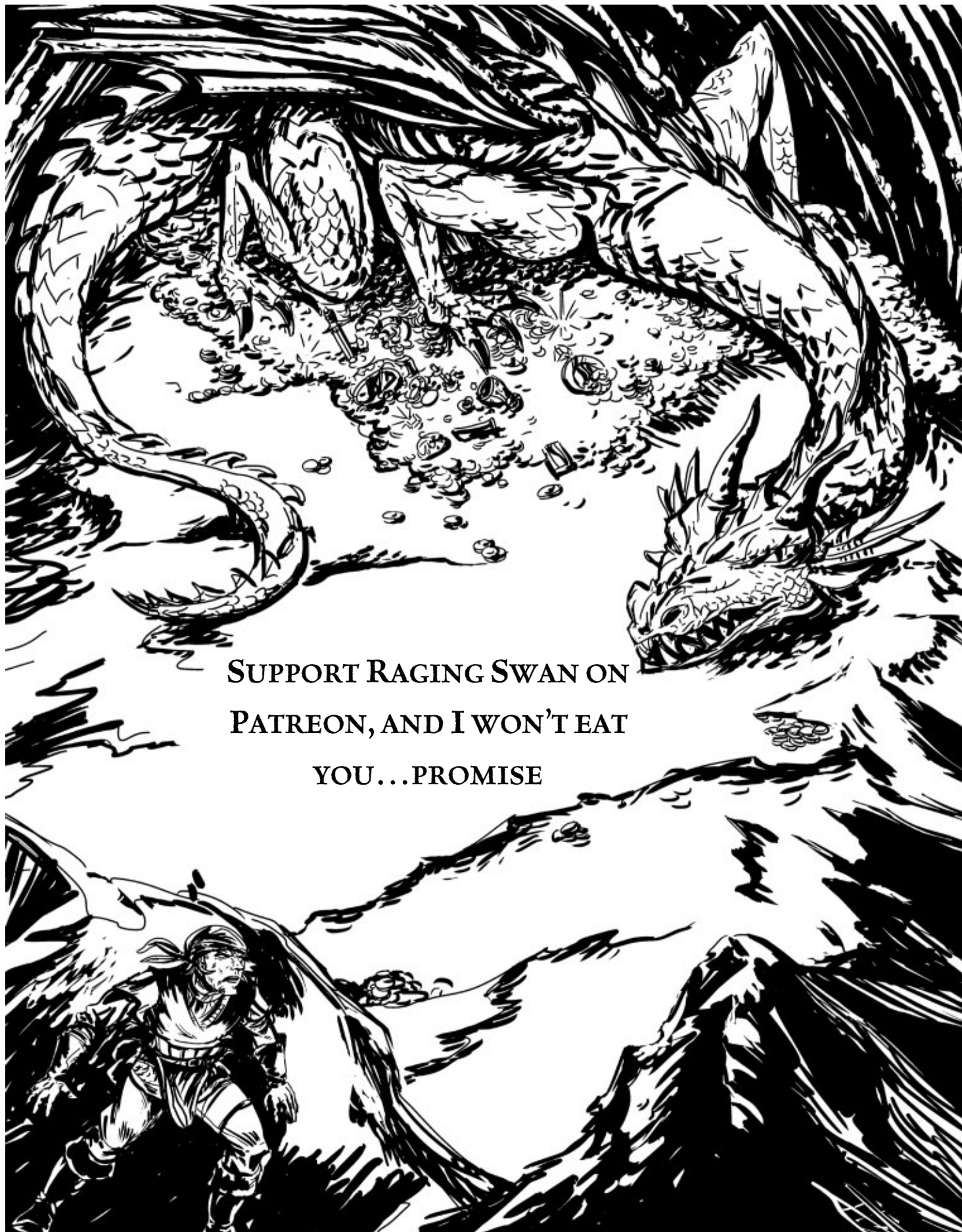


RAGING SWAN PRESS

VILLAGE BACKDROP: TIGLEY





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VILLAGE BACKDROP: TIGLEY

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

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TIGLEY AT A GLANCE

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

But Tigley endured and although it hasn't exactly prospered, it has grown once again, becoming a site of commerce. Now the villagers work the surrounding swamplands and sometimes adventurers use the village as a base from which to explore the surrounding swamp. Goblins live in the nearby woods and occasionally raid the village—although (at least recently) this is a rare event.

DEMOGRAPHICS

Ruler Silas Hinge

Government Autocracy

Population 89 (78 humans, 3 dwarves, 3 elves, 2 half-elves, 1 half-orcs, 2 halflings)

Alignments LN, N, NG

Languages Common, Goblin

Corruption +0; **Crime** -1; **Economy** +1; **Law** +2; **Lore** +1; **Society** +0

Qualities Insular, prosperous

Danger 0; **Disadvantages** None

NOTABLE FOLK

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

Emmon (location 3; LN male venerable human warrior 2) This crotchety white-haired old timer has guarded The Belt for nearly 60 years. Despite his frail look he is a commendable fighter and an expert with his halberd.

Father Isaak (location 7; NG male werebat human cleric 3) This tall, well fed clergyman runs the Foundation. As a collector of taxes and an overseer of all weddings, births and funerals he knows everyone in the village and is well liked.

Gerold (location 9; NG human male commoner 2) This bright eyed, ruddy faced man usually wears an apron covered with sickly sweet sauces and ale.

Hilduin Caldwell (location 8; NE male old human expert 2) This creepy-looking, hook-nosed, grey haired miser runs the Paper Press.

Matron Ella Hinge (location 2; LG female old human commoner 2) This kindly old lady is usually stood at the gates of the orphanage or overlooking the bustling Cliffside below. Married to Silas, she is well loved and respected by all.

Rogar Weaverson (location 10; N male human expert 2) A large, burly man usually accompanied by his cronies. The local bully he is not liked by most of the populace. He is only tolerated for his considerable stone-working skills.

Silas Hinge (location 6; LG male old human expert 2) This stocky overweight bearded man is the mayor. He is always down by his forge or stood on the ledge beside it overlooking the Wash below.

NOTABLE LOCATIONS

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

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

MARKETPLACE

Resources & Industry Bat guano, hemp products (rope, wax, resins, lantern oil, canvas, paper), sugar.

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

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

- **Armour** +1 leather (1, 160 gp)
- **Potions & Oils** *enlarge person* (50 gp), *expeditious retreat* (50 gp)
- **Ring** *feather falling* (2,000 gp)
- **Scroll (Divine)** *aid* (150 gp)
- **Weapon** +1 dagger (2,302 gp)

VILLAGE LORE

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

DC 10: Tigley stands at the edge of a swamp. Decades ago, an earthquake devastated the village, but it has since recovered.

DC 15: Much of Tigley stands on a spire of rock jutting out of the marsh. Vast swarms of bats live in the caves honeycombing the rock.

DC 20: The villagers bury their dead in the nearby lake. This practise attracts undead and other scavengers to the area.

VILLAGERS

Appearance Most of the villagers are lithe and lean.

Dress Most villagers wear hemp canvas shirts, smocks and dresses treated with various natural dyes usually worn with high leather boots. Most leathers are treated skins from the reptiles and snakes living in the swamp. Polished stones and shells are worn as jewellery.

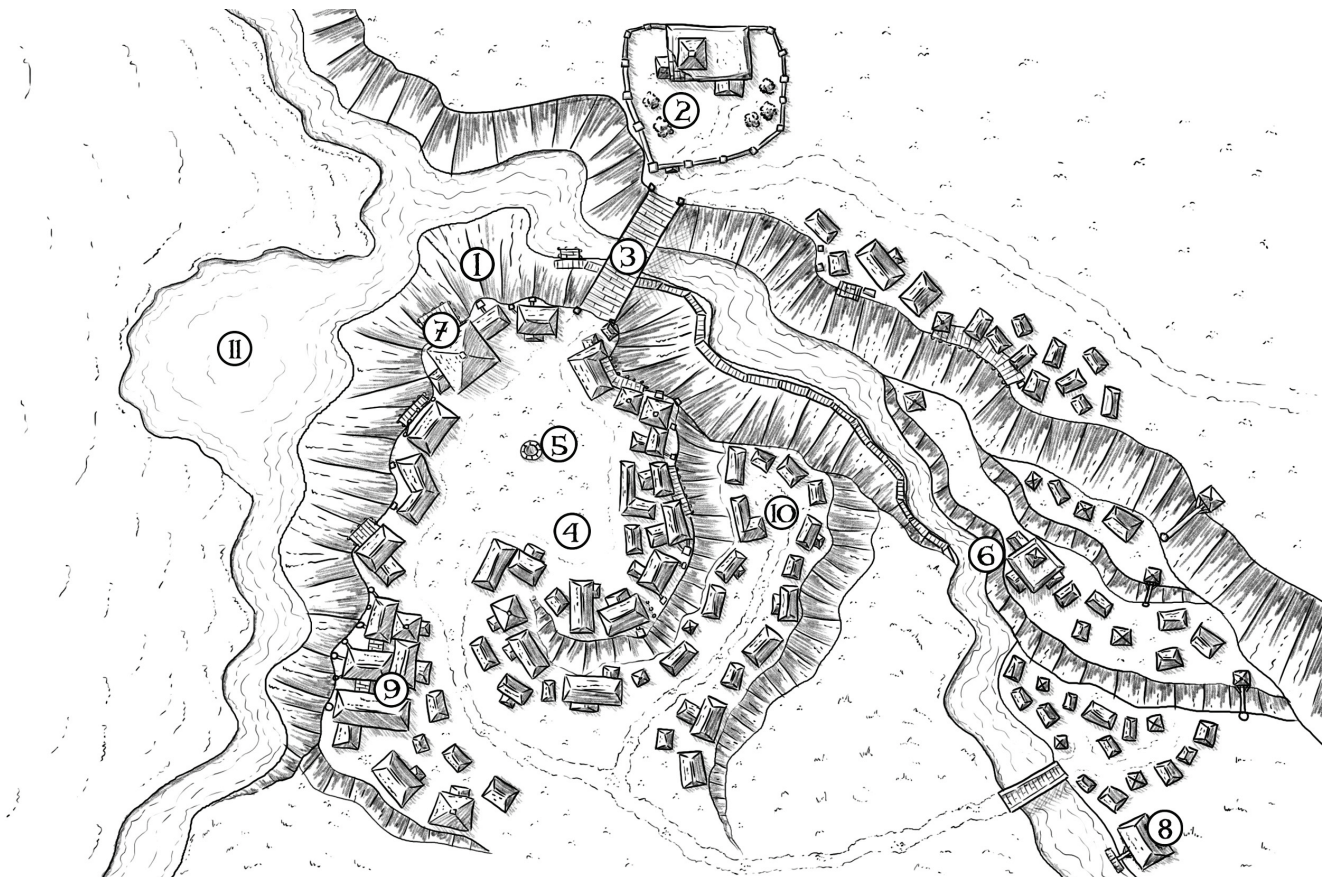
Nomenclature *male* Adalbert, Egfried, Otgar, Waron, Worad; *female* Ada, Berta, Gisela, Rilla; *family* Blois, Gall, Lorsch, Trond

WHISPERS & RUMOURS

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

D6	RUMOUR
1	Goblins have always been a problem in Tigley; they live in the nearby chasms and woods.
2	Some guards on a nearby road destroyed a walking corpse recently.
3*	Morgan, the red haired bouncer at the Crack in the Wall, is in love with the owner.
4*	Silas' son was taken one night during a goblin raid. The resultant stress caused him and Ella to separate.
5	Things have been seen swimming in the Wash in the dead of night. No one knows what they are, but they are fast, quiet and secretive...
6*	Rogar and Hilduin work for a merchant in the city who wants to control of the guano trade.

*False rumour



NOTABLE LOCATIONS

1: THE STACK

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

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

2: STONE'S THROW ORPHANAGE

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

Housing only six children, the orphanage is surprisingly empty. The beloved, but crippled, Matron Ella Hinge (LG female old human commoner 2) has run the orphanage for 15 years. She is married to Silas the Ironmonger (location 6) but spends all her time here only seeing him when he makes the trip to the loading station opposite the gates.

3: THE BELT

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

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

4: THE SQUARE

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

The cobbled street leading to Tigley Bottom and the rest of the village is under repair. Several stonemasons work here, but in reality are doing little actual work. Rogar Weaverson (N male human expert 2; also location 10) is the boss of these workers.

5: THE WELL

Six-foot across and surrounded by a three-foot high wall this waterless well is somewhat of an oddity. Several times a year bats swarm from its depths instead of using their usual exits scattered all over Cliffside and Tigley Bottom. Once their swarming interrupted a village meeting and filled the square with irate bats and villagers alike. Shortly thereafter a decision was made to remove the covering and winch and let the creatures use the shaft as they wish. It is still counted as lucky for people to throw small offerings into the well.

6: CLIFFSIDE

What was once a simple smithy has become a small district. The main building still holds a forge but several storage buildings and ramshackle huts built to house workers now also stand here. Run by Silas Hinge (LG male old human expert 2) here goods are unloaded at the winch station above before being lowered and carried by hand to the village. Outside the large open fronted forge is a hive of activity. During the earthquake, the house didn't sustain much damage but was left by itself on a wide ledge without easy access. Steps were cut into the cliff and plank walkways—bounded by chains and posts to protect against falls—added to enable access to the Wash. Recently Silas employed Rogar to build some walls along the walkways but the two have fallen out over Rogar's bullying ways.

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

7: THE FOUNDATION

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

During the earthquake, the entire graveyard collapsed into the large lake that formed below. (This lake eventually earned the nickname "The Sink"—see location 11 for more information). Due to the lack of land available for burials, it became common for the dead to be wrapped in hemp cloth and lowered into the lake during funerals. This practice is still in use today.

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

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

8: THE PAPER PRESS

Owned by Hilduin Caldwell (NE male old human expert 2), this building is the only completely wooden building in the village. Hilduin was once a wealthy merchant in a nearby city but moved here about ten years ago. Whilst being a slightly creepy looking man with balding hair and a perpetual scowl he isn't anything more sinister—although he may appear so on occasion.

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

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

Hilduin is embroiled in a vociferous dispute with Father Isaak over the tithe he pays to the village. He makes no effort to hide

his dislike for the meddling clergyman. Due to the success of his work he pays a greater amount to the village, something he doesn't think is fair. While he can do very little about this he has convinced Rogar Weaverson to take his time finishing the work. Whilst this has no overall effect on the village it makes him sleep better at night and provides Rogar with enough money for him and his cronies to spend most nights in the Crack in the Wall where they spread malicious rumours about Father Isaak.

9: THE CRACK IN THE WALL

This wattle and daub building is actually several larger shacks linked together by bridges. Originally a guano farmer's house it—and the surrounding properties—have been transformed into a tavern. Gerold (NG male human commoner 2) has spent much gold restoring the buildings and transforming them into a unique tavern. Spanning four floors it has two taprooms—a public one and a smaller one to the rear used as a gambling room—a large kitchen, two large cellars and three double guest rooms. Whilst the guest rooms are little more than glorified huts built onto the roof above the main taproom they are popular among those who succumb to the strong rum served here.

Overlooking Cliffside lie the main taproom, the guest rooms above and a cellar used to store beers and ales. Across the bridge lies the kitchen and the second spirits cellar. Above this are Gerolds' and the waitress' rooms and the gaming room.

The pub serves standard fare with a predominance of fish and small birds from the marshes below. Sticky sweet puddings and meats are also available and most things are served with a thin caramel sauce. The smell of burnt toffee fills the common room. Whilst the food is good and honest it is not very imaginative, something Gerold is interested in changing.

Gerold mans the bar every night and is a good source of information about Tigley and the surrounding area. Unnaturally grey-haired for someone in his forties he has obviously sampled way too many of his own pastries and quickly gets out of breath. Under the main bar he has a barrel full of weapons and equipment from adventurers that couldn't pay their bills and never returned to collect. Chief among these is a *+1 merciful light mace* he uses to "sort out" bar fights. He stands for no nonsense in his tavern and is well aware that Rogar and his cronies are trouble.

Stairs next to the bridge leading to the kitchens access the gaming room. An ex-waitress—Morgan (LN female human fighter 2)—stands guard here most nights. There is very little trouble in the tavern but just in case she has a thunderstone to alert any other staff. Whilst pretty and easy to get on with Morgan is butch and slightly intimidating. She keeps her long red hair tied back in a plait and has no problem using her cudgel on troublemakers. False rumours persist of her and Gerold being a couple. One way to make her angry (and potentially violent) is to pry into her personal business.

10: THE WASH

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

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

The Cliffside of the river is in better repair than the Tigley side because Hinge the Ironmonger spent money on cobbles and small walls around the walkways. Most of the shacks on Cliffside are half-timber and a lot sturdier. Of the fifty-odd people living in Tigley Bottom and the Wash, half are in Hinge's employ and the other half wish they were.

LIFE IN TIGLEY

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

TRADE & INDUSTRY

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

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

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

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

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

11: THE SINK

The Sink is a large, muddy lake lapping gently against the cliffs some 80 feet below the Foundation (location 7). Several dire bats nestle on the overhang just below the building and have so far avoided the villager's attention. Most people stay away from the lake as it now a sacred burial site.

On the far side of the lake, the ruins of several submerged buildings can be seen during hot summer months. These are the remains of an old farmstead destroyed during the earthquake and resultant floods. Two lacedons lurk in the buildings' flooded cellars and feed off whatever waste they find—and occasionally a (tasty) dead villager buried in the lake.

LAW & ORDER

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

EVENTS

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

D6	EVENT
1	Several goblins are seen spying on Tigley from the other side of the lake. Goblin and boar tracks lead off towards Dudney Chasm.
2	A villager goes missing while fishing on the far side of the lake. Maybe a light snack for the ghouls there?
3	Villagers discover a shroud-wrapped body on the underside of the Sink. It looks like it has been gnawed upon. They come to the party for help as this discovery cannot bode well for the village.
4	Rogar gets drunk and causes a bar fight which spills out onto the streets. Morgan does her best to deal with this but is outnumbered.
5	A large pack of goblins set fire to a local farmer's barn and make off with several of his sheep. A goblin mounted on a large boar was seen leading them.
6	Two female orcs are seen hurrying through the woods towards Dudney chasm to the north.

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