, Dwarven	
Gear as above plus <i>cloak of protection</i> +1, pouch with 29 gp worth of mixed coins	

cared for by the dust talkers is the charred, headless skeleton of Alduir Weyrud—known only to the monks as the Redclaw Reaper. The monks find the display of his skull at the Foxhound distasteful and disrespectful, but all requests for the establishment to turn over the skull have been ignored.

9: LONEHAMMER MINING COMPANY

This squat, brick building proudly displays a hammered bronze single for the Lonehammer Mining Company above its front door. Owned by Barras Lonehammer (LG male dwarf expert 3/fighter 2), the Lonehammer Mining Company operates all of the mines in the Wolfsbane Hollow region. Barras is a long-time resident of Wolfsbane Hollow, having moved to the region 59 years ago where he began working as a miner until he was able to strike out on his own as a panhandler. Through hard work and determination, Barras made a small fortune and eventually purchased his own mining operation. Over the span of several decades, he bought out all of his competition. Inevitably, various rumours about his fabulous wealth—and their secure hiding place—circulate throughout the community. Various folk have broken into his building over the years, but no one has yet emerged with his wealth.

In spite of being a fixture of the community, the locals know little of Barras' past. While dwarven, Barras shares no ethnic similarities with local dwarf clans and has an obviously foreign accent that is reminiscent of those heard in cities bordering the remote, southern deserts. Those who have worked with Barras believe he is a retired soldier, though some locals gossip he is a deserter rather than a retired veteran. Without doubt, he is a skilled warrior and has beaten into unconsciousness several would-be thieves.

Barras' strong moral compass has put him at odds with the thieves' guild on several occasions, yet he has managed to resist their influence. However Barras is not a fool and he has never acted openly against the well-connected organization. However, if an opportunity arose that would allow Barras to deal considerable damage to the guild, he would gladly take the opportunity.

10: LONELY ROAD LIVERY

Run by the handler's guild, the Lonely Road Livery is a sprawling, public stables where horses and other beasts of burden are tended and housed. Staffed by professional animal handlers who raise, tame and breed mounts and other domesticated animals, the livery is often crawling with cats, dogs and other small animals. Iosef Pallin (N human expert 2) is the head of the handler's guild and runs the day-to-day affairs of the livery. Iosef is always looking to acquire new and unique animals to breed at the livery and is willing to pay handsome sums for exotic fauna.

11: NETTER'S SHACK

Nedrick Jost (CN male old human rogue 3)—better known to locals simply as “Netter”—is the town drunkard by reputation and fisherman by trade. In his youth, Jost was a highwayman who robbed travellers on the road between the border of Arvallis and Wolfsbane Hollow. However, when Nedrick underestimated the tenacity and swordsmanship of a traveller, his banditry was cut short at the expense of losing a hand. Nedrick gradually slipped into depression and drunkenness after settling in Wolfsbane Hollow as a vagrant decades ago, though he now manages to eke out an existence fishing in the warmer months and panhandling during the winter.

Jost's seemingly humble presence masks a much more significant facet of his life—Jost knows the Red Reaper was not the last of the werewolves. On the night the Red Reaper was cornered in the temple of Ignis, Jost was hiding beneath a pew in the cathedral's main hall, trying to sleep. When the crazed lycanthrope burst into the cathedral to hide, Jost overheard his mad rambling about the beast who turned him into a werewolf. When the beast was distracted by the approaching mob, Jost managed to scramble out through a back door in the rectory before the mob surrounded the cathedral and barred the exits. The truth of what happened that night has haunted Jost, but he feels no one in the town would believe him, and every year that has passed since that fateful day makes it less and less likely anyone will ever believe his tale. Were Avud Kreslik ever to become aware of Jost's knowledge, the old fisherman would become a target of the guildmaster's wrath.

12: ROSTAR'S FORGE

Sweltering heat emanates from the twin foundries in this outdoor forge, while a black iron shingle hanging streetside displays the business' name beneath the symbol of two crossed hammers. Rostar's forge has stood since the earliest days of Wolfsbane Hollow, founded by the dwarven smith Rostar Silverhand. While Rostar passed away 33 years ago, the forge still holds his name. Today Selia Luszvasik (NG female human [Valyn] fighter 2) and her brother Maiard Luszvasik (CG male human [Valyn] fighter 2) work the forge. Both Selia and Maiard are of Valyn ethnicity and originally came to Wolfsbane Hollow with a caravan nine years ago. The two, both aspiring blacksmiths and skilled warriors, became fast friends with the elderly owner Olas Blackwell. When it came time for the Valyn caravan to leave, Selia and Maiard stayed behind at Olas' request and took up day-to-day operations of the forge. When Olas passed away two years ago he bequeathed them the forge.

13: RUINED CATHEDRAL

Fire-blackened stone overgrown with vegetation is all that remains of the once majestic Cathedral of Ignis. Burned to the ground decades ago during the hunt for the Red Reaper, this vacant cellar-hole is avoided by most residents of Wolfsbane Hollow. Little remains of the original construction with fire damage and the elements having caused most of the ruins to collapse in on itself.

The ruins of this cathedral hold a dark secret in its fire-blackened stone. In the collapsed basement of the cathedral, the tortured spirit of Alduir Weyrud, the man wrongly murdered for the crimes of Avud Kreslik, still lingers. The haunt present in this basement is a mad, wrathful thing unable to fully coalesce into a true spirit due to the desecration of Alduir's remains. Were Alduir's remains recovered (his skeleton is kept by the monks at the Church of Aether, while his skull is mounted at the Foxhound) the haunt could be suppressed. However, if Alduir's remains were brought together on the night of a full moon his spirit would be able to manifest in the form of a vengeful ghost, bound to the ruined cathedral. Should this wild and tempestuous spirit be subdued and the man behind the wolf allowed to speak, Alduir Weyrud's ghost could potentially undo all of Kreslik's hard work.

14: RUSTFORD FARMS

Several large farms cover the rolling hills south and west of Wolfsbane Hollow. These farms are all owned by the Rustford family, presently headed by the family patriarch Jasvel Rustford (LN male middle-aged human expert 2). The Rustfords have lived in Wolfsbane Hollow since before the town had its name and have grown to become an influential and powerful family owning the majority of all arable land around Wolfsbane Hollow.

15: SUNSPEAR ARMOURY

This small river-stone lodge has a roof of hammered bronze plates. An inset bronze plaque above the door marks the establishment as the Sunspears Armoury and is owned and operated by a sole proprietor, Meria Halls (LG female venerable human cleric [Ignis] 3). Meria is the sole survivor of the town's Ignan faith and was among the many young soldiers withdrawn from Wolfsbane Hollow by the Kingdom of Arvallis during the hordelands war. When Meria returned from the war decades later the cathedral of Ignis was burned to the ground and the remaining members of her faith long dead. Out of a sense of obligation to the town and guilt over being absent during her faith's hour of need, Meria settled in Wolfsbane Hollow and opened an armoury trading in fine weapons and armaments. Many of the weapons and armour for sale come from Rostar's Forge, while others are pieces purchased in annual trade meets when barges come up river from the southern lands.

16: TAMM MANOR

Overlooking much of Wolfsbane Hollow from the top of Dead Tree Hill, the manor house of the Tamm family has stood for generations. Mayor Valdur Tamm (NE male old human aristocrat 2) resides here with a large staff of servants. His late wife Elissa is buried in a private cemetery behind the house along with his two children, Cerilla and Kain, both of whom died at birth. Valdur has no heirs and is a man of little love or compassion. He spends most of his days dolefully watching the town from the windows of his study and allowing the thieves' guild to run roughshod over the townspeople. Valdur has no delusions of holding any real power in the town and realizes he is a figurehead in service to the thieves' guild. While deep down Valdur aspires to be loved by his people, he is aware that isn't a likely outcome of his tenure as mayor and is comfortable living out the rest of his days in lonely luxury.

17: THE FOXHOUND

The largest inn and tavern in Wolfsbane Hollow has a storied history—which is obvious to those knowledgeable about architecture. The large post-and-beam structure began as a sawmill during the founding years of the settlement, then after being decommissioned became a hunter's lodge for Wolfsbane Hollow's third mayor. After that mayor's passing during a hunting accident, ownership of the lodge fell to his sons who sold it to the Logrim family who converted the lodge into an alehouse, and later an inn.

Now owned by Paeter Logrim (N male human expert 2), the Foxhound is the premiere place for entertainment in all of Wolfsbane Hollow. The inn features a large central stage in its downstairs alehall where performers regularly play to a packed crowd of locals.

The walls of the Foxhound are hung with many animal pelts and other taxidermied trophies. However, the crowning trophy is the blackened skull of the Red Reaper mounted over the Foxhound's great hearth on a wooden plaque. The macabre display is made especially grim by the fact that the lycanthrope's skull looks perfectly human due to the transition from werewolf to human form at death.

- **Food & Drink** meal 5 sp, ale 1 sp, wine (pitcher) 1 gp.
- **Accommodation** A standard room costs 2 gp a night.

18: THE PICK AND PYRITE

Also known as the "Fool's Gold Tavern," the Pick and Pyrite is a favoured alehouse of miners in Wolfsbane Hollow. Situated on the river, this modest bar serves cheap alcohol and meals for a fair price.

The bar is owned by Norvus Olenstadt (N male human expert 1) and was originally called the Pick and Pail, but after Norvus believed he'd struck it rich during a panhandling expedition, but only discovered a haul of fool's gold (iron pyrite), the locals gave the establishment a new name that—much to Norvus' chagrin—stuck.

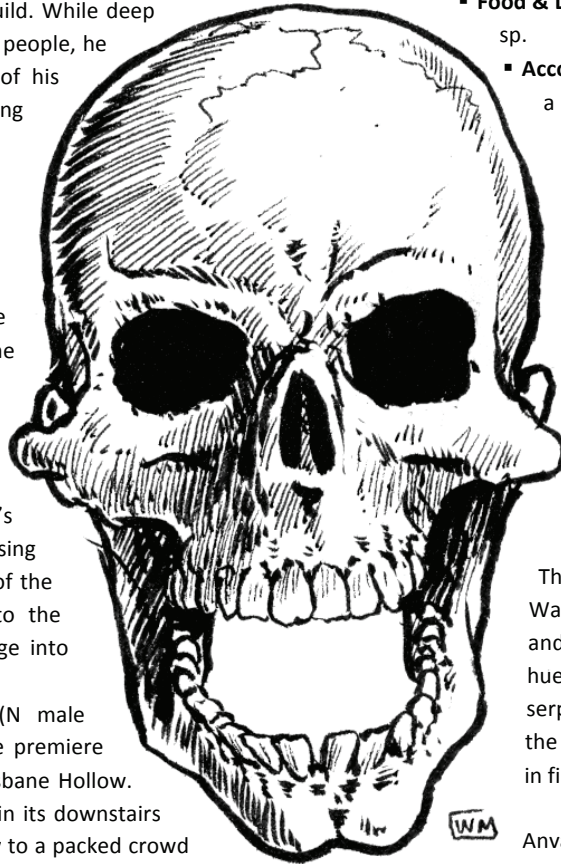
- **Food & Drink** meal 3 sp, ale 4 cp, wine (pitcher) 2 sp.
- **Accommodation** A standard room costs 5 sp a night.

The tavern is a loud, rowdy place. Often busy at night, it is packed with hard men intent on drinking as much as possible before closing time. Surprisingly, fights—or at least serious fights—are rare; most of the miners know each other and must trust their lives to each other in very dangerous and difficult circumstances.

19: THE SERPENT'S PATH

This circular wooden building just inside Wayward Gate is painted a rich lavender and decorated in vibrant banners of sunset hue. A wooden sign depicts a pair of serpents coiled in an elaborate knot, with the name the Serpent's Path written above in fine calligraphy.

Here, the Valyn wanderer Resheda Anvaskin (LN female old human [Valyn] witch 3) runs a modest fortune-telling operation. Resheda performs palmistry, card reading and divinations for a price. The locals (correctly) believe Resheda is a witch and both respectfully (and fearfully) keep their distance and do their best not to cross her. All that said, they have likewise come to respect and fear her ability to divine future events, and come to her in times of need. For her part, Resheda is content with her lot and does little to deter the townfolks' wild theories about the various animals living at her home.



20: THE UNDERHOLLOW

When Wolfsbane Hollow was founded, the settlers coming to the region could not possibly know the significance of the site. The presence of ancient stone architecture dating back to the lost giant empire of Isgiltur was little more than a curiosity. In truth, the marshy lands that became Wolfsbane Hollow sat atop one of the cornerstones of Isgiltur's far-reaching empire: Nathrovaskur. This sprawling, giant fortress sat at the southern end of a great fortified wall known as the Hjalward. Whatever calamity destroyed the empire of Isgiltur likewise destroyed the Augan and the fortress Nathrovaskur. The entire fortification sank into the ground and was swallowed by swampland and rivers, largely submerged for thousands of years. The highest spires of Nathrovaskur once poked out from the hilltops but were long ago disassembled or destroyed by Arvolla architects building Wolfsbane Hollow.

The founder of the Wolfsbane Hollow thieves' guild, a grave-digger by the name of Pethris Thans, discovered an entrance to Nathrovaskur while breaking ground for the Wolfsbane Hollow Cemetery. Pethris kept the discovery a secret and for years spent his evening hours spelunking in the cavernous ruins of the fortress, clearing chambers of subterranean monsters with the help of a close group of friends and plundering riches lost for millennia. Eventually the cleared chambers of Nathrovaskur became known as Underhollow and the expeditionary group became the Wolfsbane Hollow thieves' guild, with Pethris as its leader. Over time leadership has changed hands, most notably now to the werewolf Avud Kreslik (LE male human natural werewolf rogue 7) who discovered ancient arcane secrets deep

GUILD THIEF CR 1 (XP 400)

This man has greasy black hair and acne.

Human rogue 2

NE Medium humanoid (human)

Init +2; **Senses** Perception +8 (+9 vs. traps), Sense Motive +3

Speed 35 ft.; **ACP** 0; **Acrobatics** +7, **Climb** +6, **Escape Artist** +7, **Stealth** +7 (fast stealth)

AC 15, touch 12, flat-footed 13; **CMD** 14

(+3 armour [mwk studded leather], +2 Dex)

Fort +2, **Ref** +5 (evasion), **Will** +1

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee short sword +2 (1d6+1/19-20)

Atk Options sneak attack (+1d6)

Combat Gear *potion of invisibility*, *potion of cure light wounds*

Abilities Str 12, Dex 15, Con 14, Int 12, Wis 10, Cha 8

SQ rogue talent (fast stealth), trapfinding (+1)

Feats Alertness^B, Fleet

Skills as above plus **Appraise** +6, **Bluff** +4, **Disable Device** +10, **Knowledge (local)** +6, **Sleight of Hand** +8

Languages Common, Goblin

Gear as above plus belt pouch, masterwork thieves' tools, 17 sp, 3 gp

within the ruins of Nathrovaskur's unexplored chambers that led him to his mastery of lycanthropy.

While the thieves' guild operates from the cleared portions of this massive, subterranean complex only a fragment of Nathrovaskur has been explored. Many chambers and passages were sealed by Pethris' original team and have remained

AVUD KRESLIK CR 7 (XP 3,200)

Slender and strong this man dresses in rich clothes.

Male middle-aged human natural werewolf rogue 7

LE Medium humanoid (human, shapechanger)

Init +6; **Senses** Perception +10 (+13 vs. traps), Sense Motive +10

Speed 30 ft.; **ACP** 0; **Acrobatics** +12, **Escape Artist** +12, **Stealth** +12

AC 19, touch 13, flat-footed 16; **CMD** 20; trap sense (+2), uncanny dodge

(+5 armour [+1 *mithral shirt*], +1 deflection, +2 Dex, +1 dodge [Dodge])

Fort +5, **Ref** +8 (+10 vs. traps; evasion), **Will** +5

hp 42 (7 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +7

Melee +1 *rapier* (Power Attack [-2/+4]) +9 (1d6+4/18-20)

Atk Options sneak attack (+4d6; +4 bleed)

Special Actions change shape (move action; human, hybrid, and wolf; *polymorph*)

Combat Gear *potion of bull's strength*

Abilities Str 15, Dex 14, Con 9, Int 13, Wis 11, Cha 13

SQ lycanthropic empathy (wolves and dire wolves), rogue talent (bleeding attack, combat training, weapon training), trapfinding (+3)

Feats Dodge, Great Fortitude, Improved Initiative^B, Iron Will, Power Attack, Toughness, Weapon Focus (*rapier*)^B

Skills as above plus **Appraise** +11, **Bluff** +11, **Diplomacy** +11, **Intimidate** +11, **Knowledge (local)** +11

Languages Common, Dwarven

Gear as above plus *cloak of protection* +1, *ring of protection* +1, pouch with 79 gp worth of mixed coins and gems

In hybrid form, Avud gains the following abilities/changes:

Senses low-light vision, scent

AC 23, flat-footed 20; **CMD** 22

(+5 armour [+1 *mithral shirt*], +1 deflection, +2 Dex, +1 dodge [Dodge], +4 natural)

Fort +8

hp 70 (7 HD); **DR** silver/10

CMB +8

Melee +1 *rapier* (Power Attack [-2/+4]) +10 (1d6+5/18-20) and bite (Power Attack [-2/+4]) +4 (1d6+2 plus curse of lycanthropy and trip)

Curse of Lycanthropy (Su) Avud's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (DC 15 Fortitude negates). If the victim's size is not within one size category of Avud's, this ability has no effect.

Abilities Str 17, Con 16

untouched for generations. Avud believes that even greater, forgotten power of the Isgiltur Empire lies hidden away in the ruins of Nathrovaskur, but is cautious about who he sends into these chambers and how much they are told. Avud believes the deepest levels of Nathrovaskur may hold threats even he is incapable of dealing with and has heard dreadful chanting in the tongue of giants emanating from lightless crevasses.

In the sealed upper portions of the Underhollow, the thieves' guild operates like a well-oiled machine. Dozens of spacious rooms accommodate the guild's members and their treasures, while lower chambers serve as kennels for Avud's werewolf servants during times of uncontrollable change during the full moon.

2 1: VURDFELL GATE

The north gate of Wolfsbane Hollow is named for the local mountain range, the Vurdfell Spine. This massive wooden gate sees traffic throughout much of the day as miners come and go from operations in the surrounding foothills. In the last five years this gate has seen increased traffic from traders and panhandlers going to and from the remote settlement of Hjalward (named for the great wall that once divided the mountain range) in the north.

NERISSA SHIELENDH	CR 6 (XP 2,400)
<i>This tall, slender elven woman is impeccably dressed.</i>	
Female elf rogue 7	
LE Medium humanoid (elf)	
Init +8; Senses low-light vision; Perception +12 (+15 vs. traps), Sense Motive +10	
Speed 30 ft.; ACP 0; Stealth +12	
AC 20, touch 15, flat-footed 15; CMD 21; trap sense (+2), uncanny dodge	
(+5 armour [+1 <i>mithril shirt</i>], +4 Dex, +1 dodge [Dodge])	
Fort +3, Ref +8 (evasion, trap sense +2), Will +5; +2 vs. enchantment spells and effects	
Immune <i>sleep</i>	
hp 49 (7 HD)	
Space 5 ft.; Base Atk +5; CMB +6	
Melee +1 <i>rapier</i> +11 (1d6+2/18-20)	
Atk Options sneak attack (+4d6; slow reactions)	
Combat Gear arrows (20), <i>potion of bull's strength</i> and <i>disguise self</i> (4)	
Abilities Str 13, Dex 18, Con 10, Int 10, Wis 10, Cha 14	
SQ elven magic, rogue talent (combat training, slow reactions, weapon training), trapfinding (+3), weapon familiarity (elf)	
Feats Dodge, Improved Initiative ^B , Iron Will, Toughness, Weapon Focus (rapier) ^B , Weapon Finesse	
Skills as above plus Bluff +12, Diplomacy +12, Disable Device +17, Disguise +12, Knowledge (local) +10	
Languages Common, Elven	
Gear as above plus <i>cloak of protection</i> +1, pouch with 78 gp worth of mixed coins and gems	

2 2: WAYWARD ENTERPRISES

A relatively new construction, Wayward Enterprises is a foreign trade organization run out of a two-storey timber lodge. Run by entrepreneur Kodas Thonnar (CG male dwarf ranger 3), Wayward Enterprises seeks to build trade relations with distant kingdoms and foreign lands.

While based out of the city-state of Arvallis, Kodas has come to Wolfsbane Hollow with the hopes of re-starting construction on a massive bridge designed by the Kingdom of Arvallis centuries ago to span the Greatshadow Gorge. Kodas sees this bridge as an opportunity to unite the eastern lands and bring trade from untouched markets to the west.

However, Kodas greatly underestimates the threat the nearby orc hordes present and their influence on his work. Kodas' chief advisor, Nerissa Shielendh (LE female elf rogue 7) is an agent of the orc hordelands. Nerissa came to Kodas a decade ago with knowledge of the bridge Arvallis originally intended to build and has subtly influenced all of Kodas' business decisions in order to get the bridge built. Nerissa's sole desire is to have the bridge constructed which will allow for her masters in the east to march an army across the Greatshadow Gorge and reignite the flames of war.

Kodas' desire to build this bridge has drawn attention from the thieves' guild, as Avud Kreslik sees too much foreign attention as a risk to his operation, let alone the danger that could be posed by opening a through-way to the hordelands. Kodas is trying to rally support from the locals to get the bridge built and is underplaying the orc threat, implying the war decades ago cost both sides tremendously and neither has the will to wage war again. So far this proposal has been met with tepid interest.

2 3: WAYWARD GATE

Wolfsbane Hollow's west gate is its primary source of traffic. This gate leads to the Arvollar countryside and the city-state of Arvallis, a hub of civilization in the west. Traders, travellers and merchants flow through this gate during the height of summer, though traffic is noticeably thinner in autumn months and practically non-existent during the harsh winters.

A dozen or so members of the Watch (LN male human warrior 2) man this gate at all times. Inevitably, some are in the pocket of the thieves' guild and all report to Tolun Moralli (location 26) the arrival of any particularly rich or obviously skilled travellers such as adventurers. Tolun is well aware such folk have a greater than average chance of uncovering the presence of the werewolves in Wolfsbane Hollow. He monitors such folk accordingly.

The gate is closed at dusk, and does not open again until dawn. Those with coin, however, can still come and go—the Watch are poorly paid and many are happy to accept small bribes.

24: WINTERBROOK ORPHANAGE

Founded by a religious order called the Merciful Sisters of the Dawn—a sect of the Ignan faith—the Winterbrook Orphanage has stood for nearly 100 years. After the decimation of the Ignan faith during the inquisition, most of the Merciful Sisters left the orphanage and took the children under their care to Arvallis. The orphanage sat derelict for years following the departure of the Merciful Sisters. But, three years ago the passage of an Ignan pilgrim through Wolfsbane Hollow reignited the spark of inquisition decades old.

Inquisitor Derrah Ramm (LN female human inquisitor 2/rogue 3) passed through Wolfsbane Hollow on her way to the mining town of Hjalward to participate in a hunt for a frost troll rumoured to be plaguing the settlement when she came upon tracks in the muddy road north of the town. Though she recognized them as wolf tracks, Derrah became suspicious due to the distance between their stride and followed them off the road into the nearby forest. It was there that Derrah found the dismembered carcass of a stag. On close examination she discovered the stride and paw size seemed to shift between steps, and she was able to determine that she was seeing the presence of a shapeshifter, likely a werewolf. This revelation sent Derrah back to Arvallis.

In the city-state of Arvallis, Derrah consulted with members of the Ignan faith and had divinations performed to confirm her suspicions that the werewolf threat of Wolfsbane Hollow had indeed returned. Under the guise of the Merciful Sisters, Derrah

returned to Wolfsbane Hollow with nine female inquisitors (each LN female inquisitor 1) to re-open the orphanage. In truth, the inquisitors are quietly surveying Wolfsbane Hollow for signs of a resurgent lycanthropic threat. Derrah is convinced the locals are covering something up, since there have been no reports of werewolf activity since the death of the Red Reaper three decades ago. In spite of this suspicion, she has not yet made any credible connections.

On the surface, the Winterbrook Orphanage is once more in operation. Orphans from Arvallis arrived with Derrah and her inquisitors and local wayward youths were taken in along with them. The ten inquisitors are patiently observing the locals and using the orphans as unknowing spies in the hopes of ferreting out useful rumours or information without drawing undue attention to the orphanage's true nature.

25: WOLFSBANE CEMETERY

Old, mossy headstones dot the rolling hills of the Wolfsbane Cemetery. Tended to by the dust talkers of Aether, the cemetery sees little traffic during any hour of the day. The cemetery's paths are fringed with weeds and many of the older graves are overgrown. Old trees spread their wide boughs in the older parts of the graveyard, creating several shadowy places perfect for discrete assignments or meetings best not carried out in public.

A mausoleum near the city wall dedicated to Pethris Tans contains a secret entrance (DC 30 Perception) into the headquarters of the thieves' guild, the Underhollow (location 20). The entrance is warded with several traps that sound an alarm deep in the headquarters. Thus, those infiltrating the guild this way could be in for a rude surprise.



ORPHAN CR 1/4 (XP 100)

This thin, dirty-faced child wears ripped and torn clothes.

Young human expert 1

CN Medium humanoid (human)

Init +3; **Senses** Perception +7, Sense Motive +0

Speed 30 ft.; Run; **ACP** 0; **Acrobatics** +7 (+11 running jump),
Climb +2, **Escape Artist** +7, **Stealth** +11

AC 14, touch 14, flat-footed 11; **CMD** 10
(+3 Dex, +1 size)

Fort -1, **Ref** +3, **Will** +2

hp 3 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -3

Melee dagger -1 (1d3-2/19-20)

Ranged dagger (range 10 ft.) +4 (1d3-2/19-20)

Combat Gear dagger (2)

Abilities Str 7, Dex 17, Con 8, Int 11, Wis 10, Cha 8

Feats Run^B, Skill Focus (Perception)

Skills as above plus Knowledge (local) +4, Sleight of Hand +5

Languages Common

Gear as above plus belt pouch, 14 cp

26: WOLFSBANE GARRISON

One of the oldest structures in Wolfsbane Hollow, the garrison was constructed by the Kingdom of Arvallis to serve as a military outpost shortly after the founding of Wolfsbane Hollow from the disparate lumber camps that settled the region. A fine example of late Arvollan architecture, the garrison features concrete-plastered stone walls with 30-foot high, square stone towers topped by crenelated battlements. Banners of a style harkening back to the glory days of Arvallis fly from the battlements. The entire garrison is surrounded by a 15-foot wide and 30-foot deep moat with singular access across a drawbridge. The keep inside

TOLUN MORALLI

CR 6 (XP 2,400)

This tall, muscular warrior is obviously no stranger to violence. An aura of barely restrained aggression seems to hang over him like a dark cloud.

Male middle-aged human afflicted werewolf fighter 6
NE Medium humanoid (human, shapechanger)
Init +4; **Senses** Perception +2, Sense Motive +2
Speed 20 ft., base speed 30 ft.; **ACP** -2; Acrobatics -2 (-6 jumping)

AC 17, touch 10, flat-footed 17; **CMD** 19
(+7 armour [+1 breastplate])

Fort +9, **Ref** +5, **Will** +7 (+9 vs. fear)
hp 62 (6 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +9

Melee +1 *greatsword* (Power Attack [-2/+6]) +12/+7 (2d6+8/19-20)

Atk Options Combat Reflexes (Stand Still)

Special Actions change shape (full-round action; human, hybrid, and wolf; *polymorph*)

Combat Gear potion of *bull's strength*

Abilities Str 16, Dex 10, Con 16, Int 8, Wis 15, Cha 10

SQ armour training (1), lycanthropic empathy (wolves and dire wolves), weapon training (heavy blades [+1])

Feats Combat Reflexes, Improved Initiative^B, Iron Will, Lightning Reflexes, Power Attack, Stand Still^B, Weapon Focus (greatsword)^B, Weapon Specialisation (greatsword)

Skills as above plus Intimidate +9

Languages Common

Gear as above plus *cloak of protection* +1, *ring of protection* +1, pouch with 79 gp worth of mixed coins and gems

In hybrid form, Tolun gains the following abilities/changes:

Senses low-light vision, scent

AC 21, touch 10, flat-footed 21; **CMD** 22
(+7 armour [+1 breastplate], +4 natural)

Fort +10, **Ref** +7

hp 68 (6 HD); **DR** silver/5

Base Atk +6; **CMB** +10

Melee +1 *greatsword* (Power Attack [-2/+6]) +13/+8 (2d6+10/19-20) and bite (Power Attack [-2/+4]) +5 (1d6+2 plus trip)

Abilities Str 18, Dex 15, Con 18

of the garrison can hold a compliment of 1,500 men-at-arms, but much of the keep now lies hauntingly empty. Wolfsbane Hollow is a small community and a compliment of roughly 200 guards is sufficient to police the streets and guard the walls.

A grim, but necessary, facet of the garrison is the public gallows set in the centre of the plaza by the garrison's entrance. While the gallows are not commonly used, there is at least one public execution every year; typically for heinous crimes such as murder and the like. More often than not, those hung at the gallows are innocent patsies, taking the blame for the thieves' guild's handiwork. The guild has a tight grip over the army of Wolfsbane Hollow.

The current commander of the garrison, Ethnarches Tollun Moralli (CE male human middle-aged werewolf fighter 6) is bought and paid for by the thieves' guild and is one of Avud Kreslik's lycanthrope subordinates. Tollun has little care for the day-to-day wellbeing of Wolfsbane Hollow, and is instead grossly indulgent thanks to his considerable misbegotten wealth.

Other members of the Wolfsbane Hollow Army see Tollun as ineffectual at best and incompetent at worst. The most vocal detractor to Tollun, Commander Uther Longbarrow (LN male human fighter 7), was ejected from the garrison several years ago and sent to the frozen outpost at Hjalward in the Vurdfell Mountains as punishment. No other members of the army have since spoken up against Tollun's leadership.

WATCHMAN

CR 1/2 (XP 200)

Clad in scale mail this warrior carries shield, sword and club.

Male human warrior 2
LN Medium humanoid (human)

Init +0; **Senses** Perception +0, Sense Motive +0

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping), Ride +0

AC 16, touch 10, flat-footed 16; **CMD** 14
(+5 armour [scale mail], +1 shield [light wooden])

Fort +4, **Ref** +0, **Will** +0

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee longsword +5 (1d8+2/19-20) or

Melee club +5 (1d6+2)

Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Toughness^B, Weapon Focus (longsword)

Skills as above plus Handle Animal +3, Profession (watchman) +4

Languages Common

Gear as above plus belt pouch, 2d6 sp

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