



# **MOGANVILLE**

*An adventure setting  
for first and second level characters*

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## MOGANVILLE: General Description (large-scale map, page 9)

The town of Moganville lies amongst a densely forested region 70 miles southwest of the city of Spaught in the world of Ulien. It was founded by Lord Gaennis Mogan in 3105, who constructed this logging village with his wife Astrid and his four daughters: Brianna, Melba, Gwynneth and Fyona. The village of nearly 200 is nestled on the Northeastern and Eastern shore of a small inland lake ("Clear Lake"). The lake itself is ringed by four large hills, named after the four Mogan daughters in order, from the northernmost to southernmost, and are referred to collectively as the "Four Daughters". Alas, only three of the Mogans survive. Husband and wife died of a strange disease (now there are always clerics near the town); daughter Fyona committed suicide (see below). The mayor is the husband of Melba, Sir Richard "Dick" Brackynholm, a practical man who looks after the family interests first, but generally keeps the camps and village running well with the aid of the more skilled denizens. Every-other-month visits from the northern city by wagon occur, mainly to sell and buy goods and to obtain news.

Proceeding from the NE corner of the lake we have the village itself. North of the village along the logging trail one finds a bridge across the small riverlet ("Gem Creek"). Logs are loaded onto the creek and floated along until meeting the White River some 40 miles north. The trail ends at a series of stone huts where a group of dwarves live; they have come to be excellent loggers. There are also a number of fisherman on Clear Lake who make a good living from it. Bandits, however, also have a hideout nearby and use the lake as well.

Proceeding counterclockwise from Moganville, we come to the first of the "four sisters" : Brianna hill. This is untouched by the loggers as it is currently occupied by several families of hobbits (totaling 30). The hobbits do not wish the hill deforested and are currently negotiating with the current mayor to resolve the situation, which has grown tense. This is the last large stand of trees on the East side of Gem Creek other than a kilometer away, eastward. The next "sister" in line is Melba hill. Nearly bare, this hill has a cave complex which houses a single black bear (HD 3+3) in the large cavern at the beginning. No one knows what may lie in the tunnels beyond, but new ones have opened up from the earthquake which has recently shaken the area. The third sister in line is Gwynneth hill. This has a druidical worship area, unoccupied except during the summer solstice when the druids (see below) do their rituals. The last high sister at the southern most tip of Clear Lake is Fyona Hill or Fyona "High Hill" as it is sometimes called. An eagles nest rests atop this most high hill, some 500 feet up. The giant eagle (HD4, 1+3) has a lone chick in its nest. The story goes that Fyona, forbidden to marry her desired lover, threw herself off of the peak. Her lover resides today as the hermit at the end of dwarf row (see village detail).

Still proceeding around the lake counterclockwise we find a large tract of land devoted to farming. Heading northward again, there are two final features. The first is a small hill atop which sits a small monastery with a bell tower. Three clerics run this temple of the God Isis. The druids of the forest (see below) resent this intrusion of a "false" deity so near their settlement (to say nothing of the stripping of the forest). There is also a cemetery kept up by the

clerics as well. This contains the bodies of Lord Mogan, his wife and their daughter Fyona. Some say that Fyona can be seen to walk the cemetery and/or bell tower on the anniversary night of her demise. Unknown to the towns-folk yet, the recent earthquake has opened a sealed tomb within the cemetery and a ghoul prowls the grounds on the darkest of nights. The second feature before returning to the town again is the stockade. This was built in 3128 when the Spaught region was threatened with an invading army of orcs, but was never actually needed. The militia of the town does do an occasional exercise there, but the stockade is not well kept up, much to the displeasure of some in town, such as the ranger.

### *Forest Dwellers*

1. A band of druids (L6, 2xL2, 12xL1, and several forest creatures) has their permanent camp some two kilometers from the village of Moganville. They are miffed at the wood cutting, though a loose agreement does exist between lord Mogan and the elder druid. Others are against any cooperation at all. Indeed, forest creatures are sent regularly to do mischief to the loggers: gut boats, eat grain, dull and/or steal axes, scare cattle and generally make a nuisance of themselves. The druids will side with the hobbits if it comes to covert conflict, but will otherwise do no great harm. Lastly, the druids are also uncomfortable with the Isinian religion beginning to take hold in the village, but will tolerate it as long as they are not interfered with.

2. A large contingent of kobolds (near 200 in number) live in camps of 20-50 each deep in the Western forest behind the hills. Small groups of them typically raid and/or way lay small groups of travelers, especially at night. No one likes kobolds,

including the dwarves, the hobbits, and the druids. The dwarves, by the way, call this forest, "Dunglenning Woods", which means "The woods of our living." Humanoids in the region have followed the dwarven naming scheme.

3. Fair numbers of other forest dwellers can be encountered in the deep woods at least 2-3 kilometers from the village: buckawn, grig and hybsil are common. Most of these are shy folk, and will typically run away rather than fight, but are capable of defending themselves if intruders get too close or too threatening.

4. Rare creatures include a solitary pseudo-dragon ("Pictacclicleigh" as he says it) and (rarely) a brownie.

### Moganville: Large Scale Map

Wandering Monster Lists:  
day 1/20, night 2/20; roll once per 24 hour period

TOWN (roll d20):

1-3 Giant rats (1-3), 4-6 Constables (L1,L1,L2), 7 Thief(1, L1/2), 8 Hermit (Daughter's lover)(1), 9-12 Hobbits/Dwarves (1-3), 13-14 Rowdy loggers (2-4), 15-17 Lady of the evening (1-2), 18 Ranger (1), 19-20 Artisan/game keeper/specialist/shopkeeper

FOREST (roll d20):

1-4 Kobolds (d4+2), 5-12 Buckawn (1-4), 13 Stirge (1), 14-15 Jaguar (1), 16 Pseudo-dragon, 17-18 Hybsil (1-4), 19-20 Wild Boar (1)

HILLS (roll d12):

1 Wolf (1), 2-3 Leopard (1), 4-5 Hobbits (2-3), 6-9 Kobolds (d4+1), 10 Eagle (small, 1), 11-12 Beetle (1)

RIVER/LAKE (roll d6):

1-3 Bandits (boat, 2-4), 4-5 Lizard men (1-3), 6 Bandits+Lizard Men

CEMETERY/RUINS (roll d6):

1-3 Giant Rats (1-4), 4-5 goblins (d4+1), 6 ghoul (1)

SWAMP (roll d6):

1-4 Giant Frog (hd=1, 1-2), 5-6 Kobolds (d4+1)

## Town of Moganville

(see detail map, page 10)

1. Stock yards: Cows, pigs and goats. Water trough, hay bails.

2. Stock yards: Horses, Oxen. Grain storage bins, water well. Giant rock.

3. Crumbled brick house, partial brick wall. While old and abandoned some time ago (Lord Mogan old house), this has suffered recent damage from a mild earthquake which has just shaken the area.

4. General Stores: dry goods, food, leather goods, grains and seeds. Six individuals. The proprietor is a former 2nd level fighter with 15 hp; he keeps a bastard sword under his counter and has an old chainmail shirt he will sell cheaply. Note that all stores and shops are regularly patrolled by three L1 militia who are well armed and armored. The patrollers keep three hour staggered shifts.

5. General Stores: shoe maker, cattle worker, horse trainer; farm implements. Four persons. Female owner with three sons. One has 18(00) strength, but all are zero level at the moment.

6. Leather workers; three persons, all zero level.

7. Iron-monger, blacksmith(x2), wagoner, carpenters(x2), weapon-maker. Ten persons. The head blacksmith is a L3 fighter who has hung up his weapons for quieter enterprises as well. He is proficient in hammer, spear, long-sword and short-bow. His apprentice is zero level. The carpenter's mate has good character statistics and would make a henchman if offered enough incentives.

8. Guild house: artisans, carvers, stonemason; Six persons. Military quarters: Leader F3, 12 persons. The F3 leader, one "Ironhand" Goodwin, is near leveling to 4th and might be persuaded to go on an adventure. His second in command is paladin material, but only L1 with no experience.

9. Seat of Government: records, military headquarters, court, scribes. Scribes may be hired, but at triple the cost as the government need is high and moonlighting is frowned on.

10. Mayor, military lieutenant and families: eight persons, five servants.

11. Clerics quarters: L4,L1,L1. The head Isinian, Coates, was sent by the church in Spaught when the call came out for help with the plague some two decades ago. They have stayed to found a small temple with a following of some 30 persons. The clerics have two healing potions secreted away for an emergency, as well as four jars of holy water.

12. Dwarven Leader: L=3, six persons. Stone houses: 14 persons. The dwarven leader, one Whitebeard, his wife and four children lead a band of dwarves who came down from their traditional Mark Mountains home (hundreds of miles eastward) during the last continental war. They do very well as loggers, but have lost all contact with the mountain dwarves they descended from.

13. Rangers home: L=4; four additional persons, two horses, two dogs. Ranger "Elohwin Roadfinder" lives with four friends, one of which would make a fine magic user if given the right circumstances. Both he and the ranger know how to ride and take care of horses, one of their primary jobs in town. Like

many rangers, Elohwin has had the opportunity to once meet and talk to elves, a great rarity in these times as elves have virtually disappeared from the continent.

Twenty-two unmarked houses + tavern: 76 persons = 50 logger, 16 farmer, 10 fisherman and one hermit. This latter person lives in a hut just east of the dwarven row of stone dwellings. His name is "Taroan B'lim", the contraction meaning "born of Lim". He was once the betrothed of Fyona Mogan, but the union was forbidden by Lord Mogan who did not like Taroan's dabbling in the black arts. Taroan has achieved the lofty level of L3 mage, but will no longer practice his magic unless an apprentice is found - an impossibility he believes. There are 30 hobbits in the hills, 20 dwarves, and 61 others in outlying farm houses and shacks. The hobbits are lead by two heroes: Pilam and Molam, (of the "shortbottom" clan) each of whom is proficient in short bow and sling, as well as short sword. They are both armored with chain, and are L3. Total population 188.

## Encounter/Adventure Ideas

1. Druids are constantly interfering in a light way with the normal operation of village affairs (without endangering anyone's life) hoping to drive the loggers away, or at least slow them down. This is often accomplished indirectly by use of forest dwellers and/or animals. The lord mayor would very much like to know about this. Can the PCs figure out what is happening from the sparse events?

2. Attacks by the kobolds on individuals are becoming more and more common; it has become impossible to travel at night any distance either north or south of the village. Will these encounters affect the PCs? Will full-scale battles erupt out of this? Dwarves will certainly side with the humans, but will the Hobbits? Would they not be happier if the human settlement was driven off?

3. The cave contains a bear (see encounter areas). Suppose the PCs stumble upon it out of curiosity. Suppose the bear decides to take an animal or person one night? How will PCs fare with this encounter?

4. Behind the bears cave, new passages and caverns have been opened up by the recent earth tremors. What lies beyond the bears cave?

5. What lies in the Eagle's nest atop Fyona's High Hill? Her amulet (locket) with her lovers picture is there in the nest, picked up by the eagle. It has a certain gold piece value (see 6 though) and may be magical.

6. The ghost of Fyona indeed haunts the cemetery/temple area, searching for her locket containing her lovers picture. Her spirit cannot rest without this prized item,

but she cannot find it. If encountered (100% chance on the date of her suicide) her reaction will depend on the PCs, whether they are threatening or not, or helpful or not. She will not turn her aging powers on until she scopes them out. Can they somehow find out her needs? Can they help her by restoring her amulet - or will they keep it themselves? How to get it away from the mighty giant eagle?

7. Bandits patrol the lake and will ambush anyone getting close to them or their hideout (a cabin near the edge of the marsh where their boats are hidden). They are searching for a rumored treasure sunken at the bottom of Clear Lake: possibly, a thieves haul of over 2000 sp. But it may be at the bottom of the lake some 50 feet or more down, even if they can locate it. Can the PCs deal with these folk? Can they locate the treasure and bring it up?

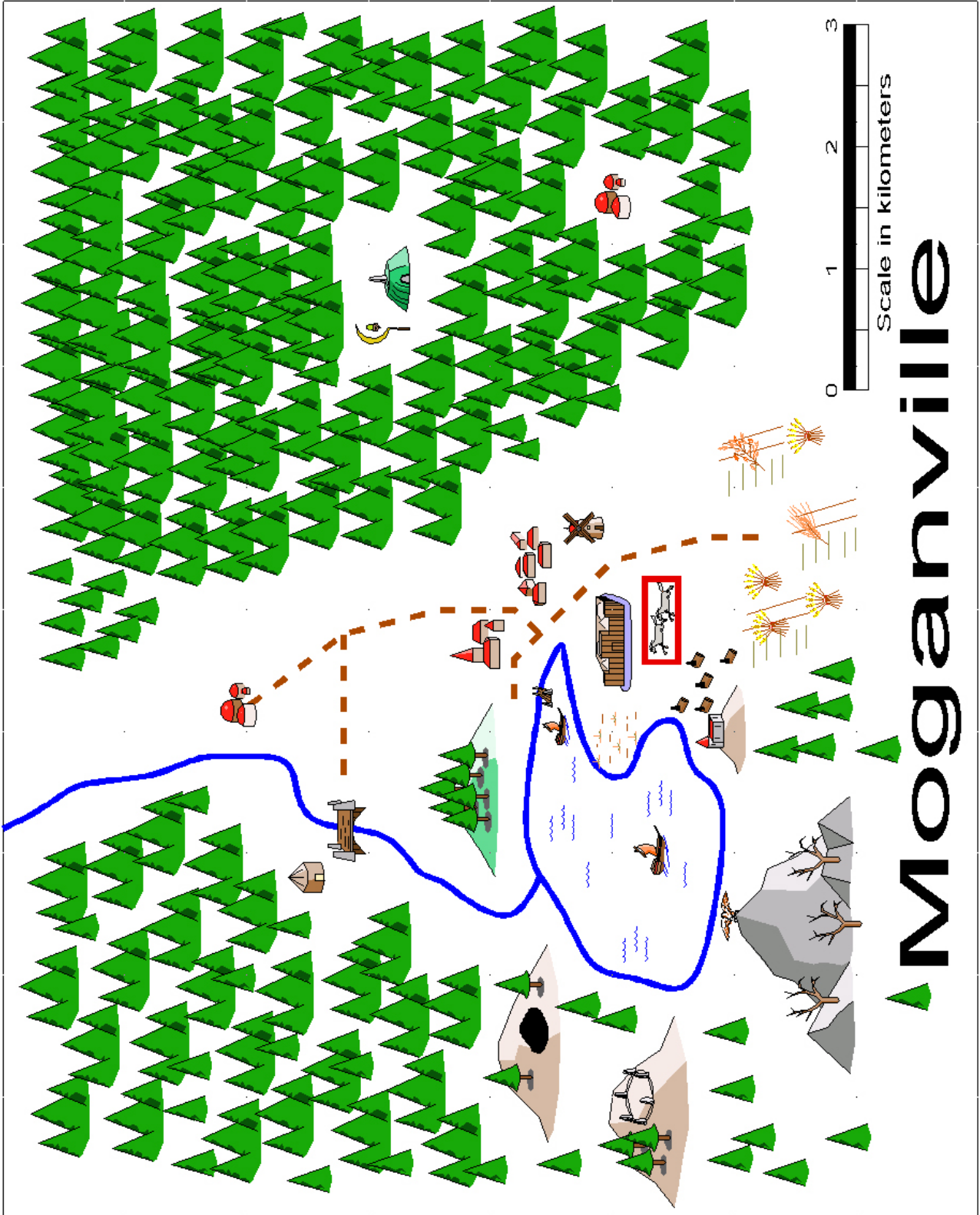
8. The ghouls prowl the cemetery or (on occasion) the marsh. What secret lies hidden in its crypt? How to deal with it?

9. Hybsil in the forest are being attacked by kobolds and/or goblins from another direction. Can the PCs help out? Can they convince anybody else to help (hobbits?) as well?

10. Who is this mysterious hermit and what are his powers? Does he know the secret of the lake? Of the ghost? What does he know of the outside world and the big city of Spaupt to the northeast?



## Morganville - Large scale map



# Morganville - Detail map

## Morganville

Size: 2000m x 1600m

