

Sogailraugh

An Original Cthulhu Dark Ages Setting, by Oscar Rios

A Guide to Sogailraugh

The fictitious village of Sogailraugh is located in mid-western Ireland in an area called Connacht. This village is part of a larger kingdom (*tuath*) called Ui Briuin Ai. Sogailraugh is home to a dozen landed families, four landless renting families, a church and the local lord's home. Eight families have farms, the rest dwell in a small central village and are craftsmen. The largest dwelling in the central village is the home of *ri tuath* Diarmuid and his lady Shauna.

The Farms

The farms of Sogailraugh are large and prosperous, raising a variety of crops such as wheat, barley and turnips as well as livestock such as sheep, pigs and cattle. The farms supply enough food to feed the entire village with plenty left over for the farmers to barter goods from the shops in the village center. Each farm is family owned and run.

1) The o'Baoil (Boyle) Farm

This farm is owned by Conal o'Baoil (38 yrs) who lives here with his wife Ealga (31 yrs), their three sons: Bradan (17 yrs), Kian (15 yrs) & Ioolan (6 yrs) and three daughters: Einin (14 yrs); Grania (10yrs) Meara (8 yrs). They are a hard working family who own the best cattle in the village. Young Einin has a sweetheart, whom she secretly meets with in the Haunted Forest (see "A Ring of Toadstools").

2) The o'Dufaigh (Duffy) Farm

The large and red bearded Alroy (40 yrs) owns this farm, living here with his wife Caera (30 yrs) and his three daughters Clodagh (20), Emer (16 yrs) & Aednat (13 yrs). The family has prosperous fields and o'Dufaigh currently employs two landless young men as farmhands: Cahal (20 yrs) & Ennis (17 yrs). There is obvious attraction between them and the elder two o'Dufaigh daughters but Alroy does not approve.

3) The Mag Aoidh (Magee) Farm

The Mag Aoidh boys, known locally as the fighting Mag Aoidh's, own and run this farm together. The eldest son and owner is Oran (24 yrs), and his brothers are Tomas (21 yrs), Donnacha (18 yrs) & Cillian (11 yrs). All but young Cillian are married, and their three spouses are Niamh (22 yrs - Oran's spouse), her sister Neasa (17 yrs -Tomas's spouse) and Blanaid (16 yrs -Donnacha's spouse). The youngest Mag Aoidhs are Oran's daughter Gormla (8 yrs) & Tomas's son Ailbe (4 yrs). Blanaid is pregnant (4 months) and nervous because her mother died in childbirth.

The brothers have an older sister named Daimhin whom they threw out of their home for attacking Neasa during her pregnancy. Daimhin now lives with the other village outcasts (see hovel 11). The Mag Aoidh boys also have a reputation for starting fights and then apologizing. Most they've fought against later become good friends with Mag Aoidh boys, as they are quick to make amends and don't hold grudges.

4) The o'Griofa (Griffin) Farm

The retired soldier Peadar (48 yrs) lives here with his wife Kelda (36 yrs) and their two sons, their son's wives and two grandchildren. Their eldest son is Falkor (19 yrs), his wife Teagan (15 yrs) and their daughter Kelda the younger (2 yrs). Their younger boy is Fergal (17 yrs), his wife Coleen (16 yrs) and their infant son Sveinn.

Peadar is something of a local hero, serving as a soldier in the east, near the Viking controlled city of Dublin. He returned home with enough spoils to purchase a farm and his wife, who was born in Norway. While originally a war captive, Kelda grew to love her husband. Their boys are tall and have a Norse look to them (Falkor and Svein being named after maternal relatives).

Name: Paedar, retired soldier and local hero

STR	14	CON	13	SIZ	14
INT	12	POW	12	DEX	10
APP	10	EDU	13	SAN	60
HP	14	DB	+1d4		

Weapons: Long Sword (50%, 1d8+DB), Dagger (45%, 1d4+DB).

Armor: Chain Mail (6 points protection).

Skills: Dodge (65%), Fist/Punch (65%), Throw (60%), Listen (50%), Status (50%).

5) The o'Mordha (Moore) Farm

The widow Alanna (36 yrs) is one of the most attractive women in town (APP: 16) despite her age. The reason she has not remarried (her husband died seven years ago) is her trio of large and very protective sons. Her boys are Art (19 yrs), Colm (18 yrs) and Cronan (16 yrs) each skilled with their fists (Siz 16, Fist/Punch: 75%). Colm's wife Ruari (17 yrs) lives there as well, with their two children Regan (F-3 yrs) and Conleth (M-2 yrs).

Conleth o'Mordha is a very ill tempered child, often seen throwing tantrums and hitting (and biting) other children much to the embarrassment of the entire family. Conleth is the youngest of the village's Changelings (See "A Ring of Toadstools").

6) The o'Conghaile (Connolly) Farm

The o'Conghaile brothers own this farm, living here with their families. The elder brother is Glendan (29 yrs), his wife Brona (23 yrs); their sons Eamon (8 yrs) & Ronan (6 yrs). The younger brother is Niall (27 yrs), his wife Maire (17) and their two children Cliona (F-4 yrs), Cormac (M-1 yrs). Brona is fairly pregnant but nowhere near delivery. The brothers are good natured and friendly, their wives both quite lovely. There is a third o'Conghaile brother named Aedan who the family has disowned for reasons unknown. Aedan still lives in town (see hovel #11).

7) The Mag Uidhir (Maguire) Farm

A trio of young brothers runs this farm after their parents died of illness last spring. All three are married, with either a child or one on the way. The eldest is Gaeroid (24 yrs), his wife is Caoilainn (20 yrs) and their son Glendan (6 yrs). The middle brother is Kevan (22), Fianna (18 yrs) his wife and their daughter Fedelma (3 yrs). The youngest son is Ardan (17 yrs) and wife Muiread (14 yrs) who is Caoilainn's younger sister and very heavy (8 months) with child.

8) The Caomhanach (Kavanagh) Farm

The elder but still fit Cabhan (48 yrs) owns this farm, working it with his three sons Lorcan (31 yrs), Daithi (26 yrs) & Seamus (20 yrs). The older two sons are married with a single child each. Lorcan's wife is Aislinn (26 yrs) & his son is Sean (13 yrs) while Daithi's wife is named Brigid (18 yrs) and his daughter, named after his deceased mother, is Kyna (3 yrs). Cabhan's youngest child is his daughter Orlagh, whom the family no longer speaks to (see hovel #10).

Homes

These simple homes are built on land owned by Lord Diarmuid, paying him a modest rent. They are small and their residents un-landed (meaning they do not own their land and therefore have no say in community matters). Each varies in overall condition, layout and upkeep.

9) Old Murtagh's Cottage

Drying pelts, hanging traps and a modest turnip garden surround this one room cottage, the home of Old Murtagh (42 yrs), the local trapper and hunter. He makes his living by selling meat and pelts to local villagers. Most people in town think him a bit odd and "not quite right in the head" because he spends so much time in the "Haunted Woods", whose layout he knows quite well.

Name: Old Murtagh, local hunter & woodsmen

STR	14	CON	11	SIZ	12
INT	11	POW	13	DEX	15
APP	7	EDU	13	SAN	65
HP	12	DB	+1d4		

Weapons: Spear (60%, 1d6+DB), Bow (70%, 1d8), Knife (50%, 1d4+DB).

Armor: Soft leather armor (2 points of protection).

Skills: Natural World (50%), Navigate (60%), Sneak (60%), Spot Hidden (50%), Track (70%)

10) The outcast's shack

This filthy hovel is the home of a motley assortment of villagers who are a burden and blight to the community. If something was vandalized or stolen within 5 miles of Sogailraugh someone living here likely did it. This is because the four people living here are all Changelings (see "A Ring of Toadstools"). They are Aeden O'Conghaile (24 yrs), his wife Orlagh O'Cangaile (once Caomhanagh, 18 yrs), Ultan de Barra (30 yrs) and his wife Daimhin de Barra (once Mag Aoidh, 26 yrs).

Daimhin and Orlagh routinely throw themselves at any man that looks their way. Their husbands know of this and use it as an excuse to blackmail anyone foolish enough to accept or to attack those who refuse. The four are usually dirty; often mean tempered and always looking for an excuse or opportunity to cause trouble.

Changelings (Aeden & Orlagh O'Cangaile and Ultan and Daimhin de Barra).

STR	15 (females 12)	CON	15
SIZ	15 (females 11)		
INT	7	POW	11
		DEX	11
HP	15,13,15, 13	DB	+1d4

Weapons: Fist/Punch (70%, 1d3+db), Club (60%, 1d6+DB).

Armor: 1 point of thick skin and muscular build.

Skills: Hide (60%), Sneak (60%), Listen (60%).

11) The o'Cionga (King) cottage

This is the home of Sogailraugh's poorest family. The house is modest but great efforts have been taken to make it comfortable. A sizable garden is tended to, as are a flock of thin chickens. Smoke can usually be seen rising from the small property, because of the family's trade – making charcoal. The family is lead by Davin (25 yrs), his very pregnant wife Ide (23 yrs), their daughter Mona (9yrs) and their son Derry (7 yrs). The family is hard working but having a hard time of it. Things are about to get much worse for them. Ide's will go into labor at the festival and die in childbirth whole giving birth to a son which Davin names Eirnin (see part one).

12) Mamma Ryanne's Cottage

By far the nicest of all the rented houses in the village, Mamma Ryanne's home is well maintained and quite lovely. The roof is newly thatched and the walkway is paved with smooth river stones, such things being done by grateful villagers. Old Mamma Ryanne (50 yrs) is a midwife, healer, herbalist and part time fortuneteller for the community. Those inside the cottage see various hanging herbs, jars of

poultices and salves. She is well thought of in the community and lives her with her grand daughter Iona (20 yrs), whom she is teaching her craft.

Iona spends most of her time in Lord Diarmuid's home, being hired as a servant and nurse. She travels about in a long cloak, hiding herself from prying eyes. This is because she is quite beautiful (App: 16) and doesn't want the attention or complications that arise from it (especially the wayward eye of other women's husbands).

Name: Ryanne, local healer and fortuneteller					
STR	9	CON	12	SIZ	11
INT	14	POW	15	DEX	13
APP	10	EDU	14	SAN	75
HP	8	DB	- 0		
Weapons: None.					
Armor: none.					
Skills: First Aid (60%), Medicine (60%), Natural World (50%), Potions (70%), Insight (80%).					

Shops

Sogailraugh is prosperous enough to support a few families of craftsmen. These families live in the center of the village, making homes either behind or above their workshops and storefronts. While comfortable, none of these families are wealthy and there is little social division between them and the families who work on area farms.

13) Tanner / The o'Cuilinn (Cullen) Family

A much fouler smell comes from this shop. Hides hang in various stages of tanning behind the shop. Leather and leather goods are sold here. The shop is owned by Canise (25 yrs), a master craftsman who also lives here with his wife Aideen (22yrs) and their son Nollaig (6 yrs). Young Nollaig is already learning his father's craft and claimed to have witnessed "The Wild Hunt" last Oiche Samhian.

14) Bakery / The Meagher (Maher) Family

This finely built house and bakery always smell of rising dough and fresh bread. Everyone in the village either purchases bread here or has their own dough baked in the bakery's ovens. It is owned and run by Cronin (28 yrs), his wife Aoife (28 yrs), their two sons Ailill (12 yrs) & Conla (10 yrs) and daughter Fionnuala (7 yrs). Everyone in the family helps run the bakery.

15) Blacksmith / The de Barra (Barry) Family

The sound of ringing hammers can be heard from dawn until dusk from this stout stone building. The village smithy is owned and run by master smith Faolan (26yrs), a large and powerful (STR: 16, SIZ: 15) man with a gruff manner and stern gaze. Living here with him is his very friendly wife Ashling (22 yrs) and their equally friendly daughter Dearbhal (9 yrs). Many years ago Faolan had a bad falling

out with his older brother Ultan after their father's death. The brothers haven't spoken in many years. Since Faolan has no sons he employs two hard working apprentices named Colum (14 yrs) & Oengus (13 yrs). The shop can produce passable weapons (swords and spear points) but it mainly creates tools, nails and farming implements.

16) Pottery & Weavers / The o'Coileain (Collins) Family

This shop has produced nearly every item of pottery and fine woven item (baskets, hats, etc) in the village. The master potter Finn (30yrs) owns the shop, spending his days over a potters wheel while his equally talented wife, Aine (26 yrs), and sister in law, Enda (24 yrs), work at weaving. The youngest family member is little Coinneach (2 yrs), a daughter who arrived to the couple after they had abandoned hope of every having a child. Rumors attribute the baby's arrival to Mamma Raynne, who left a bowl of milk outside the o'Coileain's door to attract fairies.

Official Buildings

The other two structures in Sogailraugh are its modest church and the residence of its lord, both centers of much activity in the village. Village meetings are held in Lord Diarmuid's hall and Sunday morning will find nearly everyone in the village's church, everyone except the adult changelings that is.

17) The Church

This large stone building was built by the community and is home to Father Ennis, the town's priest (43 yrs). It is large and spacious, able to house nearly everyone in the entire village at once. Father Ennis is a religious man who is also wary of tossing aside many of Sogailraugh's "harmless traditions". He sees little harm in the more ancient parts of the All Hallow's Eve celebrations, claiming the Pope himself has sanctioned these activities. Father Ennis is a literate man, keeping records of births, deaths and important events.

18) Lord Diarmuid's Home

This large building is surrounded by a six-foot stonewall who's single gate is flanked by two wooden towers. The house can serve as a small keep should the town ever come under attack. Ri Tuath Diarmuid (30 yrs) is master of the house, overseeing the administration of Sogailraugh. His lovely wife Lady Shauna (26 yrs, App: 14) lives her along with their infant daughter Noreen (6 weeks). An old married couple Carrig (43 yrs) and his wife Fiona (40 yrs) work as servants for the house while a pair of stout men at arms, Colmeille (20 yrs) and Riordan (21 yrs) protect all its occupants.

Ri Tuath Diarmuid, Lord of Sogailraugh

STR	16	CON	15	SIZ	16
INT	11	POW	12	DEX	10
APP	12	EDU	13	SAN	60
HP	16	DB	+1d4		

Weapons: Frankish Sword (65%, 1d8+1+DB), Spear (60%, 1d8+DB), Dagger (50%, 1d4+DB).

Armor: Chainmail (7points of protection), Iron helmet.

Skills: Insight (80%), Listen (70%), Persuade (50%), Ride (60%), Status (60%)

The Villagers

There are one hundred villagers living in Sogailraugh, thirty-eight men, thirty-two women and thirty children. Children range between newborn until a nearly adult thirteen years. Of these five (two men, two women and a child) are not human but Changelings (See "A Ring of Toadstools").

Surnames

Surnames have been given to each family, allowing keepers to better keep track of NPCs and their family ties. However surnames didn't develop in Ireland until the 11th and 12th centuries, so technically including them is not historically accurate. Keepers are free to remove them at their discretion.

Language

Everyone in town speaks Gaelic with a few (30%) also speaking English. Keepers should keep track of those who are able to speak English, making non-Gaelic speaking visitors require a translator to communicate. Keepers can alter this for simplicity's sake and have everyone in here speak both Gaelic and English.

